

Game Theoretic and Decision Theoretic Agents – GTDT'02 AAAI Workshop, Sunday, July 28, 2002

SCHEDULE

9:00 am - Welcome

9:00 - 9:20 Guido Boella, "Decision Theoretic Planning and the Bounded Rationality of BDI Agents"

9:22 - 9:42 Michael Bowling and Manuela Veloso, " Scalable learning in Stochastic Games"

9:45 - 10:05 Michael Brydon, "Using Decision-Theoretic Planning Agents in Market-Based Systems"

10:07 - 10:30 Wolfram Conen and Tuomas Sandholm, "Coherent Pricing of Efficient Allocations in Combinatorial Economies"

10:30 - 11:00 Coffee Break

11:00 - 11:20 Mehdi Dastani and Leendert van der Torre, "Decisions and Games of BD Agents"

11:22 - 11:42 Kate Larson and Tuomas Sandholm, " Miscomputing Ratio: The Social Cost of Selfish Computing"

11:45 - 12:05 Shiego Matsubara, "Auctioning Contracts in a Task Allocation among Self-interested Agents"

12:07 - 12:30 Makoto Yokoo, Yuko Sakurai and Kenji Terada, " Price-oriented, Rationing-free Protocol: Guideline for Designing Strategy/False-name Proof Auction Protocols"

12:30 - 2:00 Lunch Break

2:00 - 2:20 Goutam Satapathy, Vikram Manikonda, John Robinson and Todd Farley, "En-Route Sector Metering using and Game-Theoretic Approach"

2:22 - 2:42 Ioannis A. Vetsikas and Bart Selman, "WhiteBear: An Empirical Study of Design Tradeoffs for Autonomous Trading Agents"

2:45 - 3:05 R. Nair, M. Tambe, M. Yokoo, D. Pynadath and S. Marsella, "Towards Computing Optimal Policies for Decentralized POMDPs"

3:07 - 3:30 Oliver Schulte and James Delgrande, "Representing von Neumann-Morgerstern Games in the Situation Calculus"

3:30 - 4:00 Coffee Break

4:00 - 4:20 Wynn C. Stirling, "Beyond optimization: overcoming the limitations of individual rationality"

4:22 - 4:42 William E. Walsh, Rajarshi Das, Gerald Tesauro and Jeffrey O. Kephart, "Analysing Complex Strategic Interactions in Multi-Agent Systems"

4:45 - 5:30 Discussion