

CS395T

Agent-Based Electronic Commerce

Fall 2003

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Week 5a, 9/23/03

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(what grade would livingagents get?)
 - How many games will there be?
- Any questions?

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Entertainment: MU/AP/AW days 1-4 (12)

- Continuous double auction; initial endowments; quote is bid-ask spread; resale allowed

Client Preferences and Utility

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Score: Sum of client utilities – expenditures

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- Regression analysis to compute factors for individual games

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- Globally optimal solution; *usually* $< .01$ sec

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- Bid in this case would be \$31.25

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- Concept: > 80 degree, sunny \implies swim
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- What redundant feature would help?

Flight costs and benefits

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 - *flight-lookahead* parameter
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