

**CS395T**  
**Agent-Based Electronic Commerce**  
**Fall 2006**

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Department of Computer Sciences  
The University of Texas at Austin

# A Bidding Game

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- The highest bid wins

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**First-price sealed bid auction**

# Let's Try Again

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- Same thing
- New values

# Now Change the Rules

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- The highest bidder still wins

# Now Change the Rules

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- The highest bidder still wins
- But only pay as much as the 2nd highest bidder

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**Second-price sealed bid auction**

# This Course

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- Auctions, including some auction theory
- Game theory and mechanism design
- Autonomous bidding agents

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- Game theory and mechanism design
- Autonomous bidding agents
- Other topics according to your interests
  - What do you want to learn?

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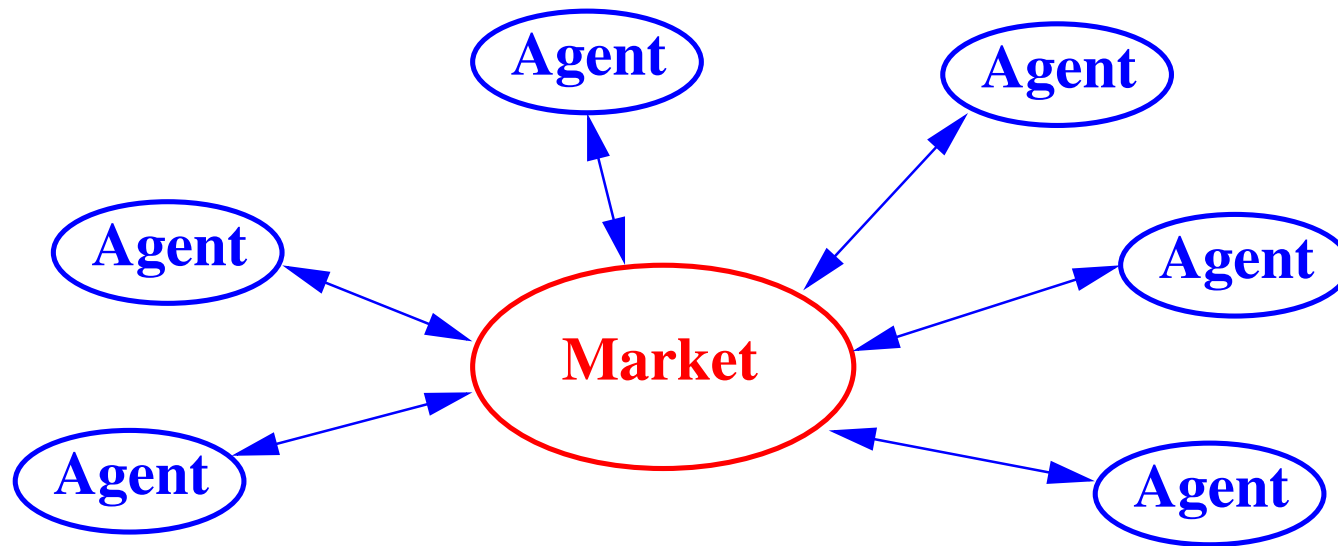
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**Syllabus on-line**



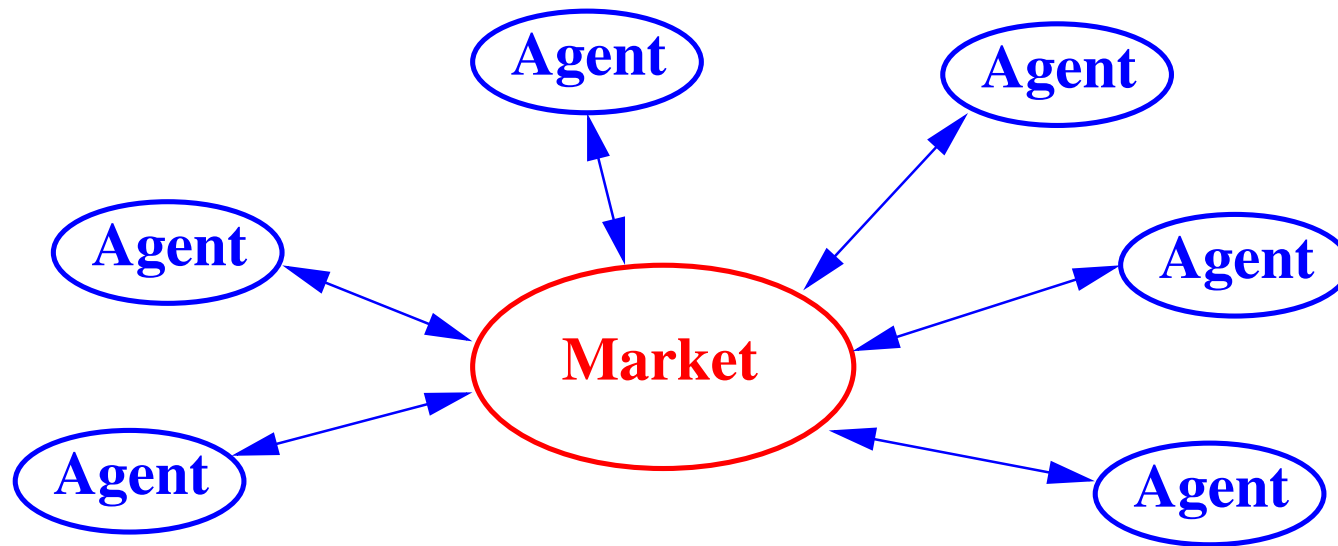
# Market Mechanisms

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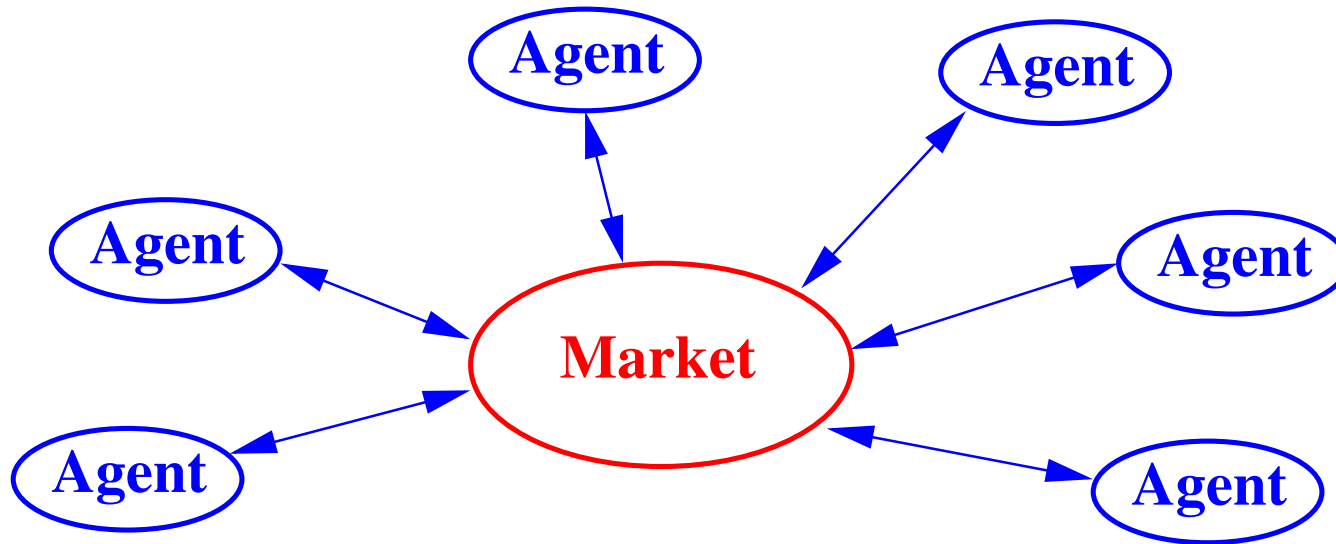
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- eBay

# Market Mechanisms

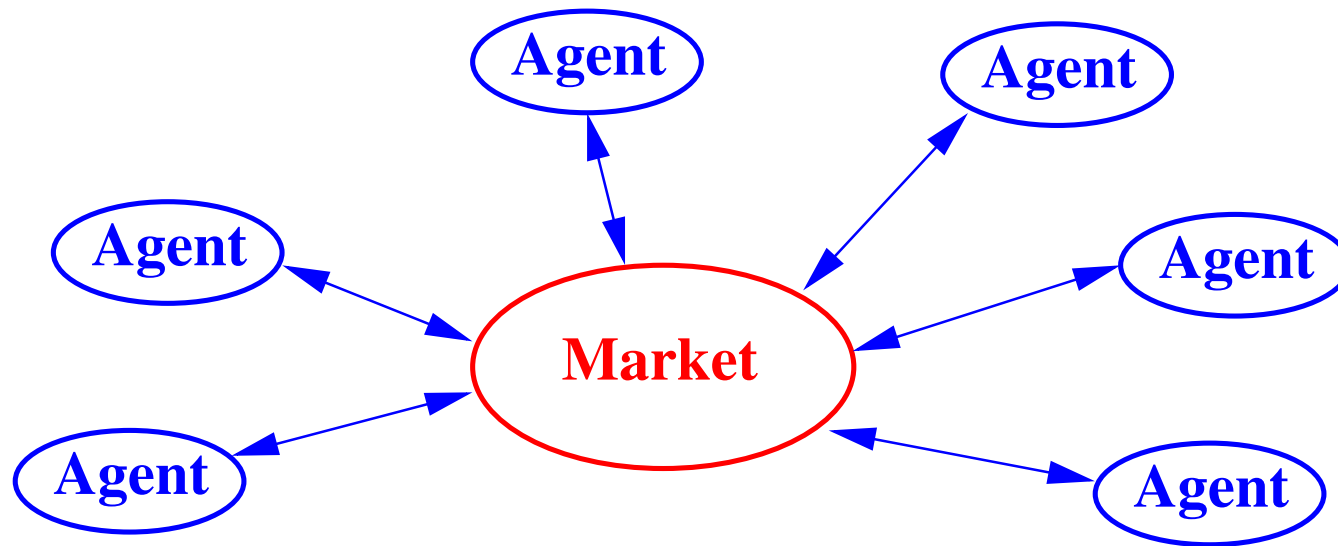
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- eBay
- Telecommunications spectrum

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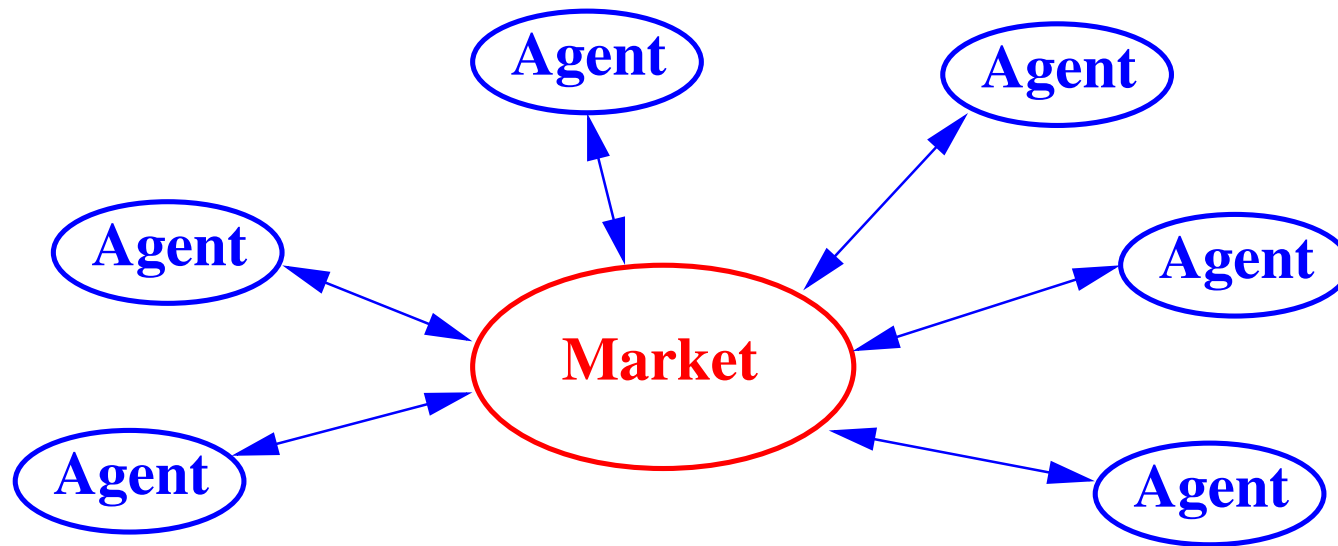
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- eBay
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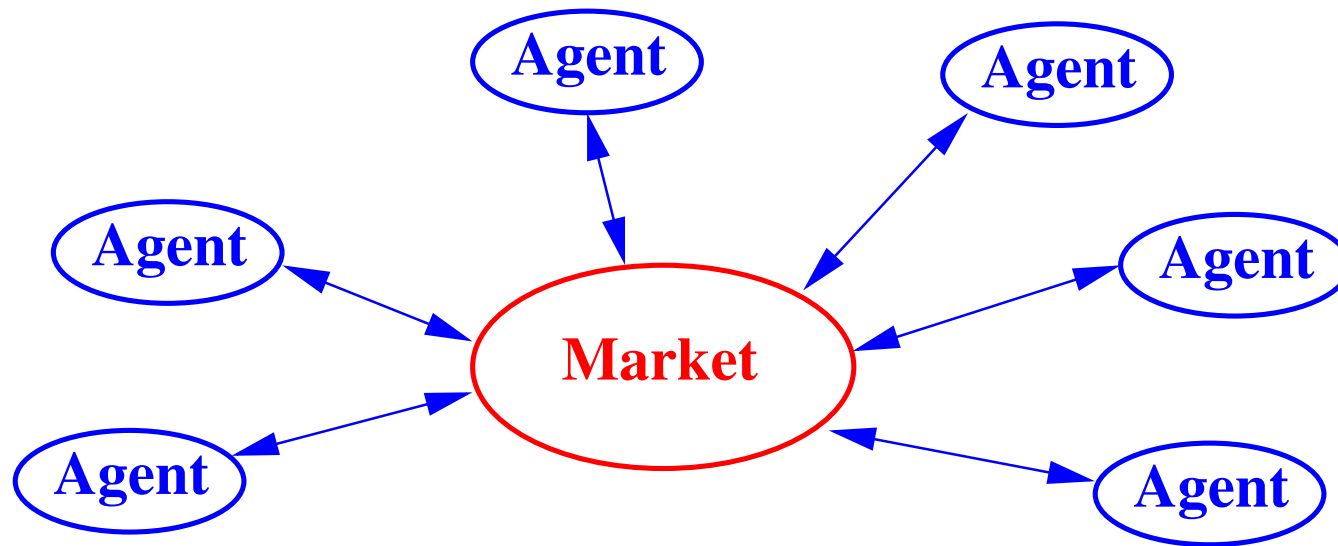
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- Electricity
- Takeoff/landing slots at airports

# Market Mechanisms

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- eBay
- Telecommunications spectrum
- Electricity
- Takeoff/landing slots at airports
- Building temperature

# Some Bidding Agent Domains

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- Simulated travel agent
- Supply chain management
- Automated market design
- FCC spectrum auctions
- Stock market trading

# Simulated Travel Agent

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Trading Agent Competition



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- Bid for flights, hotel rooms, entertainment tix

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- Values of goods interact
- Represent customers with different preferences

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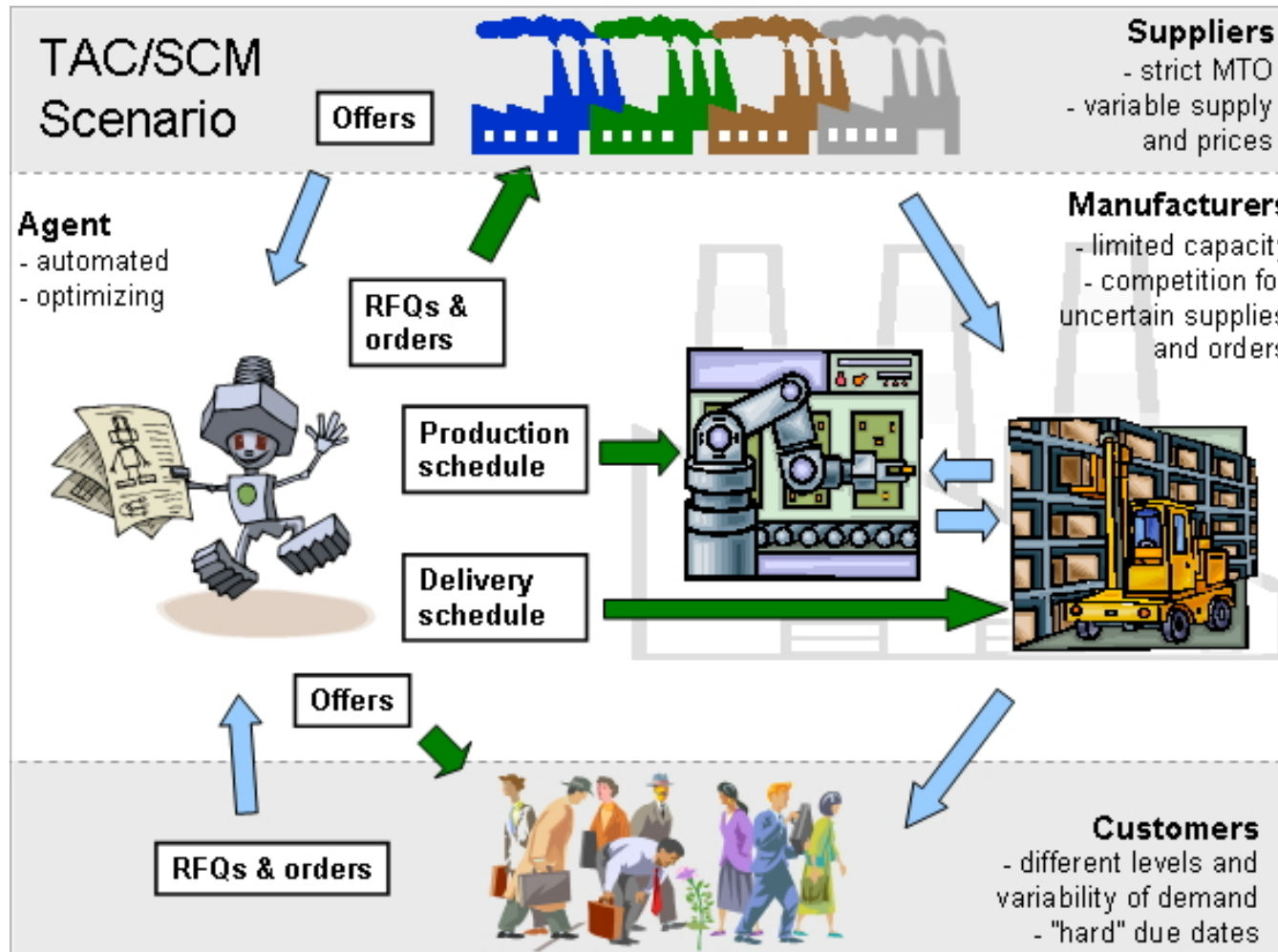
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## Trading Agent Competition

- Bid for flights, hotel rooms, entertainment tix
- Simultaneous auctions of different types
- Values of goods interact
- Represent customers with different preferences
- Bid against other travel agents, created by others

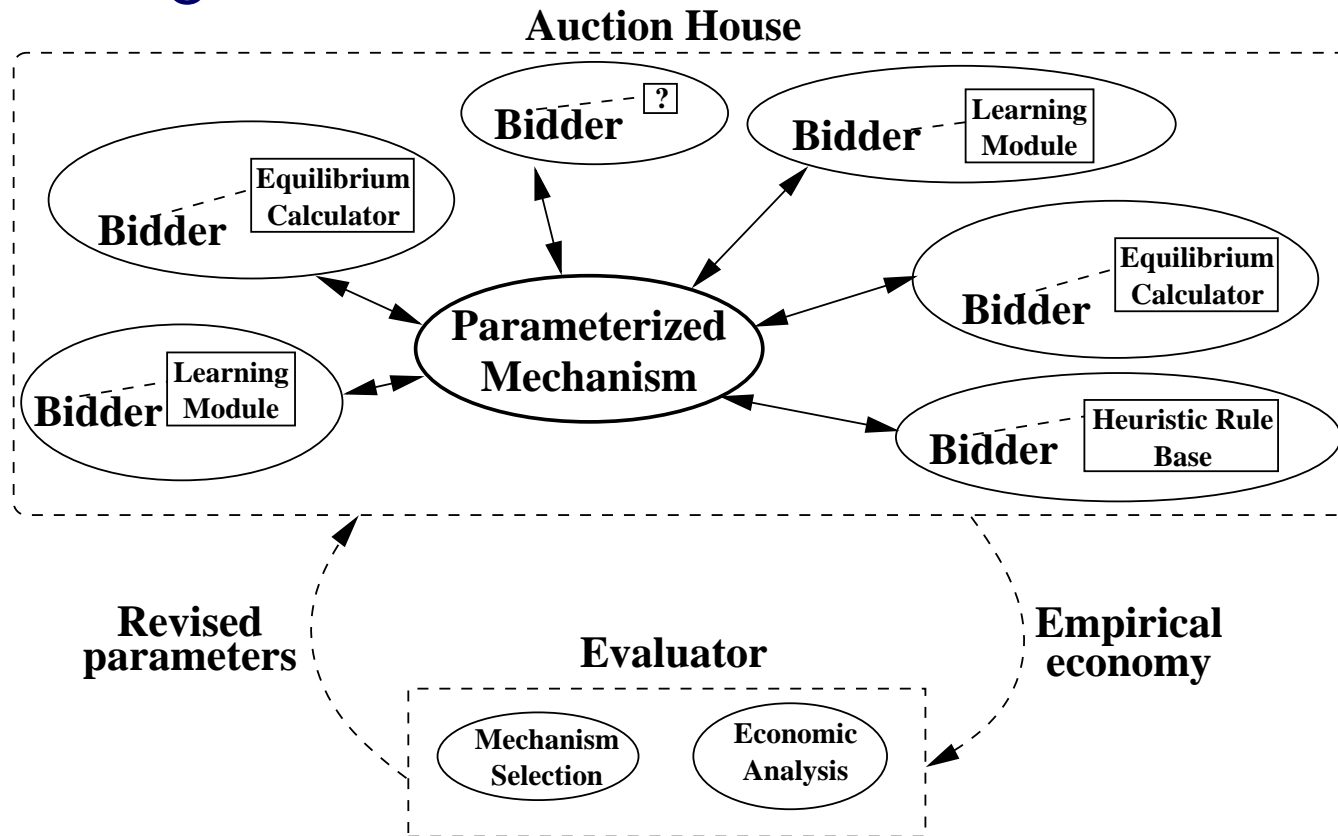
# Supply Chain Management

## Trading Agent Competition (TAC)



# Automated Market Design

- A new TAC game



- First competition next summer

- May get a preview this semester



# FCC Spectrum Auctions

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- Model of auction #35

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- 422 licenses; 80+ bidders;  $\approx$ \$8 billion spent
- Ran Dec 12 – Jan 26, 2001

# FCC Spectrum Auctions

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- Model of auction #35
- 422 licenses; 80+ bidders;  $\approx$ \$8 billion spent
- Ran Dec 12 – Jan 26, 2001
- FauCS — a realistic simulator based on information from AT&T's real bidders

# Stock Market Trading

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## Penn-Lehman Automated Trading Project

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- Real market data

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- Not just stock price, but complete order books

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## Penn-Lehman Automated Trading Project

- Real market data
- Based on Electronic Crossing Network (ECN) data
- Not just stock price, but complete order books
- Agent bids can be matched with real-world orders

# Bidding for Multiple Items

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	<b>utility</b>
camera alone	\$50
flash alone	10
both	100
neither	0



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  - Auctions are independent (no combinatorial bids)

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  - Auctions are simultaneous
  - Auctions are independent (no combinatorial bids)
- $\in [10, 50]$  — **Depends on the price of the camera**

# Research Challenges

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- Autonomous bidding — no human input **(agents)**

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**Indifferent to other agents' goals**

# Beauty Contest

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- Everyone submit a number  $\in [0, 100]$



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- Whoever's number is closest to  $2/3$  of the mean wins \$?
- <http://www.cs.rutgers.edu/~mlittman/topics/nips.html>
  - Camerer
- <http://www.geocities.com/SiliconValley/Byte/5215/Economics/BeautyContest.html>

# Assignments for Tuesday

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- Join the mailing list!

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- Read Klempner

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- Join the mailing list!
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- Send a question or comment by midnight Monday