Good Afternoon, Colleagues

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  - Production planning with 301 motherboards instead of 300
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  - What does this tell you?
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  - What does this tell you?
  - DeepMaize *doesn’t* use them because not directly applicable to integer LP.
Logistics

- Change in readings
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- Thanks for comments - especially on TAC travel!
Class Discussion

- Kunal on MinneTAC
Issues from the Readings

• Thresholds in the agents
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- Good to “go against the flow” (Brian)
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  - Congestion games (El Farol Bar)
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• Portraying agents as “successful” (Andrew, Chris)
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- Thresholds in the agents
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- Empirical studies in the paper
  - What are the right metrics?
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  – Congestion games (El Farol Bar)

• Start and end effects realistic?

• Portraying agents as “successful” (Andrew, Chris)

• Empirical studies in the paper
  – What are the right metrics?
  – Empirical results required in final projects
The SCM base code

- Based on TacTex (slides)
- David with a brief introduction
The beer game

- Illustrates the bullwhip effect
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- Problem with “forecast-driven” planning
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- Wallmart uses demand-driven planning
  - Information about purchases instantly known throughout chain
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- End effects (told 50 days, but stops at 36)