CS344M Autonomous Multiagent Systems

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Good Afternoon, Colleagues

Are there any questions?



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• From last week: Difference between open and closed loop?



- Thesis defense Monday 11/30 at 10am: GDC 3.516
 - Daniel Urieli: Autonomous Trading in Modern Electricity Markets



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- Final projects due next week (team on Tuesday, report on Thursday)!



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- 2D: You can create and compile in a custom banner (not required)
- 3D: Make sure that you're using a legal set of agent types
- Include source code with a README
- Include a log file of your team playing



• Have at least 3 citations (2 non-RoboCup)



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 - Citations include title, authors(s), venue of publication, year



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- Include some statistical significance test you can run games in parallel on condor



Paper Sections



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- **Background:** give technical background information necessary for understanding the paper
- Methodology/Algorithm Description: explain the new ideas/algorithms that the paper is presenting



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- Summary/Conclusion: short summary of work presented in the paper as well as possibly mentioning future work



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- Autonomous agents act as travel agents



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 - **Game:** 8 *agents,* 12 min.
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 - **Client:** TACtown \leftrightarrow Tampa within 5-day period
- Auctions for flights, hotels, entertainment tickets
 - Server maintains markets, sends prices to agents
 - Agent sends bids to server over network

Goal: analytically calculate optimal bids



• Learn model of expected hotel price



• Learn model of expected hotel price distributions



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- For each auction:
 - Repeatedly sample price vector from distributions



- Learn model of expected hotel price distributions
- For each auction:
 - Repeatedly sample price vector from distributions
 - Bid avg marginal expected utility



Finals

Team	Avg.	Adj.	Institution
ATTac	3622	4154	AT&T
livingagents	3670	4094	Living Systems (Germ.)
whitebear	3513	3931	Cornell
Urlaub01	3421	3909	Penn State
Retsina	3352	3812	CMU
CaiserSose	3074	3766	Essex (UK)
Southampton	3253*	3679	Southampton (UK)
TacsMan	2859	3338	Stanford

- ATTac improves over time
- livingagents is an open-loop strategy

- Supply Chain Management
- Ad Auctions
- Power



Recursive Modeling Method

• What should I do?



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- etc.



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- Use deeper models
 - Includes physical *and* mental states
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- Trade-off between time and performance gain
- When is it worthwhile to model deeper?



- Modeling can help
- There is a lot of useless information in recursive models
- Approximations (limited rationality) can be useful



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- Select model that is believed to be closest to current teammate(s) - polynomial weights algorithm from regret minimization
- Plan using selected model to perform well on task



Where do Models Come From

Observation:

- Tambe and RMM: use existing model
 - No building a model



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What if we can't build a full model in advance?



Where do Models Come From

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What if we can't build a full model in advance?

• What are some incremental approaches for building a predictive model?



- Rock beats scissors
- Scissors beats paper
- Paper beats rock



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• What is your strategy before modeling me?



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- What is your strategy before modeling me?
- What is your strategy after modeling me?



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- What is your strategy before modeling me?
- What is your strategy after modeling me?
- Am I modeling you?



- Rock beats scissors
- Scissors beats paper
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- What is your strategy before modeling me?
- What is your strategy after modeling me?
- Am I modeling you?
- Would your end strategy change if I can?



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- How do you deal with a teammate/opponent who is adapting to you as well?
- Applications of ad hoc teamwork?
- What if there was communication?
- How would you build an ad hoc teammate?

