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"


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


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"


3:07 - 3:30 Oliver Schulte and James Delgrande, "Representing von Neumann-Morgenstern 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