#### Multiagent Dynamics Laboratory

#### José M Vidal

Department of Computer Science and Engineering University of South Carolina

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#### Abstract

A quick overview of current projects.



#### Theory

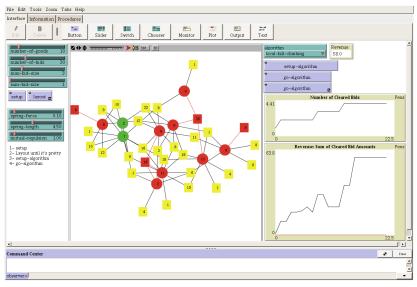
- Artificial Intelligence
- Game Theory
- Economics
- Sociology
- Organizational Theory
- Complex Systems
- Distributed Systems

#### Technologies

- Agent-based modeling: NetLogo
- Web Services: SOAP, WSDL, UDDI
- Semantic Web: OWL, FOAF
- Web 2.0: Ajax, XML, JavaScript, RSS
- Workflow: BPEL4WS
- PocketPC, GPS, wireless comm.



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- Benito Mendoza
- Hong Jiang
- Seang "Sky" Chan Ryu
- Matthew Baker

- Equal Excess theory algorithm for automated negotiation.
- Application to distributed workflow enactment.



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# Students' Current Work

- Hrishikesh Goradia
- Benito Mendoza
- Hong Jiang
- Seang "Sky" Chan Ryu
- Matthew Baker

 Bidding algorithm for PAUSE auction (distributed combinatorial auction with aligned incentives).



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- Emotional Belief Desire Intention architecture for negotiation.
- A descriptive approach.



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- Hierarchical learning.
- How agents can share learned knowledge so group learns faster.



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- Competitive learning.
- Win or Learn Fast.



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### Learn More...

- CSCE 782: Multiagent Systems. join now!
- Multiagent Systems Reading Group: Mondays at 10am.

http://jmvidal.cse.sc.edu

