

Practical Assignment: Negotiation

(You are going to build a negotiating agent!)



What we want you to learn

- Design and analyze a negotiating agent for a realistic domain.
- Techniques for (adversarial) search with time constraints.
- Inter-disciplinary team work.

Task 0

- Register your group
- At **pa.ai-ewi@lists.tudelft.nl**
- Before 18 september

Task 1: User modelling

- Create four preference profiles for the party domain we provide.
 - Use group members
- Try to motivate your method in the report. Why and how well do these profiles represent you?
- Deadline 30 october, 23:59

Task 2: Creating a (basic) negotiating agent.

- Should be able to beat a naïve agent
- Use techniques from the lectures, book, papers, other courses etc.
- Take a good look at the example agent.
- When is an agent beaten?
- Deadline: 30 october, 23:59

Task 3: Analyse and improve your agent

- Is your agent a good negotiator? Show us!
 - Versatile? Efficient? Opponent modelling? Consistent?
- What did you do to improve your agent? Show us the process!
- Deadline: 1 december, 23:59

Task 4: Finish your agent and report

- 80% of your PA grade for quality & originality of deliverables .
- 20% of your PA grade for performance
 - Student competition
- International competition
 - We have a good reputation
- Take advantage of last years results (pdf on brightspace/Practical Assignment)
- Deadline: 1 december, 23:59

Questions?

- Contact us at:

Pa.ai-ewi@lists.tudelft.nl

- Non PA related questions can be sent to:
ai-ewi@lists.tudelft.nl
- Good Luck!