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| Agent Auction Bidding |
| CS491 |
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| The premise of this research is to create several agents who can competently compete in an auction against other agents for a contract. They will use simulated annealing and hill climbing with limited “resources” to compete against the other agents. |

This research is to demonstrate the ability of artificial agents to bet for contracts. The goal of the agents will be to successfully win the contract, which will be provided by the user. The uses for such agents are to demonstrate several different algorithms for the selection of optimal choice; and to test the common state algorithms. The different algorithms are simulated annealing, and the steepest ascent algorithm. If possible, A\* may be implemented as well. Once the agents are completed, the agents will compete for statistical purposes, which will be compiled to determine the algorithm most likely to win, conserve resources, and the best all-round algorithm.