HUBSIM: Simulating Human Behavior In Negotiation Settings

Nico Döring, Second Author $^{2,3[1111-2222-3333-4444]},$ Third Author $^{3[2222-3333-4444-5555]},$ and Fourth Author

 Princeton University, Princeton NJ 08544, USA
 Springer Heidelberg, Tiergartenstr. 17, 69121 Heidelberg, Germany lncs@springer.com

http://www.springer.com/gp/computer-science/lncs

ABC Institute, Rupert-Karls-University Heidelberg, Heidelberg, Germany
{abc,lncs}@uni-heidelberg.de

Abstract. The abstract should briefly summarize the contents of the paper in 150–250 words.

Keywords: First keyword · Second keyword · Another keyword.

1 Introduction

Add an introduction here.

2 Related Work

The rapid improvements of recent large language model capabilities prompted an increasing interest in exploring the potential for agent-based experimental studies and simulations in social science research. Park et al. [4] simulate and explore an entire human society and its behavioral interactions through an LLM-powered agent architecture which lets agents observe, plan and reflect. The framework of Qian et al. [5] shows how LLM agents exhibit efficient collaborative and self-corrective abilities in a software development scenario. Similarily, [2] conduct experiments on LLM-based research agents which perform classical machine learning research involving tasks such as data processing, architecture design and model training. Törnberg et al. [6] use LLM-based agents in different social media settings to simulate human behavior on a spectrum of toxic discourse and constructive interactions.

[4]uses gpt
3.5-turbo[5]uses gpt
3.5-turbo-16k[6]use gpt-3.5[2]use
 gpt-4 Negotiation Settings:

Evaluation of Agents: [1] evaluate chat-bison, claude-2, command, command-light, gpt-4, gpt-3.5 and (Llama2-70B-Chat) [7] evaluate chatbots based on gpt-3.5-turbo and GLMPro [3] AgentBench Evaluation Benchmark

Frameworks for developing agents: - Langchain Agents - AutoGen - CrewAI

3 Experimental Setup

3.1 Research Design and Methodology

Here goes general information, the approach and an explanation of our evaluation methods (quantitative and qualitative).

3.2 Negotiation Setup

Here the setup for the negotiations (fixed-length and open-ended).

3.3 Interview Setup

Here the setup for evaluation agent.

3.4 Parsing

Here info about our parsing heuristic both for conversations and interviews.

4 Results

4.1 Quantitative

Quantitative Results.

4.2 Qualitative

Qualitative Results.

5 Limitation

Limitations here.

6 Conclusion

Conclusion here.

References

- Davidson, T.R., Veselovsky, V., Josifoski, M., Peyrard, M., Bosselut, A., Kosinski, M., West, R.: Evaluating Language Model Agency through Negotiations (Jan 2024), http://arxiv.org/abs/2401.04536, arXiv:2401.04536 [cs]
- Huang, Q., Vora, J., Liang, P., Leskovec, J.: Benchmarking Large Language Models As AI Research Agents (Oct 2023). https://doi.org/10.48550/arXiv.2310.03302, http://arxiv.org/abs/2310.03302, arXiv:2310.03302 [cs]
- 3. Liu, X., Yu, H., Zhang, H., Xu, Y., Lei, X., Lai, H., Gu, Y., Ding, H., Men, K., Yang, K., Zhang, S., Deng, X., Zeng, A., Du, Z., Zhang, C., Shen, S., Zhang, T., Su, Y., Sun, H., Huang, M., Dong, Y., Tang, J.: AgentBench: Evaluating LLMs as Agents (Oct 2023). https://doi.org/10.48550/arXiv.2308.03688, http://arxiv.org/abs/2308.03688, arXiv:2308.03688 [cs]
- 4. Park, J.S., O'Brien, J.C., Cai, C.J., Morris, M.R., Liang, P., Bernstein, M.S.: Generative Agents: Interactive Simulacra of Human Behavior (Aug 2023). https://doi.org/10.48550/arXiv.2304.03442, arXiv:2304.03442 [cs]
- 5. Qian, C., Cong, X., Liu, W., Yang, C., Chen, W., Su, Y., Dang, Y., Li, J., Xu, J., Li, D., Liu, Z., Sun, M.: Communicative Agents for Software Development (Aug 2023), http://arxiv.org/abs/2307.07924, arXiv:2307.07924 [cs] version: 3
- Törnberg, P., Valeeva, D., Uitermark, J., Bail, C.: Simulating Social Media Using Large Language Models to Evaluate Alternative News Feed Algorithms (Oct 2023), http://arxiv.org/abs/2310.05984, arXiv:2310.05984 [cs]
- Wang, Z.M., Peng, Z., Que, H., Liu, J., Zhou, W., Wu, Y., Guo, H., Gan, R., Ni, Z., Zhang, M., Zhang, Z., Ouyang, W., Xu, K., Chen, W., Fu, J., Peng, J.: RoleLLM: Benchmarking, Eliciting, and Enhancing Role-Playing Abilities of Large Language Models (Oct 2023), http://arxiv.org/abs/2310.00746, arXiv:2310.00746 [cs]