Report Review: Deception For The Greater Good: Minimizing Traffic Congestion With Information Design

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Abstract

The paper *Reducing Congestion Through Information Design* which is reviewed in the report *Deception For The Greater Good: Minimizing Traffic Congestion With Information Design* we are going to evaluation in this article, deals with the problem of suboptimal decisions of Bayesian agents in the context of games with uncertain congestions when given complete information of the system. The reviewing group developed and used a simulation software to replicate the results seen in the aforementioned paper. Their work and its presentation are evaluated in the first section of this article while remarks can be found in the second section.

1 EVALUATION

Todo: Short introduction

1.1 Introduction

Todo: Evaluate whether the introduction explains clearly the content of the paper

1.2 BACKGROUND INFORMATION

Todo: Evaluate whether there is sufficient background information to understand the relevance of the work

1.3 Methods

Todo: Evaluate whether the methods are clearly explained (can the results be reproduced?)

1.4 RESULTS

Todo: Evaluate whether the results answer the questions asked in the paper (which questions?)

1.5 QUESTIONS

Todo: Evaluate whether all questions asked in the paper are answered (which questions?)

1.6 CONCLUSION

Todo: Evaluate whether the conclusion is sufficient

1.7 STYLE

Todo: Evaluate whether the overall style is ok

1.8 Missing Content

Todo: Evaluate whether you believe things are missing in the discussion

2 REMARKS

Todo: Short introduction

2.1 Positive

Todo: Name 3 positive points concerning the work, clearly specifying why you think they are well-done or interesting

2.2 NEGATIVE

Todo: Name 3 negative points, which may include missing/unclear explanations or suggestions for improvement

2.3 QUESTIONS

Todo: Name at least 3 clear and relevant questions on the content or the methods used which can be asked (next to other questions)