# DogAgent

An agent submitted to the ANAC 2024 SCM league

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**OTSUKA** 



# Outline

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- 3. Evaluation
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## 1.Introduction

### In the real supply chain

- Companies have fixed costs
  - We need to do the least amount of trading to make a profit.

### In the SCML track

- Companies do not have fixed costs
  - We need not be forced into an unfavorable contract.

### Our goal is

 minimize the cost of inventory and penalties for insufficient inventory



# 2. The design of DogAgent

### **2.1Counter Strategy**

- ♦ In the scml world, there is a cost to inventory.
  - > this inventory cost is small compared to the shortfall penalty

### the basic strategy

- Keep enough inventory to reduce the shortfall penalty.
- By selecting the optimal contract, profits can be obtained consistently.





# 2. The design of DogAgent

### 2.2 Offer Strategy

- **◆**The price setting is important
  - > price concessions are made according to the steps of the game.
- ◆In the final phase of the game
  - concessions are made up to 25% compared to the initial state.
    - ✓ This will maintain high productivity and stable profits throughout the entire game.



# 2. The design of DogAgent

#### 2.3 Future Negotiation

- ◆Send future contract offers to other agents to increase deal opportunities
  - > it is difficult to perfectly predict future conditions, and the risk of penalties such as inventory shortages is high.
- **◆**DogAget does not negotiate future contracts, but concentrates on current contracts.



## 3. Evaluation

#### **Evaluation the Performance of Agent**

- ◆Simulations were done with anac2024 std() method include in the template. The parameters are as follows.
  - > n steps = 10
  - > n\_configs = 5
  - competitors = [DogAgent, DoNothingAgent, BuyCheapSellExpensiveAgent]



## 3. Evaluation

#### The results of the tournaments are shown in Table 1.

- **◆** The two default agents have decreasing scores in all tournaments.
- our agent's score is increasing in three tournaments.
- ◆ we were able to obtain stable scores compared to the default agents.

Table 1: Score of tournaments

tournament	DogAgent	DoNothingAgent	BuyCheapSellExpensiveAgent
1st time	1.19	0.40	-0.36
2nd time	0.92	0.74	-0.10
3rd time	1.10	0.52	-0.05
4th time	1.00	0.70	0.65
5th time	0.94	0.72	-0.36
Average	1.03	0.616	-0.044



## 4. Conclusions

- ◆Our strategy is to reduce shortfall penalty and inventory cost as much as possible to obtain stable profit.
- **◆**The results were better score than other agents
- **◆**There is still room for improvement
  - > increase productivity by optimizing the use of future contract offers.

