Preface

Over the last few years, game and economic theory has proved to be a powerful tool with which to understand interactions in systems composed of multiple autonomous artificial agents. It has been employed in the design of cooperation and negotiation algorithms and strategies, fair voting techniques, market-based resource management systems, and industrial-scale information economies. More recently, decision theory has been adopted by a number of authors as a way of handling the uncertainty that rational agents inevitably face in any moderately complex environment.

The time therefore seemed ripe to bring together researchers interested in building and understanding agents using both game theory and decision theory, including those using non-standard variants of the theories, to compare results and techniques, and to discuss the advantages and limitations of their respective approaches. It seemed particularly appropriate to do this in conjunction with ECSQARU 99, a major conference on methods for reasoning under uncertainty.

Programme Committee

The Programme Committee was chaired by Simon Parsons and Michael Wooldridge and comprised:

Piotr Gmytrasiewicz
Sarit Kraus
Jeff Rosenchein
Tuomas Sandholm
Nir Vulkan
Frederik Ygge

We are grateful to the above for their help in reviewing the papers and for their support for the workshop.

June 1999 Simon Parsons and Michael Wooldridge