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Computer Science & Engineering
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RESEARCH INTERESTS

Artificial intelligence, electronic commerce, strategic reasoning, decentralized computation.

EDUCATION

- 1985-1988 **Massachusetts Institute of Technology**, Cambridge, MA. Ph.D.,
Artificial Intelligence. Dissertation: *Formulation of Tradeoffs in
Planning under Uncertainty*. Supervisor: P. Szolovits
- 1983-1985 **Massachusetts Institute of Technology**, Cambridge, MA. S.M.,
Computer Science. Thesis: *Reasoning about Preference Models*.
- 1979-1983 **Massachusetts Institute of Technology**, Cambridge, MA. S.B.,
Computer Science, S.B., Management Science.

PROFESSIONAL EMPLOYMENT

- September, 2001 **PROFESSOR, UNIVERSITY OF MICHIGAN.**
to present Associate Chair, Computer Science & Engineering (2007–2009).
Director, Artificial Intelligence Laboratory (2001–2005).
Division of Computer Science & Engineering.
- September, 1996 **ASSOCIATE PROFESSOR, UNIVERSITY OF MICHIGAN.**
to August, 2001 Division of Computer Science & Engineering.
- September, 1998 to **CHIEF MARKET TECHNOLOGIST, TRADINGDYNAMICS, INC.**
January, 2000 E-Commerce startup company now part of Ariba, Inc.
- September, 1992 **ASSISTANT PROFESSOR, UNIVERSITY OF MICHIGAN.**
to August, 1996 Division of Computer Science & Engineering.
- August, 1988 **RESEARCH SCIENTIST, USAF WRIGHT LABORATORY.**
to July, 1992 Avionics Directorate. Also Adjunct Asst. Prof., Air Force
Institute of Technology. Active-duty Air Force, rank: Captain.

AWARDS

- Outstanding paper award, *IMACS International Workshop on Qualitative Reasoning and Decision
Technologies*, June 1993.
- NSF National Young Investigator, 1994.
- Teaching Excellence Award, EECS Department, 1996–97.
- Fellow, Association for the Advancement of Artificial Intelligence, 2001.
- Faculty Recognition Award, University of Michigan, 2002–03.
- Fellow, Association for Computing Machinery, 2005.
- Outstanding Achievement Award, EECS Department, 2009–10.

PERSONAL DATA

Born 27 March 1961, Brooklyn, NY. US citizen.

Publications

Refereed Journals

1. Strategic modeling of information sharing among data privacy attackers (Q. Duong, K. LeFevre, and M. P. Wellman). *Informatica* **34**:151–158, 2010.
2. Multiattribute auctions based on generalized additive independence (Y. Engel and M. P. Wellman). *Journal of Artificial Intelligence Research* **37**:479–525, 2010.
3. Forecasting market prices in a supply chain game (C. Kiekintveld, J. Miller, P. R. Jordan, L. F. Callender, and M. P. Wellman). *Electronic Commerce Research and Applications* **8**:63–77, 2009.
4. Bidding strategies for simultaneous auctions (with A. Osepayshvili, J. K. MacKie-Mason, and D. M. Reeves). *B. E. Journal of Theoretical Economics (Topics)* **8**(1), 2008.
5. CUI networks: A graphical representation for conditional utility independence (Y. Engel and M. P. Wellman). *Journal of Artificial Intelligence Research* **31**:83–112, 2008.
6. Market-based allocation with indivisible bids (L. J. Schwartzman and M. P. Wellman). *Production and Operations Management* **16**:495–509, 2007.
7. Learning payoff functions in infinite games (Y. Vorobeychik, M. P. Wellman, and S. Singh). *Machine Learning* **67**:145–168, 2007.
8. Graphical models for groups: Belief aggregation and risk sharing (D. M. Pennock and M. P. Wellman). *Decision Analysis* **2**:148–164, 2005.
9. Strategic interactions in a supply chain game (with J. Estelle, S. Singh, Y. Vorobeychik, C. Kiekintveld, and V. Soni). *Computational Intelligence* **21**:1–26, 2005.
10. Walverine: A Walrasian trading agent (S.-F. Cheng, E. Leung, K. M. Lochner, K. O'Malley, D. M. Reeves, L. J. Schwartzman, and M. P. Wellman). *Decision Support Systems* **39**:169–184, 2005.
11. Betting Boolean-style: A framework for trading in securities based on logical formulas (L. Fortnow, J. Kilian, D. M. Pennock, and M. P. Wellman). *Decision Support Systems* **39**:87–104, 2005.
12. Exploring bidding strategies for market-based scheduling (D. M. Reeves, M. P. Wellman, J. K. MacKie-Mason, and A. Osepayshvili). *Decision Support Systems* **39**:67–85, 2005.
13. Bounding probabilistic relationships in Bayesian networks using qualitative influences: Methods and applications (C.-L. Liu and M. P. Wellman). *International Journal of Approximate Reasoning* **36**:31–73, 2004.
14. Price prediction in a trading agent competition (with D. M. Reeves, K. M. Lochner, and Y. Vorobeychik). *Journal of Artificial Intelligence Research* **21**:19–36, 2004.
15. Trading agents competing: Performance, progress, and market effectiveness (with S.-F. Cheng, D. M. Reeves, and K. M. Lochner). *IEEE Intelligent Systems* **18**(6):48–53, 2003.
16. Nash Q-learning for general-sum stochastic games (J. Hu and M. P. Wellman). *Journal of Machine Learning Research* **4**:1039–1069, 2003.

17. Decentralized supply chain formation: A market protocol and competitive equilibrium analysis (W. E. Walsh and M. P. Wellman). *Journal of Artificial Intelligence Research* **19**:513–567, 2003.
18. The 2001 trading agent competition (with A. Greenwald, P. Stone, and P. R. Wurman). *Electronic Markets* **13**:4-12, 2003.
19. On market-inspired approaches to propositional satisfiability (W. E. Walsh, M. Yokoo, K. Hirayama, and M. P. Wellman). *Artificial Intelligence* **144**:125-156, 2003.
20. Automated negotiation from declarative contract descriptions (D. M. Reeves, M. P. Wellman, and B. N. Grosz). *Computational Intelligence* **18**:482-500, 2002.
21. Evaluation of Bayesian networks with flexible state-space abstraction methods (C.-L. Liu and M. P. Wellman). *International Journal of Approximate Reasoning* **30**:1–39, 2002.
22. Learning about other agents in a dynamic multiagent system (J. Hu and M. P. Wellman). *Cognitive Systems Research* **2**:67–79, 2001.
23. Designing the market game for a trading agent competition (with P. R. Wurman, K. O'Malley, R. Bangerla, S.-d. Lin, D. M. Reeves, and W. E. Walsh). *IEEE Internet Computing* **5**(2):43–51, 2001.
24. A parametrization of the auction design space (P. R. Wurman, M. P. Wellman, and W. E. Walsh). *Games and Economic Behavior* **35**:304–338, 2001.
25. Auction protocols for decentralized scheduling (with W. E. Walsh, P. R. Wurman, and J. K. MacKie-Mason). *Games and Economic Behavior* **35**:271–303, 2001.
26. Conjectural equilibrium in multiagent learning (with J. Hu). *Machine Learning* **33**:179–200, 1998.
27. Flexible double auctions for electronic commerce: Theory and implementation (P. R. Wurman, W. E. Walsh, and M. P. Wellman). *Decision Support Systems* **24**:17–27, 1998.
28. Market-aware agents for a multiagent world (with P. R. Wurman). *Robotics and Autonomous Systems* **24**:115-125, 1998.
29. The WALRAS algorithm: A convergent distributed implementation of general equilibrium outcomes (J. Q. Cheng and M. P. Wellman). *Computational Economics* **12**:1–24, 1998.
30. Generalized queries on probabilistic context-free grammars (D. V. Pynadath and M. P. Wellman). *IEEE Transactions on Pattern Analysis and Machine Intelligence* **20**:65–77, 1998.
31. Toward inquiry-based education through interacting software agents (10 co-authors). *IEEE Computer* **29**(5):69–76, May 1996.
32. The economic approach to artificial intelligence (position paper). *ACM Computing Surveys* **7**(3):360–362, 1995.
33. A computational market model for distributed configuration design. *Artificial Intelligence for Engineering Design, Analysis, and Manufacturing (AI EDAM)* **9**:125–133, 1995. Reprinted in *Readings in Agents* (M. N. Huhns and M. P. Singh, eds.), Morgan Kaufmann Publishers, 1998.
34. Inference in cognitive maps. *Mathematics and Computers in Simulation* **36**:137–148, 1994.

35. A market-oriented programming environment and its application to distributed multicommodity flow problems. *Journal of Artificial Intelligence Research* 1:1–23, 1993.
36. Explaining “explaining away” (with M. Henrion) (correspondence). *IEEE Transactions on Pattern Analysis and Machine Intelligence* 15:287–292, 1993.
37. From knowledge bases to decision models (with J. S. Breese and R. P. Goldman). *Knowledge Engineering Review* 7:35–53, 1992.
38. Impediments to universal preference-based default theories (J. Doyle and M. P. Wellman). *Artificial Intelligence* 49:97–128, 1991.
39. Graphical inference in qualitative probabilistic networks. *Networks* 20:687–701, 1990.
40. Fundamental concepts of qualitative probabilistic networks. *Artificial Intelligence* 44:257–303, 1990.
41. Automated critiquing of medical decision trees (with M. H. Eckman, C. Fleming, S. L. Marshall, F. A. Sonnenberg, and S. G. Pauker). *Medical Decision Making* 9:272–284, 1989.

Books

1. Autonomous Bidding Agents: Strategies and Lessons from the Trading Agent Competition (with A. Greenwald and P. Stone). MIT Press, 2007.
2. Planning and Control (T. L. Dean and M. P. Wellman). Morgan Kaufmann, 1991.
3. Formulation of Tradeoffs in Planning Under Uncertainty. *Research Notes in Artificial Intelligence*, Pitman Publishing and Morgan Kaufmann, 1990.

Refereed Conferences

1. Agent-based analysis of asset pricing under ambiguous information (B.-A. Cassell and M. P. Wellman). *SpringSim Agent-Directed Simulation Symposium*, April 2011.
2. Algorithms for finding approximate formations in games (P. R. Jordan and M. P. Wellman). *Twenty-Fourth AAAI Conference on Artificial Intelligence*, pages 798–804, July 2010.
3. Strategy and mechanism lessons from the first Ad Auctions Trading Agent Competition (P. R. Jordan, M. P. Wellman, and G. Balakrishnan). *Eleventh ACM Conference on Electronic Commerce*, pages 287–296, June 2010.
4. A categorization of KR&R methods for requirement analysis of a query answering knowledge base (V. K. Chaudhri, B. Bredeweg, R. Fikes, S. McIlraith, and M. P. Wellman). *Sixth International Conference on Formal Ontology in Information Systems*, May 2010.
5. History-dependent graphical multiagent models (Q. Duong, M. P. Wellman, S. Singh, and Y. Vorobeychik). *Ninth International Conference on Autonomous Agents and Multiagent Systems*, pages 1215–1222, May 2010.
6. Weighted description logics preference formulas for multiattribute negotiation (A. Ragone, T. Di Noia, F. M. Donini, E. Di Sciascio, and M. P. Wellman). *Third International Conference on Scalable Uncertainty Management*, September 2009.
7. Learning graphical game models (Q. Duong, S. Singh, Y. Vorobeychik, and M. P. Wellman). *Twenty-First International Joint Conference on Artificial Intelligence*, pages 116–121, July 2009.

8. Stronger CDA strategies through empirical game-theoretic analysis and reinforcement learning (L. J. Schwartzman and M. P. Wellman). *Eighth International Conference on Autonomous Agents and Multiagent Systems*, pages 249–256, May 2009.
9. Generalization risk minimization in empirical game models (P. R. Jordan and M. P. Wellman). *Eighth International Conference on Autonomous Agents and Multiagent Systems*, pages 553–560, May 2009.
10. Information feedback and efficiency in multiattribute double auctions (K. M. Lochner and M. P. Wellman). *First Conference on Auctions, Market Mechanisms and their Applications*, pages 26–39, May 2009.
11. Knowledge combination in graphical multiagent models (Q. Duong, M. P. Wellman, and S. Singh). *Twenty-Fourth Conference on Uncertainty in Artificial Intelligence*, pages 153–160, July 2008.
12. Searching for approximate equilibria in empirical games (P. R. Jordan, Y. Vorobeychik, and M. P. Wellman). *Seventh International Joint Conference on Autonomous Agents and Multiagent Systems*, pages 1063–1070, May 2008.
13. Selecting strategies using empirical game models: An experimental analysis of meta-strategies (C. Kiekintveld and M. P. Wellman). *Seventh International Joint Conference on Autonomous Agents and Multiagent Systems*, pages 1095–1102, May 2008.
14. Stochastic search methods for Nash equilibrium approximation in simulation-based games (Y. Vorobeychik and M. P. Wellman). *Seventh International Joint Conference on Autonomous Agents and Multiagent Systems*, pages 1055–1062, May 2008.
15. Constrained automated mechanism design for infinite games of incomplete information (Y. Vorobeychik, D. M. Reeves, and M. P. Wellman). *Twenty-Third Conference on Uncertainty in Artificial Intelligence*, pages 400–407, July 2007.
16. Generalized value decomposition and structured multiattribute auctions (Y. Engel and M. P. Wellman). *Eighth ACM Conference on Electronic Commerce*, pages 227–236, June 2007.
17. Constraint satisfaction algorithms for graphical games (V. Soni, S. Singh, and M. P. Wellman). *Sixth International Joint Conference on Autonomous Agents and Multiagent Systems*, pages 423–430, May 2007.
18. Empirical game-theoretic analysis of the TAC supply chain game (P. Jordan, C. Kiekintveld, and M. P. Wellman). *Sixth International Joint Conference on Autonomous Agents and Multiagent Systems*, pages 1188–1195, May 2007.
19. Forecasting market prices in a supply chain game (C. Kiekintveld, J. Miller, P. Jordan, and M. P. Wellman). *Sixth International Joint Conference on Autonomous Agents and Multiagent Systems*, pages 1318–1325, May 2007.
20. Iterated weaker-than-weak dominance (S.-F. Cheng and M. P. Wellman). *Twentieth International Joint Conference on Artificial Intelligence*, pages 1233–1238, January 2007.
21. CUI networks: A graphical representation for conditional utility independence (Y. Engel and M. P. Wellman). *Twenty-First National Conference on Artificial Intelligence*, pages 1137–1142, July 2006.
22. Bid expressiveness and clearing algorithms in multiattribute double auctions (Y. Engel, M. P. Wellman, and K. M. Lochner). *Seventh ACM Conference on Electronic Commerce*, pages 110–119, June 2006.

23. Controlling a supply chain agent using value-based decomposition (C. Kiekintveld, P. R. Jordan, J. Miller, and M. P. Wellman). *Seventh ACM Conference on Electronic Commerce*, pages 208–217, June 2006.
24. Empirical mechanism design: Methods, with application to a supply-chain scenario (Y. Vorobeychik, C. Kiekintveld, and M. P. Wellman). *Seventh ACM Conference on Electronic Commerce*, pages 306–315, June 2006.
25. Learning payoff functions in infinite games (Y. Vorobeychik, M. P. Wellman, and S. Singh). *Nineteenth International Joint Conference on Artificial Intelligence*, pages 977–982, August 2005.
26. Self-confirming price prediction for bidding in simultaneous ascending auctions (A. Osepayshvili, M. P. Wellman, D. M. Reeves, and J. K. MacKie-Mason). *Twenty-First Conference on Uncertainty in Artificial Intelligence*, pages 441–449, July 2005.
27. Approximate strategic reasoning through hierarchical reduction of large symmetric games (with D. M. Reeves, K. M. Lochner, S.-F. Cheng, and R. Suri). *Twentieth National Conference on Artificial Intelligence*, pages 502–508, July 2005.
28. Rule-based specification of auction mechanisms (K. M. Lochner and M. P. Wellman). In *Third International Joint Conference on Autonomous Agents and Multiagent Systems*, pages 818–825, July 2004.
29. Computing best-response strategies in infinite games of incomplete information (D. M. Reeves and M. P. Wellman). In *Twentieth Conference on Uncertainty in Artificial Intelligence*, pages 470–478, July 2004.
30. Strategic interactions in the 2003 TAC supply chain tournament (J. Estelle, Y. Vorobeychik, M. P. Wellman, S. Singh, C. Kiekintveld, and V. Soni). In *Fourth International Conference on Computers and Games*, July 2004.
31. Price prediction strategies for market-based scheduling (J. K. MacKie-Mason, A. Osepayshvili, D. M. Reeves, and M. P. Wellman). In *Fourteenth International Conference on Automated Planning and Scheduling*, pages 244–252, June 2004.
32. Distributed feedback control for decision making on supply chains (C. Kiekintveld, M. P. Wellman, S. Singh, J. Estelle, Y. Vorobeychik, V. Soni, and M. Rudary). In *Fourteenth International Conference on Automated Planning and Scheduling*, pages 384–392, June 2004.
33. Computing approximate Bayes-Nash equilibria in tree-games of incomplete information (S. Singh, V. Soni, and M. P. Wellman). In *Fifth ACM Conference on Electronic Commerce*, pages 81–90, May 2004.
34. Walverine: A Walrasian trading agent (S.-F. Cheng, E. Leung, K. M. Lochner, K. O'Malley, D. M. Reeves, L. J. Schwartzman, and M. P. Wellman). In *Second International Joint Conference on Autonomous Agents and Multiagent Systems*, pages 465–472, July 2003.
35. Exploring bidding strategies for market-based scheduling (with D. M. Reeves, J. K. MacKie-Mason, and S. Swaminathan). In *Fourth ACM Conference on Electronic Commerce*, pages 115–124, June 2003.
36. Betting Boolean-style: A framework for trading in securities based on logical formulas (L. Fortnow, J. Kilian, D. M. Pennock, and M. P. Wellman). In *Fourth ACM Conference on Electronic Commerce*, pages 144–155, June 2003.

37. The 2001 trading agent competition (with A. Greenwald, P. Stone, and P. R. Wurman). In *Fourteenth Conference on Innovative Applications of Artificial Intelligence*, pages 935–941, August 2002.
38. On market-inspired approaches to propositional satisfiability (W. E. Walsh, M. Yokoo, K. Hirayama, and M. P. Wellman). In *Seventeenth International Joint Conference on Artificial Intelligence*, pages 1152–1158, August 2001.
39. Automated negotiation from declarative contract descriptions (D. M. Reeves, M. P. Wellman, and B. N. Grosz). In *Fifth International Conference on Autonomous Agents*, pages 51–58, May 2001. (winner of *Best Student Paper Award* for Daniel Reeves)
40. AkBA: A progressive, anonymous-price combinatorial auction (P. R. Wurman and M. P. Wellman). In *Second ACM Conference on Electronic Commerce*, pages 21–29, October 2000.
41. Combinatorial auctions for supply chain formation (W. E. Walsh, M. P. Wellman, and F. Ygge). In *Second ACM Conference on Electronic Commerce*, pages 260–269, October 2000.
42. MarketSAT: An extremely decentralized (but really slow) algorithm for propositional satisfiability (W. E. Walsh and M. P. Wellman). In *Seventeenth National Conference on Artificial Intelligence*, pages 303–309, August 2000.
43. Distributed quiescence detection in multiagent negotiation (with W. E. Walsh). In *Fourth International Conference on Multiagent Systems*, pages 317–324, July 2000.
44. Compact securities markets for Pareto Optimal reallocation of risk (D. M. Pennock and M. P. Wellman). In *Sixteenth Conference on Uncertainty in Artificial Intelligence*, pages 481–488, July 2000.
45. Probabilistic state-dependent grammars for plan recognition (D. V. Pynadath and M. P. Wellman). In *Sixteenth Conference on Uncertainty in Artificial Intelligence*, pages 507–514, July 2000.
46. Experimental results on Q-learning for general-sum stochastic games (J. Hu and M. P. Wellman). In *Seventeenth International Conference on Machine Learning*, pages 407–414, June 2000.
47. Using stochastic dominance relationships for bounding travel time in stochastic networks (C.-L. Liu and M. P. Wellman). In *International Conference on Intelligent Transportation Systems*, pages 55–60, October 1999.
48. Efficiency and equilibrium in task allocation economies with hierarchical dependencies (W. E. Walsh and M. P. Wellman). In *Sixteenth International Joint Conference on Artificial Intelligence*, pages 520–526, August 1999.
49. Graphical representations of consensus belief (D. M. Pennock and M. P. Wellman). In *Fifteenth Conference on Uncertainty in Artificial Intelligence*, pages 531–540, July 1999.
50. The Auction Manager: Market middleware for large-scale electronic commerce (T. Mullen and M. P. Wellman). In *Third USENIX Workshop on Electronic Commerce*, pages 37–47, September 1998.
51. Multiagent reinforcement learning: Theoretical framework and an algorithm (J. Hu and M. P. Wellman). In *Fifteenth International Conference on Machine Learning*, pages 242–250, July 1998.

52. Incremental tradeoff resolution in qualitative probabilistic networks (C.-L. Liu and M. P. Wellman). In *Fourteenth Conference on Uncertainty in Artificial Intelligence*, pages 338–345, July 1998.
53. Using qualitative relationships for bounding probability distributions (C.-L. Liu and M. P. Wellman). In *Fourteenth Conference on Uncertainty in Artificial Intelligence*, pages 346–353, July 1998.
54. A market protocol for decentralized task allocation (W. E. Walsh and M. P. Wellman). In *Third International Conference on Multiagent Systems*, pages 325–332, July 1998.
55. Some economics of market-based distributed scheduling (W. E. Walsh, M. P. Wellman, P. R. Wurman, and J. K. MacKie-Mason). In *Eighteenth International Conference on Distributed Computing Systems*, pages 612–621, May 1998.
56. Online learning about other agents in a dynamic multiagent system (J. Hu and M. P. Wellman). In *Second International Conference on Autonomous Agents*, pages 239–246, May 1998.
57. The Michigan Internet AuctionBot: A configurable auction server for human and software agents (P. R. Wurman, M. P. Wellman, and W. E. Walsh). In *Second International Conference on Autonomous Agents*, pages 301–308, May 1998.
58. Representing aggregate belief through the competitive equilibrium of a securities market (D. M. Pennock and M. P. Wellman). In *Thirteenth Conference on Uncertainty in Artificial Intelligence*, pages 392–400, August 1997.
59. A market-based approach to allocating QoS for multimedia applications (H. Yamaki, M. P. Wellman, and T. Ishida). In *Second International Conference on Multiagent Systems*, pages 385–392, December 1996.
60. Self-fulfilling bias in multiagent learning (J. Hu and M. P. Wellman). In *Second International Conference on Multiagent Systems*, pages 118–125, December 1996.
61. Market-based negotiation for digital library services (T. Mullen and M. P. Wellman). In *Second USENIX Workshop on Electronic Commerce*, pages 259–269, November 1996.
62. Toward a market model for Bayesian inference (D. M. Pennock and M. P. Wellman). In *Twelfth Conference on Uncertainty in Artificial Intelligence*, pages 405–413, August 1996.
63. Optimal factory scheduling using stochastic dominance A^* (P. R. Wurman and M. P. Wellman). In *Twelfth Conference on Uncertainty in Artificial Intelligence*, pages 554–563, August 1996.
64. Generalized queries on probabilistic context-free grammars (D. V. Pynadath and M. P. Wellman). In *National Conference on Artificial Intelligence*, pages 1285–1290, August 1996.
65. Accounting for context in plan recognition, with application to traffic monitoring (D. V. Pynadath and M. P. Wellman). In *Eleventh Conference on Uncertainty in Artificial Intelligence*, pages 472–481, August 1995.
66. Path planning under time-dependent uncertainty (with M. Ford and K. Larson). In *Eleventh Conference on Uncertainty in Artificial Intelligence*, pages 532–539, August 1995.

67. A simple computational market for network information services (T. Mullen and M. P. Wellman). In *First International Conference on Multiagent Systems*, pages 283–289, June 1995.
68. A computational market model for distributed configuration design. In *National Conference on Artificial Intelligence*, pages 401–407, August 1994.
69. State-space abstraction for anytime evaluation of probabilistic networks (with C.-L. Liu). In *Tenth Conference on Uncertainty in Artificial Intelligence*, pages 567–574, July 1994.
70. The automated mapping of plans for plan recognition (M. J. Huber, E. H. Durfee, and M. P. Wellman). In *Tenth Conference on Uncertainty in Artificial Intelligence*, pages 344–351, July 1994.
71. Some varieties of qualitative probability. In *Fifth International Conference on Information Processing and Management of Uncertainty in Knowledge-Based Systems*, pages 437–442, July 1994.
72. The University of Michigan Digital Library: This is not your father’s library (23 co-authors). In *Digital Libraries '94*, pages 53–60, June 1994.
73. Inference in cognitive maps. In *IMACS International Workshop on Qualitative Reasoning and Decision Technologies*, pages 95–104, June 1993. *Awarded Best Paper prize* (2 of 75 papers selected).
74. A general-equilibrium approach to distributed transportation planning. In *National Conference on Artificial Intelligence*, pages 282–289, AAAI, July 1992.
75. Modular utility representation for decision-theoretic planning (with J. Doyle). In *First International Conference on AI Planning Systems*, pages 236–242, June 1992.
76. Preferential semantics for goals (with J. Doyle). In *National Conference on Artificial Intelligence*, pages 698–703, AAAI, July 1991.
77. Qualitative intercausal relations, or, Explaining “explaining away” (with M. Henrion). In *Second International Conference on Principles of Knowledge Representation and Reasoning*, pages 535–546, April 1991.
78. Qualitative simulation with multivariate constraints. In *Second International Conference on Principles of Knowledge Representation and Reasoning*, pages 547–557, April 1991.
79. Rational distributed reason maintenance for planning and replanning of large-scale activities: Preliminary report (J. Doyle and M. P. Wellman). In *DARPA Workshop on Innovative Approaches to Planning, Scheduling, and Control*, pages 28–36, Nov 1990.
80. The STRIPS assumption for planning under uncertainty. In *National Conference on Artificial Intelligence*, pages 198–203, AAAI, August 1990.
81. Exploiting functional dependencies in qualitative probabilistic reasoning. In *Sixth Conference on Uncertainty in Artificial Intelligence*, pages 2–9, July 1990.
82. Temporal reasoning for airlift scheduling analysis (J. D. Clay, M. P. Wellman, and C. R. Bisbee). In *National Aerospace and Electronics Conference*, pages 1181–1185, May 1990.
83. Impediments to universal preference-based default theories (J. Doyle and M. P. Wellman). In *First International Conference on Principles of Knowledge Representation and Reasoning*, pages 94–102, May 1989.

84. On the value of goals (T. Dean and M. P. Wellman). In *Proceedings of the Rochester Planning Workshop*, Technical Report 284, University of Rochester Department of Computer Science, April 1989.
85. Mechanisms for reasoning about sets (with R. G. Simmons). In *National Conference on Artificial Intelligence*, pages 398–402, AAAI, August 1988.
86. Dominance and subsumption in constraint-posting planning. In *Tenth International Joint Conference on Artificial Intelligence*, pages 884–890, August 1987.
87. Strategy exploration in empirical games (P. R. Jordan, L. J. Schwartzman, and M. P. Wellman). *Ninth International Conference on Autonomous Agents and Multiagent Systems*, pages 1131–1138, May 2010.
88. The role of calculi in uncertain reasoning (with D. E. Heckerman). In *Workshop on Uncertainty in Artificial Intelligence*, pages 321–331, July 1987.
89. Probabilistic semantics for qualitative influences. In *National Conference on Artificial Intelligence*, pages 660–664, AAAI, July 1987.
90. Representing health outcomes for automated decision formulation. In *MEDINFO 86: Proceedings of the Fifth Conference on Medical Informatics*, pages 789–793, October 1986.
91. Qualitative probabilistic networks for planning under uncertainty. In *Workshop on Uncertainty in Artificial Intelligence*, pages 311–318, August 1986.

Reviews, Commentary, Miscellany

1. Exceptional data quality using intelligent matching and retrieval (C. Bidlack and M. P. Wellman). *AI Magazine* **31**(1):65-73, 2010.
2. Simulation-based game theory (Tutorial) (Y. Vorobeychik and M. P. Wellman). *Winter Simulation Conference*, 2009.
3. Foundations of multi-agent learning (Introduction) (R. V. Vohra and M. P. Wellman). *Artificial Intelligence* **171**:363–364, 2007.
4. Markets blown to bits: Comments on Mirowski’s “Markomata”. *Journal of Economic Behavior and Organization* **63**:347-353, 2007.
5. Automated markets and trading agents (J. K. MacKie-Mason and M. P. Wellman). *Handbook of Computational Economics*, vol. 2: *Agent-Based Computational Economics* (L. Tesfatsion and K. L. Judd, eds.), North-Holland, 2006.
6. Online marketplaces. *Practical Handbook of Internet Computing* (M. Singh, ed.), CRC Press, 2004.
7. Specifying rules for electronic auctions (P. R. Wurman, M. P. Wellman, and W. E. Walsh). *AI Magazine* **23**(3):15–23, 2002.
8. JAIR at five: Half a decade of the Journal of Artificial Intelligence Research (S. Minton and M. P. Wellman). *AI Magazine* **20**(2):83–91, 1999.
9. Multiagent systems. Entry in *The MIT Encyclopedia of the Cognitive Sciences* (R. Wilson and F. Kiel, eds.), pages 573–574, MIT Press, 1999.

10. Utility theory. Entry in *The MIT Encyclopedia of the Cognitive Sciences* (R. Wilson and F. Kiel, eds.), pages 859–861, MIT Press, 1999.
11. JAIR: An electronic journal by and for the AI research community (with S. Minton). *IEEE Intelligent Systems* **13**(1):7–9, 1998.
12. Economic principles of multi-agent systems (Editorial) (C. Boutilier, Y. Shoham, and M. P. Wellman). *Artificial Intelligence* **94**:1–6, 1997.
13. Comments on case-based pathfinding. *ITS Journal* **3**(3):254–256, 1996.
14. The digital library as a community of information agents (with E. H. Durfee and W. P. Birmingham). *IEEE Expert* **11**(3):10–11, 1996.
15. Real-world applications of uncertain reasoning (Introduction) (D. Heckerman, A. Mamdani, and M. P. Wellman). *International Journal of Human-Computer Studies* **42**(6):573–574, 1995.
16. Bayesian networks (tutorial) (D. Heckerman and M. P. Wellman). *Communications of the ACM* **38**(3):27–30, 1995.
17. Real-World applications of Bayesian networks (Introduction) (D. Heckerman, A. Mamdani, and M. P. Wellman). *Communications of the ACM* **38**(3):24–26, 1995.
18. Knowledge-based construction of probabilistic and decision models (Introduction) (J. S. Breese, R. P. Goldman, and M. P. Wellman). *IEEE Transactions on Systems, Man, and Cybernetics* **24**(11):1577–1579, 1994.
19. Kyburgian acceptance: A rejection, hedged. *Computational Intelligence* **10**:103–106, 1994.
20. Whither qualitative reasoning? A Response to Sacks and Doyle. *Computational Intelligence* **8**:277–280, 1992.
21. Review of Bernardo A. Huberman (ed.), *The Ecology of Computation*. *Artificial Intelligence* **52**:205–218, 1991. Reprinted in *Contemplating Minds* (W. J. Clancey, S. W. Smoliar, and M. J. Stefik, eds.), MIT Press, 1994.
22. Review of Perry L. Miller, *Expert Critiquing Systems*. *Artificial Intelligence* **35**:273–276, 1988.

Articles in Books

1. Learning improved entertainment trading strategies for the TAC Travel game (L. J. Schwartzman and M. P. Wellman). In E. David, E. Gerding, D. Sarne, and O. Shehory, editors, *Agent-Mediated Electronic Commerce: Designing Trading Strategies and Mechanisms for Electronic Markets*, Springer-Verlag, LNBIP, 2010.
2. Designing an ad auctions game for the trading agent competition (P. R. Jordan and M. P. Wellman). In E. David, E. Gerding, D. Sarne, and O. Shehory, editors, *Agent-Mediated Electronic Commerce: Designing Trading Strategies and Mechanisms for Electronic Markets*, Springer-Verlag, LNBIP, 2010.
3. Market-based allocation with indivisible bids (L. J. Schwartzman and M. P. Wellman). In H. La Poutré, N. Sadeh, and S. Janson, editors, *Agent-Mediated Electronic Commerce. Designing Trading Agents and Mechanisms*, Springer-Verlag, LNAI 3937, 2006.

4. Searching for Walverine 2005 (with D. M. Reeves, K. Lochner, and R. Suri). In H. La Poutré, N. Sadeh, and S. Janson, editors, *Agent-Mediated Electronic Commerce. Designing Trading Agents and Mechanisms*, Springer-Verlag, LNAI 3937, 2006.
5. Market-based resource allocation for information-collection scenarios (S.-F. Cheng, M. P. Wellman, and D. G. Perry). In K. Kurumatani, S.-H. Chen and A. Ohuchi, editors, *Multi-Agent for Mass User Support*, Springer-Verlag, LNAI 3012, 2004.
6. Market-based QoS control for incorporating community preferences (H. Yamaki, M. P. Wellman, and T. Ishida). In T. Ishida, editor, *Community Computing: Collaboration over Global Information Networks*, Wiley, 1998.
7. Some issues in the design of market-oriented agents (T. Mullen and M. P. Wellman). In M. Wooldridge, J. Mueller, and M. Tambe, editors, *Intelligent Agents: Theories, Architectures, and Languages*, Volume II, Springer-Verlag, 1996.
8. Market-oriented programming: Some early lessons. In S. H. Clearwater, editor, *Market-Based Control: A Paradigm for Distributed Resource Allocation*, World Scientific, 1996.
9. Some varieties of qualitative probability. In B. Bouchon-Meunier, R. R. Yager, and L. A. Zadeh, editors, *Advances in Intelligent Computing*, Springer Verlag, 1995.
10. A logic of relative desire (J. Doyle, Y. Shoham, and M. P. Wellman). In Z. W. Ras and M. Zemankova, editors, *Methodologies for Intelligent Systems 6*, Springer-Verlag, 1991.
11. Rational self-government and universal default logics (J. Doyle and M. P. Wellman). In P. Bourguine and B. Wallisen, editors, *Economics and Artificial Intelligence (CECOIA-2)*, Pergamon Press, 1991.
12. Qualitative probabilistic networks for planning under uncertainty. In J. F. Lemmer and L. N. Kanal, editors, *Uncertainty in Artificial Intelligence 2*, North-Holland, 1988. Revised version in *Readings in Uncertain Reasoning* (G. Shafer and J. Pearl, eds.), Morgan Kaufmann, 1990.
13. Reasoning about assumptions underlying mathematical models. In J. S. Kowalik, editor, *Coupling Symbolic and Numerical Computing in Expert Systems*, North-Holland, 1986.

Patents

US Patent 7,558,752, *Method and apparatus for a trading market design and deployment system* (E. Y. Ephrati, Y. Shoham, and M. P. Wellman), issued 7 Jul 2009.

US Patent 7,296,001, *Electronic multilateral negotiation system* (E. Y. Ephrati, Y. Shoham, and M. P. Wellman), issued 13 Nov 2007.

US Patent 7,133,841, *Method and computer system for conducting a progressive, price-driven combinatorial auction* (P. R. Wurman and M. P. Wellman), issued 7 Nov 2006.

US Patent 6,952,682, *System and method for matching multi-attribute auction bids*, issued 4 Oct 2005.

PhD Graduates

1. John Q. Cheng, *Essays on Designing Economic Mechanisms*, Jan 1998. (co-chair with Carl Simon)

2. Chao-Lin Liu, *State-Space Abstraction Methods for Approximate Evaluation of Bayesian Networks*, May 1998.
3. Tracy Mullen, *The Design of Computational Markets for Network Information Services*, Jan 1999.
4. David V. Pynadath, *Probabilistic Grammars for Plan Recognition*, Jan 1999.
5. Junling Hu, *Learning in Dynamic Noncooperative Multiagent Systems*, Jun 1999.
6. Peter R. Wurman, *Market Structure and Multidimensional Auction Design for Computational Economies*, Jul 1999.
7. David M. Pennock, *Aggregating Probabilistic Beliefs: Market Mechanisms and Graphical Representations*, Sep 1999.
8. William E. Walsh, *Market Protocols for Decentralized Supply Chain Formation*, May 2001.
9. Daniel Reeves, *Generating Trading Agent Strategies: Analytic and Empirical Methods for Infinite and Large Games*, Aug 2005.
10. Shih-Fen Cheng, *Game-Theoretic Approaches for Complex Systems Optimization*, Jul 2006. (co-chair with Robert Smith)
11. Kevin Lochner, *Multiattribute Call Markets*, Apr 2008.
12. Yevgeniy Vorobeychik, *Mechanism Design and Analysis Using Simulation-Based Game Models*, May 2008.
13. Christopher Kiekintveld, *Empirical Game-Theoretic Methods for Strategy Design and Analysis in Complex Games*, Jun 2008.
14. Yagil Engel, *Structured Preference Representation and Multiattribute Auctions*, Jun 2008.
15. L. Julian Schvartzman, *Stronger Bidding Strategies through Empirical Game-Theoretic Analysis and Reinforcement Learning*, Apr 2009.
16. Patrick R. Jordan, *Practical Strategic Reasoning, with Applications to Market Games*, Dec 2009.

Professional Activities

Boards and Offices

- 2009–present, Technical Adviser, Digital Scirocco, Inc.
- 2008–present, Board of Directors, *International Foundation for Autonomous Agents and Multiagent Systems*
- 2008–present, Scientific Advisory Council, *Centrum Wiskunde & Informatica (CWI)* [Center for Mathematics & Computer Science, Amsterdam]
- 2006–present, Technical Advisory Board, ActivePrime, Inc.
- 2004–present, Founder and Treasurer, 2004–2010, Chair, Board of Directors, *Assoc. Trading Agent Research*.
- 2006 Alternative Technical Advisory Board (ALT-TAB) for e-Commerce and Auctions, Microsoft Research
- 2006 Technical Advisory Board, Ripple Software
- 2004–2008, Board of Directors, *AI Access Foundation*
- 2003–2007 Chair, *ACM SIGecom* (Electronic Commerce SIG) (elected)
- 1999–2003, Steering Board, *ACM SIGecom*
- 1998–2001, Councilor, *American Association for Artificial Intelligence* (elected)
- 1993–1998, Board of Directors, *Association for Uncertainty in Artificial Intelligence*

Editorial

- 2010–present Associate Editor, *ACM Transactions on Internet Technology*.
- 2007 Co-Editor, Special issue of *Artificial Intelligence*.
- 2005–2010 Editorial Board, *International Journal of Electronic Commerce*.
- 2004 Co-Editor, Special issue of *International Journal of Electronic Commerce*.
- 2003–2009 Editorial Board, *Computational Intelligence*.
- 2002–2007 Advisory Board, *Journal of Artificial Intelligence Research*.
- 2002–2005 Book Review Editor, *AI Magazine*.
- 2000–2008 Editorial Board, *Journal of Autonomous Agents and Multiagent Systems*.
- 1997–2001 Executive Editor, *Journal of Artificial Intelligence Research*.
- 1997 Co-Editor, Special issue of *Artificial Intelligence*.
- 1996 Associate Editor, *Journal of Artificial Intelligence Research*.
- 1995 Co-Editor, Special issue of *International Journal of Human-Computer Systems*.
- 1995 Co-Editor, Special issue of *Communications of the ACM*.
- 1994 Co-Editor, Special section of *IEEE Transactions on Systems, Man, and Cybernetics*.
- 1993–1995 Editorial Board, *Journal of Artificial Intelligence Research*.
- 1992–1997 Editorial Board, *Knowledge Engineering Review*.

Conference Committees

- 2011, 2009 Senior Program Committee, 2005 Program Committee, *International Joint Conference on Artificial Intelligence*.
- 2011, 2004, 2001, 2000 Senior Program Committee, 2010, 2008, 2007, 2005, 2003, 1998, 1997, 1996, 1995, 1994 Program Committee, *Conference on Uncertainty in Artificial Intelligence*.
- 2011, 2009 Senior Program Committee, 2010, 2008, 2007, 2000 Program Committee, *ACM Conference on Electronic Commerce*.
- 2011, 2010, 2005, 2003 Senior Program Committee, 2009, 2008, 2007, 2002 Program Committee, *Int'l Conf. on Autonomous Agents and Multiagent Systems*.
- 2011 Program Committee, *International Conference on Algorithmic Decision Theory*
- 2011 Program Committee, *Conference on Auctions, Market Mechanisms, and their Applications*
- 2011, 2010, 2009, 2008, 2007, 2006, 2005, 2003 Program Committee, *Workshop on Trading Agent Design and Analysis*.
- 2010 Area Chair, 2008 (Nectar Track), 2004, 2000, 1998, 1992, 1991, 1990, 1988 Program Committee, 1997, 1996 Senior Program Committee, *AAAI Conference on Artificial Intelligence*.
- 2010 Program Committee, *World-Wide Web Conference*.
- 2010, 2009, 2008, 2002 Program Committee, *Workshop on Agent-Mediated Electronic Commerce*.
- 2009 Program Committee, *SIGIR Workshop on Information Retrieval and Advertising*.
- 2009 Program Committee, *Workshop on Managing Insider Security Threats*.
- 2009 Program Committee, *IJCAI Workshop on Competitions in AI and Robotics*.
- 2008 Program Committee, *KDD Workshop on Data Mining and Audience Intelligence for Advertisement*.
- 2007 Senior Member Track Co-Chair, *AAAI National Conference on Artificial Intelligence*.
- 2006 Conference Co-Chair, *Int'l Joint Conf. on Autonomous Agents and Multiagent Systems*.
- 2005, 2004 Program Committee, *Workshop on Agent-Mediated Electronic Commerce*.
- 2005 Program Committee, *International Workshop on Incentive-Based Computing*.
- 2004 Program Committee, *Workshop on the Economics of Peer-to-Peer Systems*.
- 2004 Program Committee, *International Conference on Automated Planning and Scheduling*.
- 2003 Vice-Chair, E-Commerce Track, *World-Wide Web Conference*.

- 2003 Program Committee, *IJCAI-03 Workshop on Multiagent for Mass User Support*.
- 2003 Program Committee, *AAMAS-03 Workshop on Evolutionary Game Theory for Learning in Multiagent Systems*.
- 2001 Conference Chair, *ACM Conference on Electronic Commerce*.
- 2001 Co-Organizer, *EC-01 Trading Agent Competition*.
- 2001 Tutorial Chair, *International Joint Conference on Artificial Intelligence*.
- 2001 Program Committee, *IJCAI-01 Workshop on Economic Agents, Models, & Mechanisms*.
- 2001 Program Committee, *World Wide Web Conference (e-commerce and security track)*
- 2000 Co-Organizer, *ICMAS-00 Trading Agent Competition*.
- 2000, 1998 Program Committee, *Int'l Conference on Distributed Computing Systems*.
- 2000, 1998 1996 Program Committee, *International Conference on Multiagent Systems*.
- 1999 Program Chair, *ACM Conference on Electronic Commerce*.
- 1999 Program Committee, *IBM/IAC Workshop on Internet-Based Negotiation Technologies*.
- 1999 Organizing Committee, *AAAI-99 Workshop on AI for Electronic Commerce*.
- 1998 Program Committee, *Int'l Conference on Information and Computational Economics*.
- 1998 Program Committee, *Agents-98 Workshop on Agent-Mediated Electronic Trading*.
- 1997 Organizing Committee, *AAAI Spring Symposium on Qualitative Preferences in Deliberation and Practical Reasoning*.
- 1996 Program Committee, *Theoretical Aspects of Rationality and Knowledge*.
- 1995 Program Committee, *IJCAI-95 Workshop on Agent Theories, Architectures, and Languages*.
- 1994 Organizing Committee, *AAAI Spring Symposium on Decision-Theoretic Planning*.
- 1994, 1992 Program Committee, *International Conference on Principles of Knowledge Representation and Reasoning*.
- 1993 Conference Chair, *Ninth Conference on Uncertainty in Artificial Intelligence*.
- 1992 Program Co-Chair, *Eighth Conference on Uncertainty in Artificial Intelligence*.
- 1992 Program Committee, *International Workshop on Principles of Diagnosis*.
- 1992 Program Committee, *IEEE Conference on Artificial Intelligence for Applications*.
- 1991 Organizing Committee (chair), *AAAI-91 Workshop on Knowledge-Based Construction of Probabilistic and Decision Models*.
- 1989 Program Committee, co-chair for Intelligent Systems, *Workshop on Space Operations Automation and Robotics (SOAR-89)*.

Other Committees

- 2010 AAI Fellows Selection Committee
- 2006–2009 DARPA Information Science and Technology (ISAT) Study Group. (Co-chaired study in 2008.)
- 2005 ACM SGB Task Force on the Impact of Increasing Conference Submissions
- 2000–2005 ACM Doctoral Dissertation Award Committee.
- 1999 DARPA ISAT study participant.
- 1997–1998 Joint US-European (NSF-ERCIM) Working Group on Intellectual Property and Economic Issues in Digital Libraries (US co-chair).
- 1996 AI Working Group, *ACM Workshop on Strategic Directions in Computing Research*.

Lectures

- University lectures at Air Force Institute of Technology, Bowling Green State University, Brown University, Carnegie Mellon University, Duke University, George Mason University, Georgia Institute of Technology, Harvard University, Kyoto University, Lund University, Massachusetts Institute of Technology, Michigan State University, National Chengchi University (Taiwan), New Mexico State University, North Carolina State University, Pennsylvania State University, Princeton University, Purdue University, Singapore Management University, Stanford University, University of Alberta, University of Arizona, University of California at Berkeley, University of California at Los Angeles, University of California at San Diego, University of Cincinnati, University of Dayton, University of Illinois, University of Michigan, University of Mississippi, University of Pennsylvania, University of Pittsburgh, University of Rochester, University of Southern California, University of Texas, University of Toronto, University of Washington, University of Wisconsin at Milwaukee, Washington University, Wayne State University, and Yale University.
- Lectures to industry and government: Ariba, AT&T Bell Laboratories, BBN, Centrum Wiskunde & Informatica (CWI), Citadel, Ford Research Laboratories, Google, Hewlett-Packard Laboratories, IBM Watson Research Center, Jet Propulsion Laboratory, Microsoft Research, MITRE Corp, NASA / Ames Research Center, NEC Research Institute, Nokia Research Center, NTT Communication Science Laboratories, RAND Corporation, Rockwell Science Center, SAIC, Santa Fe Institute, Siemens Corporate Research, SRI International, Telcordia Technologies, USC Information Sciences Institute, AF Wright Laboratory, and Yahoo! Research.
- Lectures to professional organizations: Bay Area Forum on Uncertainty (Stanford, CA) and Dayton SIGART.
- Invited talks at conferences and workshops:
 - *Market-oriented programming*, at Twelfth Brazilian Symposium on Artificial Intelligence (SBIA-95), October 1995.
 - *Market-aware agents for a multiagent world*, at Eighth European Workshop on Modelling Autonomous Agents in a Multi-Agent World (MAAMAW-97), May 1997.
 - *Market-oriented programming*, at Fourteenth National Conference on Artificial Intelligence (AAAI-97), July 1997.
 - *Electronic commerce*, at Second Dartmouth Workshop on Transportable Agents, September 1997.
 - *Wanderings in marketspace*, at Agents-98 Workshop on Artificial Societies and Computational Markets, May 1998.
 - *Agents and electronic commerce: Mechanisms and protocols*, at Third International Workshop on Cooperating Information Agents, August 1999.
 - *Trading Agents*, at Brookings Workshop on Multi-Agent Computation in Natural and Artificial Economies, October 2001.
 - *Trading Agents*, at DIMACS Workshop on Computational Aspects of Game Theory and Mechanism Design, November 2001.
 - *Collective Cognition in Market Protocols*, at Santa Fe Institute Workshop on Collective Cognition—The Mathematical Foundations of Distributed Intelligence, January 2002.
 - *Exploring Strategies for Market-Based Scheduling*, at Dagstuhl Seminar on Electronic Market Design, June 2002.
 - *Explorations in Trading Strategy Spaces*, at AAI-02 Workshop on Multiagent Modeling and Simulation of Economic Systems, July 2002.
 - *Market-Based Resource Allocation*, at IJCAI-03 Workshop on AI and Autonomic Computing, August 2003.

- *Exploring Trading Strategy Spaces*, at AAMAS-04 Workshop on Trading Agent Design and Analysis, July 2004.
- *Exploring Trading Strategy Spaces*, at Dagstuhl Seminar on Computing and Markets, January 2005.
- *Strategic Issues in Prediction Markets*, at DIMACS Workshop on Markets as Predictive Devices, February 2005.
- *Trading Agent Stories: Lessons from an International Trading Agent Competition*, at Pacific Rim International Workshop on Multi-Agents, September 2005.
- *Empirical Game-Theoretic Analysis for Practical Strategic Reasoning*, at LACSI Workshop on Models & Simulations for Large-Scale Socio-Technical Systems, October 2005.
- *Trading Agent Stories: Lessons from an International Trading Agent Competition*, at International Conference on Electronic Commerce, August 2006.
- *A Supply Chain Management Trading Agent Competition*. Seminar on Intelligent Agents in Supply Chain Management, The Logistics Institute—Asia Pacific and Singapore Management University, August 2007.
- *Methods for Empirical Game-Theoretic Analysis*. Fifth Conference on Economic Design, June 2008.
- *AI Meets Markets: Trading Agents and Strategic Reasoning*. Microsoft Research Faculty Summit, July 2008.
- *Software Agents and Empirical Game Analysis*, at NSF Workshop on Behavior, Computation, and Networks in Human Subject Experiments, July 2008.
- *Knowledge Combination in Graphical Multiagent Models*, at Graph Theory, Computational Intelligence, and Thought, September 2008.
- *An Ad Auction Trading Agent Competition*. Microsoft Beyond Search Workshop, June 2009.
- *Trading Agent Competition*. IJCAI-09 Workshop on Competitions in Artificial Intelligence and Robotics, July 2009.
- *Knowledge Combination in Graphical Multiagent Models*. From Game Theory to Game Engineering Workshop, Oxford-Man Institute, September 2009.
- *Empirical Game-Theoretic Analysis of Bidding Strategies*. Sixth Ad Auctions Workshop, June 2010.
- *Levels of Optimization in Multiagent Systems*. NSF Workshop on Self-Optimizing Systems, June 2010.
- *Empirical Game-Theoretic Analysis*. ARO Workshop on Reasoning in Adversarial and Non-cooperative Environments, Nov 2010.

Tutorials

- *Knowledge Representation*, European Conference on Artificial Intelligence in Medicine, Marseilles, France, 31 August 1987.
- *Introduction to AI and Knowledge-Based Systems*, USAF Aeronautical Systems Division Training Course, Dayton, OH, 5-8 December 1988.
- *Model-Based Diagnosis*, AF Systems Command AI Working Group Meeting, Kirtland AFB, NM, 16 March 1989.
- *Introduction to Artificial Intelligence*, AAI-93 Workshop on AI in Intelligent Vehicle-Highway Systems, Washington, DC, 12 July 1993.
- *Abstraction in Probabilistic Reasoning*, Summer Institute on Probability in AI, Corvallis, OR, 26 July 1994.
- *Economic Foundations for Distributed Artificial Agents*, Artificial Intelligence for Multi-Agent Systems: Methodologies and Applications, Sesimbra, Portugal, September 1994.
- *Economic Foundations for Multiagent Systems*, First International Conference on Multiagent Systems, San Francisco, CA, June 1995.

- *Designing Computational Markets and Multiagent Organizations* (with T Hogg), Thirteenth National Conference on Artificial Intelligence, Portland, OR, July 1996.
- *Computational Markets*, First European Agent Systems Summer School, Utrecht, Netherlands, July 1999.
- *Automated Commerce: An Overview*, Workshop on E-commerce and Agent Technologies, National Tsing Hua University, Taiwan, December 2000.
- *Market-Based Systems and Applications*, First Americas School on Agents and Multiagent Systems, Marina del Rey, CA, January 2002.
- *Markets in Uncertainty: Risk, Gambling, and Information Aggregation* (with DM Pennock), Fourth ACM Conference on Electronic Commerce, San Diego, June 2003.
- *Uncertainty and Computational Markets*, Nineteenth Conference on Uncertainty in Artificial Intelligence, Acapulco, August 2003.
- *Market-Oriented Agents and Systems*, Second Americas School on Agents and Multiagent Systems, Acapulco, August 2003.
- *Trading Agent Design and Analysis*, Sixth ACM Conference on Electronic Commerce, Vancouver, June 2005.
- *Trading Agent Design and Analysis*, Twenty-First National Conference on Artificial Intelligence, Boston, July 2006.
- *Autonomous Bidding Agents* (with PR Stone), Sixth International Joint Conference on Autonomous Agents and Multiagent Systems, Honolulu, May 2007.
- *Autonomous Bidding Agents* (with PR Stone), Twenty-Second National Conference on Artificial Intelligence, Vancouver, July 2007.
- *Trading Agent Design and Analysis*, Dubai Agents and Multi-Agent Systems School, Dubai, January 2008.

Reviewing

Extensive reviewing for a variety of conferences, journals, publishers, and government agencies.