Amy Greenwald
Curriculum Vitae

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Professional Experience

- *Professor*, Department of Computer Science, Brown University, 2018–Present.
- *Visiting Scholar*, Simons Institute for the Theory of Computing, Berkeley, Spring 2022.
- *Visiting Researcher*, Artificial Intelligence Research Center, Japanese National Institute of Advanced Industrial Science and Technology, Tokyo, 2018–2019.
- *Associate Professor*, Department of Computer Science, Brown University, 2008–2018.
- *Visiting Researcher*, Microsoft Research, New York City, 2015.
- *Visiting Researcher*, Center for Mathematics and Computer Science, Amsterdam, 2011.
- *Visiting Professor*, Erasmus Research Institute of Management, Rotterdam, 2011.
- *Assistant Professor*, Department of Computer Science, Brown University, 2000–2008.
- *Postdoctoral Researcher*, IBM T.J. Watson Research Center, 1998-1999.
- *Adjunct Instructor*, The Cooper Union, 1998.
- *Intern*, Xerox Palo Alto Research Center, 1997.
- *Adjunct Instructor*, New York University, 1996.

Education

- Ph.D. New York University, 1999, Computer Science.
- M.S. Cornell University, 1995, Computer Science.
- M.Sc. Oxford University, 1992, Computation.
- B.S. University of Pennsylvania, 1991, Economics *Summa Cum Laude*.
- B.Sc. University of Pennsylvania, 1991, Computer Science *Summa Cum Laude*.

Honors & Awards

NON-LOCAL

- Named *Fulbright Scholar to the Netherlands*, 2011-2012 (declined). Fulbrigh scholars are chosen for their academic merit and leadership potential, and given the opportunity to contribute to finding solutions to shared international concerns.
- *Alfred P. Sloan Research Fellowship*, 2006. Sloan Research Fellowships are intended to enhance the careers of the very best young faculty members in specified fields of science.
- *Presidential Early Career Award for Scientists and Engineers (PECASE)*, 2004. The PECASE program recognizes outstanding scientists and engineers who, early in their careers, show exceptional potential for leadership at the frontiers of knowledge. **This Presidential Award is the highest honor bestowed by the United States Government on scientists and engineers beginning their independent careers.**
- *NSF Career Award*, 2002. This National Science Foundation program supports the early the development of academic careers. Its winners promise to enhance the excitement of research with inspired teaching and enthusiastic learning.
- *CRA Digital Government Fellow*, 2001–2002. This program is supported by the National Science Foundation and administered by the Computing Research Association (CRA). It aims to build ties between academic and industrial computing research communities.

LOCAL

- *Undergraduate Teaching and Advising Award*, 2014. Awarded by the Undergraduate Council of Students to Brown professors that have made a substantial impact in the lives of undergraduates.
- *ADVANCE Career Development Award*, 2009–2010. Provides funding for individual faculty to develop peer networks, nationally or internationally.
- *PKAL Faculty for the 21st Century Leader*, 2002. Nominated by Brown's Dean of the College to serve as the University's representative to Project Kaleidescope, a national alliance that promotes innovation in mathematics, engineering, and science education.

GRADUATE

- *IBM Research Best Paper Award*, 2000. "Shopbots and Pricebots," with Jeff Kephart.
- *Janet Fabri Memorial Prize*, 1999: awarded annually for an outstanding dissertation in computer science.
- *American Association of University Women Dissertation Fellowship*, 1997–1998.
- *Sandra Bleistein Prize*, 1997: awarded annually to a woman with notable achievements in computer science or applied mathematics.
- *Office of Naval Research Graduate Student Fellowship*, 1993–1996.
- *Thouron Scholar*, 1991–1992: full tuition scholarship and stipend to Oxford University.

UNDERGRADUATE

- *Hugo Otto Wolf Memorial Prize*, 1991: awarded to the member of the senior class whose work meets with the greatest approval of the professors in charge.
- *Rose Foundation Undergraduate Research Award*, 1991: recognizes outstanding achievement in research by an undergraduate.
- *Beverly Virany Memorial Prize*, 1991: recognizes excellence in scholarship and leadership potential for a Wharton woman.
- *Cornelius N. Weygandt Award Distinguished Senior Award*, 1991: awarded annually to a student whose nature as a human being assures him or her a full and successful life, and whose performance as an undergraduate student has earned the respect and admiration of his or her peers.
- *Honorable Mention for James Howard Weiss Memorial Award*, 1991: recognizes distinguished academic achievement and undergraduate leadership.
- *E. Stuart Eichert, Jr. Memorial Prize*, 1990: Awarded to juniors that best demonstrate initiative, intellectual ability, and commitment to the professional practice of engineering. Computer science nominee.
- *Benjamin Franklin Honors Program*, *University Scholar*, 1987–1991.

Funding

EXTERNAL

- Google, exploreCSR, beginning October 2020.
  An Immersive Preview of CS Research: Socially-Responsible AI for Computational Creativity, $42.5K.
  with Jeff Huang, Daniel Ritchie, and James Tompkin.
- National Science Foundation, 9/1/2018–8/31/2022.
  Using Data to Drive Mechanism Design: From Combinatorial Auctions to Exchanges, $340K,
  with Benjamin Lubin (Boston University).
- National Science Foundation, 9/1/2012–8/31/2018.
  Agent-Assisted Trading in Real-World Auctions, $450K.
- Expedia Collaboration, Summer 2017, $30K.
- Tides Foundation, IgniteCS, 2/1/2015–1/31/2017.
  Bringing Computer Science Education to Providence Public Schools, $5K.
  Renewed, with an additional $1K, 2016.
- De Nederlandse Organisatie voor Wetenschappelijk Onderzoek (NWO), 1/1/2011–7/31/2011.
  Agent-Assisted Trading in the Dutch Flower Auctions, $20K.
- National Science Foundation, 10/10/2010–9/30/2011.
  EAGER. The Artemis Project: Expansion and Evaluation, $90K.
- Yahoo! Faculty Research and Engagement Program, 2010.
  Bidder Preference Modeling in Sponsored Search, $25K.
- National Center for Women & Information Technology (NCWIT) and Microsoft Research.
  Extending, Expanding, and Evaluating the Artemis Project, $15K.

- National Science Foundation, 9/1/2009–8/31/2012.
  Methods for Empirical Mechanism Design,
  with Michael Wellman (Michigan), $850K.
- National Science Foundation, 9/1/2009–8/31/2010.
  The Artemis Project, $24K.
- National Science Foundation, 9/1/2006–8/31/2007.
  Workshop for Women in Machine Learning, $21.5K.
- National Science Foundation, 4/1/2006–3/31/2007.
  The Trading Agent Competition, $27.5K.
- Alfred P. Sloan Research Fellowship, 2006–2007.
  Interacting AI Agents: Theory and Practice, $45K.
- National Science Foundation, 12/1/2005–11/30/2008.
  Efficient Link Analysis: A Hierarchical Voting System, $363K.
- National Science Foundation CAREER Grant, 3/1/2002–2/28/2007.
  Computational Social Choice Theory. $375K.
- National Science Foundation, 10/1/1998–9/30/2001,
  with Bud Mishra (NYU) and Rohit Parikh (CUNY).
  Automated Learning in Network Traffic Control. $315K.
- IBM University Partners Program, 2001–2002.
  Strategic Bidding Agents for Online Auctions. $30K.

The above list does not include summer supplements to support undergraduate research via the National Science Foundation's Research Experience for Undergraduates (REU) program, nor the Computing Research Association for Women's Distributed REUs (previously, the Distributed Mentor program), nor Brown's (internal) SPRINT or Undergraduate Teaching and Research program.

INTERNAL

- *Curricular Development Grant*, Summer 2016. Awarded to fund the development of CSCI 0100, "Data Fluency for All."
- *Curricular Development Grant*, Summer 2007. Awarded to fund the re-development of CSCI 0170, "Computer Science: An Integrated Introduction."
- Wayland Collegium Faculty Interdisciplinary Seminar Grant, 2004–2005,
  with Steven Sloman, Roberto Serrano, and Pedro Dal Bó.
  Decision Making and Rationality. $5,000.
- *Richard B. Salomon Research Award*, 2003,
  with Pedro Dal Bó and Indrajit Ray.
  An Experiment with Correlated Equilibrium. $10,000.

Patents

- A. Greenwald and J. Wicks. Importance Ranking for a Hierarchical Collection of Objects, granted October 2010.
- A. Greenwald and J. Wicks. System and Method of Computing an Importance Ranking for a Collection of Objects in a Hyperlinked Database, application filed July 2007.

Publications

BOOKS

[2007] Wellman, M., A. Greenwald and P. Stone. *Autonomous Bidding Agents: Strategies and Lessons from the Trading Agent Competition*. Intelligent Robotics and Autonomous Agents. MIT Press, Cambridge, 2007.

BOOK CHAPTERS

[2021] Mohammad, Y., S. Nakadai and A. Greenwald. NegMAS: A platform for situated negotiations. In Aydoğan, R., T. Ito, A. Moustafa, T. Otsuka and M. Zhang, editors, *Recent Advances in Agent-based Negotiation*, pages 3–20, Singapore, 2021. Springer Singapore.

[2017] Viqueira, E. A., A. Greenwald, V. Naroditskiy and D. Collins. On revenue-maximizing Walrasian equilibria for multi-minded bidders. In *Agent-Mediated Electronic Commerce. Designing Trading Strategies and Mechanisms for Electronic Markets.*, volume 271 of Lecture Notes in Business Information Processing, pages 19–34. Springer, 2017.

[2017] Greenwald, A., J. Li and E. Sodomka. Solving for best responses and equilibria in extensive-form games with reinforcement learning methods. In *Rohit Parikh: On Language, Logic, and Society in the Studia Logica series "Outstanding Contributions to Logic"*, volume 11, pages 185–226. Springer, 2017.

[2014] Greenwald, A., E. Sodomka, E. Stix, J. Stix and D. Storch. An empirical analysis of auctioneer profitability in Quibids penny auctions. In *Agent-Mediated Electronic Commerce. Designing Trading Strategies and Mechanisms for Electronic Markets.*, volume 197 of Lecture Notes in Business Information Processing, pages 56–68. Springer, 2014.

[2013] Goff, T., A. Greenwald, E. Hilliard, W. Ketter, A. Loomis and E. Sodomka. JACK: A Java auction configuration kit. In *Agent-Mediated Electronic Commerce. Designing Trading Strategies and Mechanisms for Electronic Markets.*, volume 136 of Lecture Notes in Business Information Processing, pages 45–60. Springer, 2013.

[2012] Berg, J., C. Coffrin, A. Greenwald and E. Sodomka. Rank and impression estimation in a stylized model of ad auctions. In *Agent-Mediated Electronic Commerce. Designing Trading Strategies and Mechanisms for Electronic Markets.*, volume 118 of Lecture Notes in Business Information Processing, pages 1–18. Springer, 2012.

[2012] Greenwald, A., A. Jafari and C. Marks. A general class of no-regret learning algorithms and game-theoretic equilibria. In *Logic at the Crossroads: An Interdisciplinary View*, volume II. Allied Publishers, 2012.

[2008] Greenwald, A., V. Naroditskiy, T. Odean, M. Ramirez, E. Sodomka, J. Zimmerman and C. Cutler. Marginal bidding: An application of the equimarginal principle to bidding in TAC SCM. In *Agent-Mediated Electronic Commerce and Trading Agent Design and Analysis*, volume 13 of Lecture Notes in Business Information Processing, pages 217–239. Springer Verlag, 2008.

[2006] Greenwald, A., B. Guillemette, V. Naroditskiy and M. Tschantz. Scaling up the sample average approximation method for stochastic optimization with applications to trading agents. In *Edited volume of the AMEC and TADA 2005 Workshops*, volume 3937 of Lecture Notes in Artificial Intelligence, pages 187–199. Springer Verlag, 2006.

[2002] Kephart, J. and A. Greenwald. Shopbot economics. In *Game-theoretic and Decision-theoretic Agents*. Kluwer Academic Publishers, 2002.

[2000] Greenwald, A. and J. Kephart. Shopbots and pricebots. In *Agent-Mediated Electronic Commerce II*, volume 1788 of Lecture Notes on Artificial Intelligence. Springer-Verlag, 2000.

JOURNAL ARTICLES

[2017] Wellman, M. P., E. Sodomka and A. Greenwald. Self-confirming price-prediction strategies for simultaneous one-shot auctions. *Games and Economic Behavior*, 102:339–372, 2017.

[2014] Clippel, G. de , V. Naroditskiy, M. Polukarov, A. Greenwald and N. R. Jennings. Destroy to save. *Games and Economic Behavior*, 86:392–404, 2014.

[2010] Greenwald, A., K. Kannan and R. Krishnan. On evaluating information revelation policies in procurement auctions: A Markov decision process approach. *Information Systems Research*, 21(1):15–36, 2010.

[2009] Greenwald, A., V. Naroditskiy and S. J. Lee. Roxybot-06: Stochastic prediction and optimization in TAC travel. *Artificial Intelligence Research*, 36:513–546, 2009.

[2007] Arora, A., A. Greenwald, K. Kannan and R. Krishnan. Effect of information revelation policies under market structure uncertainty. *Management Science*, 54(8):1234–1248, 2007.

[2007] Zinkevich, M., A. Greenwald and M. Littman. A hierarchy of prescriptive goals for multiagent learning. *Artificial Intelligence*, 17(7):440–447, 2007.

[2005] Stone, P. and A. Greenwald. The first international Trading Agent Competition: Autonomous bidding agents. *Electronic Commerce Research: Special Issue on Dynamic Pricing*, 5:229–265, 2005.

[2005] Greenwald, A. and J. Boyan. Bidding algorithms for simultaneous auctions: A case study. *Autonomous Agents and Multiagent Systems*, 10(1):67–89, 2005.

[2003] Morris, J., P. Maes and A. Greenwald. Learning curve: A simulation-based approach to dynamic pricing. *Electronic Commerce Research*, 3(3–4):245–276, 2003.

[2003] Wellman, M., A. Greenwald, P. Stone and P. Wurman. The 2001 Trading Agent Competition. *Electronic Markets*, 13(1):4–12, 2003.

[2002] Kephart, J. and A. Greenwald. Shopbot economics. *Autonomous Agents and Multiagent Systems: Special Issue on Game-Theoretic and Decision-Theoretic Agents*, 5(3):255–287, 2002.

[2001] Greenwald, A., E. Friedman and S. Shenker. Learning in network contexts: Results from experimental simulations. *Games and Economic Behavior: Special Issue on Economics and Artificial Intelligence*, 35(1/2):80–123, 2001.

[2000] Kephart, J., J. Hanson and A. Greenwald. Dynamic pricing by software agents. *Computer Networks Journal: Special Issue on Trends and Research in E-Commerce*, 32(6):731–752, 2000.

CONFERENCE PAPERS

[2022] Goktas, D., J. Zhao and A. Greenwald. Robust no-regret learning in min-max Stackelberg games. In Faliszewski, P., V. Mascardi, C. Pelachaud and M. E. Taylor, editors, *21st International Conference on Autonomous Agents and Multiagent Systems, AAMAS 2022, Auckland, New Zealand, May 9-13, 2022*, pages 543–552. International Foundation for Autonomous Agents and Multiagent Systems (IFAAMAS), 2022.

[2021] Goktas, D. and A. Greenwald. Convex-concave min-max Stackelberg games. In Ranzato, M., A. Beygelzimer, Y. N. Dauphin, P. Liang and J. W. Vaughan, editors, *Advances in Neural Information Processing Systems 34: Annual Conference on Neural Information Processing Systems 2021, NeurIPS 2021, December 6-14, 2021, virtual*, pages 2991–3003, 2021.

[2021] Goktas, D., E. Areyan Viqueira and A. Greenwald. A consumer-theoretic characterization of Fisher market equilibria. In Feldman, M., H. Fu and I. Talgam-Cohen, editors, *Web and Internet Economics - 17th International Conference, WINE 2021, Potsdam, Germany, December 14-17, 2021, Proceedings*, volume 13112 of Lecture Notes in Computer Science, pages 334–351. Springer, 2021.

[2021] Morrill, D., R. D'Orazio, M. Lanctot, J. R. Wright, M. Bowling and A. R. Greenwald. Efficient deviation types and learning for hindsight rationality in extensive-form games. In Meila, M. and T. Zhang, editors, *Proceedings of the 38th International Conference on Machine Learning, ICML 2021, 18-24 July 2021, Virtual Event*, volume 139 of Proceedings of Machine Learning Research, pages 7818–7828. PMLR, 2021.

[2021] Morrill, D., R. D'Orazio, R. Sarfati, M. Lanctot, J. R. Wright, A. R. Greenwald and M. Bowling. Hindsight and sequential rationality of correlated play. In *Thirty-Fifth AAAI Conference on Artificial Intelligence, AAAI 2021, Thirty-Third Conference on Innovative Applications of Artificial Intelligence, IAAI 2021, The Eleventh Symposium on Educational Advances in Artificial Intelligence, EAAI 2021, Virtual Event, February 2-9, 2021*, pages 5584–5594. AAAI Press, 2021.

[2021] Galgana, R., C. Shi, T. Oyakawa and A. Greenwald. A dynamic program for computing the joint cumulative distribution function of order statistics. In Bender, M., J. Gilbert, B. Hendrickson and B. D. Sullivan, editors, *Proceedings of the 2021 SIAM Conference on Applied and Computational Discrete Algorithms, ACDA 2021, Virtual Conference, July 19-21, 2021*, pages 160–170. SIAM, 2021.

[2021] Areyan Viqueira, E., C. Cousins and A. Greenwald. Learning competitive equilibria in noisy combinatorial markets. In Dignum, F., A. Lomuscio, U. Endriss and A. Nowé, editors, *AAMAS '21: 20th International Conference on Autonomous Agents and Multiagent Systems, Virtual Event, United Kingdom, May 3-7, 2021*, pages 1446–1448. ACM, 2021.

[2020] Viqueira, E. A., C. Cousins and A. Greenwald. Improved algorithms for learning equilibria in simulation-based games. In *19th International Conference on Autonomous Agents and Multiagent Systems*, pages 79–87, May 2020.

[2020] Mohammad, Y., S. Nakadai and A. Greenwald. NegMAS: A platform for automated negotiations. In *PRIMA: Principles and Practice of Multi-agent Systems*, volume 12568 of Lecture Notes in Computer Science, pages 343–351. Springer, 2020.

[2019] Mohammad, Y., E. A. Viqueira, N. A. Ayerza, A. Greenwald, S. Nakadai and S. Morinaga. Supply chain management world: A benchmark environment for situated negotiations. In *PRIMA: Principles and Practice of Multi-agent Systems*, volume 11873 of Lecture Notes in Computer Science, pages 153–169. Springer, 2019.

[2019] Areyan Viqueira, E., C. Cousins, Y. Mohammad and A. Greenwald. Empirical mechanism design: Designing mechanisms from data. In *35th Conference on Uncertainty in Artificial Intelligence*, pages 1094–1104, July 2019.

[2019] Viqueira, E. A., A. Greenwald, C. Cousins and E. Upfal. Learning simulation-based games from data. In *18th International Conference on Autonomous Agents and Multiagent Systems*, pages 1778–1780, May 2019. Extended Abstract.

[2018] Greenwald, A., J. Lee and T. Oyakawa. Fast algorithms for computing interim allocations in single-parameter environments. In *PRIMA 2018: Principles and Practice of Multi-Agent Systems*, pages 194–219, October 2018.

[2018] Greenwald, A., T. Oyakawa and V. Syrkganis. On revenue-maximizing mechanisms assuming convex costs. In *Symposium on Algorithmic Game Theory*, pages 113–124, September 2018.

[2018] Greenwald, A., T. Oyakawa and V. Syrkganis. Simple vs. optimal contests with convex costs. In *Proceedings of the 2018 World Wide Web Conference*, pages 1429–1438, April 2018.

[2017] Gopalan, N., J. MacGlashan, M. L. Littman and A. Greenwald. Generalized inverse reinforcement learning. In *RLDM '17: Proceedings of 3rd Multidisciplinary Conference Reinforcement Learning and Decision Making*, June 2017.

[2017] Viqueira, E. A., A. Greenwald and V. Naroditskiy. On approximate welfare- and revenue-maximizing walrasian equilibria for size-interchangeable bidders. In *Sixteenth International Conference on Autonomous Agents and Multiagent Systems*, pages 1466–1468, May 2017. Extended Abstract.

[2016] Ho, M. K., J. MacGlashan, E. Hilliard, C. Trimbach, S. Brawner, N. Gopalan, A. Greenwald, M. L. Littman, J. B. Tenenbaum, M. Kleiman-Weiner and J. L. Austerweil. Feature-based joint planning and norm learning in collaborative games. In *Proceedings of the 38th Annual Meeting of the Cognitive Science Society*, August 2016.

[2014] Hilliard, E., A. Greenwald and V. Naroditskiy. An algorithm for the penalized multiple-choice knapsack problem. In *ECAI 2014: 21st European Conference on Artificial Intelligence*, pages 1025–1026, August 2014. Short Paper.

[2013] Greenwald, A., J. Li, E. Sodomka and M. L. Littman. Solving for best-responses in extensive-form games using reinforcement learning methods. In *RLDM '13: Proceedings of 1st Multidisciplinary Conference Reinforcement Learning and Decision Making*, pages 116–120, October 2013.

[2013] Sodomka, E., E. Hilliard, M. Littman and A. Greenwald. Coco-Q: Learning in stochastic games with side payments. In *ICML '13: Proceedings of the 30th International Conference on Machine Learning*, pages 1471–1479, 2013.

[2013] Mayer, B., E. Sodomka, A. Greenwald and M. Wellman. Accounting for price dependencies in simultaneous sealed-bid auctions. In *EC '13: Proceedings of the 14th ACM Conference on Electronic Commerce*, pages 679–696, June 2013.

[2013] Mayer, B., E. Sodomka and A. Greenwald. The price of independence in simultaneous auctions. In *AAMAS '13: Proceedings of the 12th International Conference on Autonomous Agents and Multiagent Systems*, pages 1227–1228, May 2013.

[2012] Greenwald, A., J. Li and E. Sodomka. Approximating equilibria in sequential auctions with incomplete information and multi-unit demand. In *NIPS '12: Advances in Neural Information Processing Systems*, volume 25, pages 2330–2338, December 2012.

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[2011] Guo, M., V. Naroditskiy, V. Conitzer, A. Greenwald and N. Jennings. Budget-balanced and nearly efficient randomized mechanisms: Public goods and beyond. In *Seventh Workshop on Internet and Network Economics (WINE)*, December 2011.

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[2009] Clippel, G. de , V. Naroditskiy and A. Greenwald. Destroy to save. In *EC '09: Proceedings of the Tenth ACM conference on Electronic commerce*, pages 207–214, New York, NY, USA, 2009. ACM.

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[2008] Gordon, G., A. Greenwald and C. Marks. No-regret learning for convex games. In *Proceedings of 25th International Conference on Machine Learning*, pages 360–367, July 2008.

[2007] Wicks, J. R. and A. Greenwald. More efficient parallel computation of PageRank. In *SIGIR '07: Proceedings of the 29th Annual International ACM Conference on Research and Development in Information Retrieval*, pages 861–2, July 2007. Poster.

[2007] Naroditskiy, V. and A. Greenwald. Using iterated best-response to find Bayes-Nash equilibria in auctions. In *AAAI '07: Proceedings of the 22nd National Conference on Artificial Intelligence*, pages 1894–1895, July 2007. Student Poster.

[2007] Lee., S. J., A. Greenwald and V. Naroditskiy. RoxyBot-06: An SAA^2 TAC Travel agent. In *IJCAI '07: Proceedings of the 20th International Joint Conference on Artificial Intelligence*, pages 1378–1383, January 2007. *Plenary Talk*.

[2006] Greenwald, A., Z. Li and C. Marks. Bounds for regret-matching algorithms. In *AIMath '06: Proceedings of the 9th International Symposium on Artificial Intelligence and Mathematics*, January 2006.

[2006] Wicks, J. R. and A. Greenwald. A quotient construction on Markov chains with applications to the theory of generalized simulated annealing. In *AIMath '06: Proceedings of the 9th International Symposium on Artificial Intelligence and Mathematics*, January 2006.

[2006] Zinkevich, M., A. Greenwald and M. Littman. Cyclic equilibria in Markov games. In *NIPS '05: Advances in Neural Information Processing Systems*, volume 19. MIT Press, 2006. *Plenary Talk*.

[2005] Wicks, J. R. and A. Greenwald. An algorithm for computing stochastically stable distributions with applications to multiagent learning in repeated games. In *UAI '05: Proceedings of the 21st Conference on Uncertainty in Artificial Intelligence*, pages 623–632, July 2005.

[2004] Greenwald, A. and J. Boyan. Bidding under uncertainty: Theory and experiments. In *UAI '04: Proceedings of the 20th Conference on Uncertainty in Artificial Intelligence*, pages 209–216, July 2004.

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[2004] Benisch, M., A. Greenwald, V. Naroditskiy and M. Tschantz. A stochastic programming approach to TAC SCM. In *EC '04: 5th ACM Conference on Electronic Commerce*, pages 152–160, May 2004.

[2003] Greenwald, A., K. Kannan and R. Krishnan. A computational approach to compare information revelation policies. In *ICIS '03: Proceedings of the International Conference on Information Systems*, pages 706–719, December 2003.

[2003] Greenwald, A. and A. Jafari. A class of no-regret algorithms and game-theoretic equilibria. In *COLT '03: Proceedings of the 16th Conference on Computational Learning Theory*, pages 1–11, August 2003.

[2003] Greenwald, A. and K. Hall. Correlated Q-learning. In *ICML '03: Proceedings of the 20th International Conference on Machine Learning*, pages 242–249, 2003.

[2003] Greenwald, A. Bidding marginal utility in simultaneous auctions. In *ICJAI '03: Proceedings of the 18th International Joint Conference on Artificial Intelligence*, pages 1463–1464, August 2003. Poster.

[2002] Farago, J., A. Greenwald and K. Hall. Fair and efficient solutions to the santa fe bar problem. In *GHC '02: Proceedings of the Grace Hopper Celebration of Women in Computing*, October 2002.

[2002] Wellman, M., A. Greenwald, P. Stone and P. Wurman. The 2001 Trading Agent Competition. In *Proceedings of the Fourteenth Innovative Applications of Artificial Intelligence Conference*, pages 935–941, July 2002.

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[2001] Boyan, J. and A. Greenwald. Bid determination in simultaneous auctions: An agent architecture. In *EC '01: Proceedings of 3rd ACM Conference on Electronic Commerce*, 210–212 2001. Short Paper.

[2001] Morris, J., P. Maes and A. Greenwald. Learning curve: Analysis of an agent pricing strategy under varying conditions. In *ICAI '01: Proceedings of the International Conference on Artificial Intelligence*, pages 1135–1141, June 2001.

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[2001] Jafari, A., A. Greenwald, G. Ercal and D. Gondek. On no-regret learning, Nash equilibrium, and fictitious play. In *ICML '01: Proceedings of 18th International Conference on Machine Learning*, pages 226–233, June 2001.

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[1999] Kephart, J. and A. Greenwald. Shopbot economics. In *ECSQARU-07: Proceedings of the 5th European Conference on Symbolic and Quantitative Approaches to Reasoning with Uncertainty*, pages 208–220, July 1999.

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WORKSHOP PAPERS

[2022] Morrill, D., E. Saleh, M. Bowling and A. Greenwald. Interpolating between softmax policy gradient and neural replicator dynamics with capped implicit exploration. In *The Multi-Disciplinary Conference on Reinforcement Learning and Decision Making*, June 2022.

[2022] Goktas, D., J. Zhao and A. Greenwald. Zero-sum stochastic Stackelberg games. In *ICLR Gamification and Multiagent Solutions Workshop*, April 2022.

[2022] Goktas, D. and A. Greenwald. Gradient descent ascent in min-max Stackelberg games. In *AAAI Workshop on Adversarial Machine Learning and Beyond*, February 2022.

[2022] Morrill, D., A. Greenwald and M. Bowling. The partially observable history process. In *AAAI Workshop on Reinforcement Learning in Games*, February 2022.

[2021] Ningawa, K., Y. Mohammad and A. Greenwald. Baseline strategies for the ANAC automated negotiation league. In *3rd Games, Agents, and Incentives Workshop at AAMAS 2021*, May 2021.

[2020] Viqueira, E. A., C. Cousins and A. Greenwald. Learning competitive equilibria in noisy combinatorial markets. In *2nd Games, Agents, and Incentives Workshop at AAMAS 2020*, May 2020.

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MAGAZINE ARTICLES

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TECHNICAL REPORTS

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EDITORSHIPS

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[2005] Zurko, M. and A. Greenwald. Foreward. *Electronic Commerce Research: Special Issue on World Wide Web Electronic Commerce, Security, and Privacy*, January 2005.

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Lectures

DISTINGUISHED LECTURES

AI History Panel: Advancing AI by Playing Games, Organizer & Moderator
Thirty-fourth AAAI Conference on Artificial Intelligence (February 2020)

Autonomous Bidding Agents: Lessons from the Trading Agent Competition
Tufts University Computer Science Department Distinguished Lecture Series (November 2006)

Autonomous Bidding in the Trading Agent Competition
Federal Communications Commission, Wireless Telecommunications Bureau (May 2002)

INVITED CONFERENCE TALKS

Towards Empirical Mechanism Design: Learning Equilibria in Simulation-Based Games
Intelligent Systems Conference, *Plenary Speaker* (September 2020)
IEEE 10th Annual Ubiquitous Computing, Electronics & Mobile Communication Conference, *Plenary Speaker* (October 2019)

The Interplay of Agent and Market Design
Plenary Keynote Talk, Microsoft Faculty Summit, Redmond (July 2017)

An Algorithm for Computing the Stochastically Stable Distribution of a Perturbed Markov Matrix
Twentieth Stony Brook Festival on Game Theory, *Plenary Speaker* (July 2009)
Caltech MiniConference on Microeconomics Dynamics (May 2008)

Game-Theoretic Learning
A Conference to Commemorate the 70th Birthday of Professor Rohit Parikh (December 2006)

Multiagent Learning in Games
Twentieth National Conference on Artificial Intelligence, *Plenary Speaker* (July 2005)

A General Class of No-Regret Learning Algorithms and Game-Theoretic Equilibria
The Sixteenth Annual Conference on Learning Theory (August 2003)

INVITED WORKSHOP TALKS

No-Regret Learning in Extensive-Form Games
Simons Institute Workshop on Multi-Agent Reinforcement and Bandit Learning (May 2022)
DIMACS Workshop on Bridging Game Theory and Machine Learning for Multi-party Decision Making (October 2022)
AAMAS Workshop on Learning with Strategic Agents (May 2022)

Generalizing Counterfactual Regret Minimization to General-Sum Games
AAAI Reinforcement Learning in Games (February 2020)

Learning Equilibria in Simulation-Based Games
International Collaboration Workshop on Collaboration and Co-evolution between Human Intelligence and AI (February 2019)

The State of Women in Machine Learing
Workshop on Women in Machine Learning, Opening Remarks (December 2015)

Optimal Weighted Topological Sort
First International Workshop on Market-Based Control (September 2008)

Game-Theoretic Learning
Women in Machine Learning: Theory, Applications, and Experiences (October 2006)

INVITED COLLOQUIUM TALKS

Regret Minimization in Extensive-Form Games
University of Nebraska-Lincoln, School of Computing Colloquium (October 2021)

Towards Empirical Mechanism Design: Learning Equilibria in Simulation-Based Games
Preferred Networks, Machine Learning Seminar, Tokyo, Japan (June 2019)

Computational Studies of Complex Markets
City University of New York, Department of Computer Science (April 2015)

Autonomous Bidding Agents: Lessons from the Trading Agent Competition
Cornell University, Department of Computer Science Colloquium (February 2007)
Harvard University, Department of Computer Science Colloquium (April 2006)

Bidding Algorithms for Simultaneous Auctions
University of Maryland Baltimore County, Department of Computer Science Colloquium (October 2001)

INVITED SEMINAR TALKS

Learning Equilibria via Regret Minimization in Extensive-Form Games
CoMARL (Cooperative Multiagent Reinforcement Learning) Virtual Seminar Series (December 2021)

Regret Minimization in Extensive-Form Games
City University of New York, Department of Computer Science, Philog Seminar (August 2021)

Towards Empirical Mechanism Design: Learning Equilibria in Simulation-Based Games
AI for Economics, Sponsored by Harvard University and Salesforce (November 2020)

Towards Human-Robot Collaboration: An Inverse-Reinforcement Learning Approach
Oracle Labs, Machine Learning Research Group, Burlington, MA (August 2018)

Simple, Approximately-Optimal Contests with Convex Costs
Rensselaer Polytechnic Institute, Department of Computer Science, Troy, NY (August 2018)

The Interplay of Agent and Market Design
University of Southern California, Center for Artificial Intelligence in Society, Los Angeles (July 2017)

Trading in Simulated Ad Exchanges
Microsoft Research, Tea Talk, New York City (May 2015)

Computational Studies of Complex Markets
New York University Machine Learning Seminar (March 2015)
Microsoft Research, Lab Seminar, New York City (July 2014)

Bidding in Simultaneous and Sequential Auctions
Brown University, Department of Computer Science Faculty Retreat (May 2013)

Disaggregating Aggregate Data in TAC AA
Erasmus Institute of Management (ERIM), Learning Agents Research Group Seminar (May 2011)

A First Approach to Bidding in Ad Auctions
Centrum voor Wiskunde en Informatica (CWI), Algorithmic Game Theory Seminar (April 2011)

QuickRank: A Recursive Ranking Algorithm
De Universiteit van Amsterdam (UvA), Computational Social Choice Theory Seminar (April 2011)
Cornell University Artificial Intelligence Seminar, Department of Computer Science (February 2007)
Yahoo! Research, Microeconomics and Social Systems Seminar (December 2006)

A General Class of No-Regret Learning Algorithms and Game-Theoretic Equilibria
Brown University, Department of Computer Science Annual Retreat (May 2007)

Autonomous Bidding Agents: Lessons from the Trading Agent Competition
University of California at San Diego, Department of Computer Science (October 2006)

Bidding Heuristics for Simultaneous and Sequential Auctions
Rutgers University, Laboratory for Real-Life Reinforcement Learning Seminar (April 2006)
Massachusetts Institute of Technology, Language, Learning, Vision & Graphics Seminar (April 2006)
New York University, Information Systems Research Seminar (December 2005)

Game-Theoretic Learning
University of California at Berkeley, Center for Intelligent Systems (April 2005)
University of Pennsylvania, Machine Learning Seminar (November 2004)

Game-Theoretic Learning: Regret Minimization vs. Utility Maximization
Brown University, Wayland Collegium Faculty Interdisciplinary Seminar on Decision Making and Rationality (October 2004)

Bidding under Uncertainty: Lessons from TAC Classic
University of Michigan STIET Seminar (September 2004)

Results on No-Regret Learning and Game-Theoretic Equilibria: Existence and Convergence
Stanford University, Multiagent Research Group Seminar (October 2003)
California Institute of Technology, Social and Information Sciences Laboratory Seminar Series (October 2003)

Reinforcement Learning in Stochastic Games
City University of New York, Seminar on Logic and Games (February 2003)

Correlated and No-Regret Q-Learning
Brown University, Economic Theory Seminar (March 2002)

RoxyBot: A Dynamic Bidding Agent for Simultaneous Auctions
Brown University, Economic Theory Seminar (November 2000)

Bidding Strategies in The Trading Agent Competition
North Carolina State University, E-Commerce Seminar Series (November 2000)

Learning to Play Network Games
IBM T.J. Watson Research Center, Brown University, Columbia University, University of Michigan, New York University, Santa Fe Institute, MIT (March through May 1999)

Shopbot Economics
Northwestern University, Industrial Engineering & Management Science Seminar (February 1999)

Shopbots and Pricebots
City University of New York, Computer Science Seminar (November 1998)

The 1997 Summer Games
Xerox Palo Alto Research Center (August 1997)

ACCEPTED CONFERENCE and WORKSHOP TALKS

Improved Empirical Game-Theoretic Analysis with an Application to Sequential Auctions
(presented by Bhaskar Mishra) 2022 INFORMS Annual Meeting (October 2022)

Optimal auctions with convex perceived payments. (presented by Vasilis Srygkanis)
Fifth World Congress of the Game Theory Society (July 2016)

Solving for Best Responses and Equilibria in Extensive-Form Games with Reinforcement Learning Methods.
Twenty-Sixth Stony Brook Game Theory Festival (July 2015)

Self-Confirming Price Prediction Strategies for Simultaneous One-Shot Auctions
(presented by Mike Wellman)
NSF/CEME Decentralization Conference (March 2012)

Autonomous Trading in Simulated Dutch Flower Auctions (presented by Eric Sodomka)
Thirteenth INFORMS Annual Meeting (November 2011)

Destroy to Save (presented by Victor Naroditskiy)
Twentieth Stony Brook Game Theory Festival (July 2009)

No-Regret Learning in Convex Games (presented by Casey Marks)
DIMACS Workshop on the Boundary between Economic Theory and Computer Science
(October 2007)

Multiagent Value Iteration in Markov Games
Stony Brook Game Theory Festival, Workshop on Game Theory and Computer Science (July 2005)

Learning Correlated Equilibrium Policies in Markov Games
Multiagent Learning Workshop at Neural Information Processing Systems (December 2002)

Correlated Q-Learning
DIMACS Workshop on Computational Issues in Game Theory and Mechanism Design
(November 2001)

On No-Regret Learning and Nash Equilibrium
First Meeting of the Game Theory Society (July 2000)
Uncertainty in Artificial Intelligence Workshop: Beyond Markov Decision Processes (June 2000)

Santa Fe Bar Problem Revisited
Stony Brook Game Theory Festival, Workshop on Interactive Dynamics and Learning (July 1998)

Learning in Network Contexts: Simulation Experiments
DARPA Graduate Student Workshop (July 1998)

Automated Learning in Network Games
Eighth Meeting of the International Society of Dynamic Games (July 1998)

Automated Learning in Network Traffic Control
Fourth INFORMS Telecommunications Conference (March 1998)

ACCEPTED TUTORIALS

Automated Negotiation: Results & Challenges
Association for the Advancement of Artificial Intelligence (February 2022)

Trading Agent Design and Analysis
Association for the Advancement of Artificial Intelligence (July 2012)
Fifth Americas School on Agents and Multiagent Systems (July 2006)
ACM Conference on Electronic Commerce (June 2006)

Game-Theoretic Learning
International Conference on Machine Learning (July 2004)

INVITED PANELIST

Competition beyond Computation and Context
Trading Agent Design and Analysis Workshop (July 2010)

Mixed-Initiative Trading Games
Trading Agent Design and Analysis Workshop (July 2008)

Automated Supply-Chain Management
Trading Agent Design and Analysis Workshop (July 2004)

Strategic Challenges in Market Games
Trading Agent Competition Workshop (October 2001)

GUEST LECTURES

Functional Programming in Python
Microsoft Research Data Science Summer School (July, 2015)

Computer Science: An Integrated Introduction
Professor Claire Mathieu (November, 2011)

Artemis Project (July 2008)
A free, five-week summer day camp for rising 9th grade girls in the Providence area who are interested in learning about science and technology.

Introduction to Artificial Intelligence
Professor Meinolf Sellmann (March 2006, March 2008)

Innovating Game Development
Professor O. Chad Jenkins (February 2006)

Computational Cognitive Science
Professor Tom Griffiths (October 2005)

Programming

Automated Negotiating Agents Competition (SCML OneShot): First place, 2022.
Student: Chris Mascioli

Automated Negotiating Agents Competition (SCML OneShot): Bird innovation award winner, 2021.
Students: Jackson de Campos, Benjamin Fiske, Chris Mascioli

Automated Negotiating Agents Competition (SCML): Second place, 2021.
Students: Mehmet Onur Keskin, Gevher Yesevi, Umut Cakan (Ozyegin University)

Automated Negotiating Agents Competition (ANL): Finalist, 2020.
Student: Kotone Ninagawa

Automated Negotiating Agents Competition Supply Chain Management: 2nd Place, 2019; Finalist, 2020.
2020 Students: E.A. Viqueira, Edward Li, Daniel Silverston, James Tsatsaros, Andrew Yuan
2019 Student: Enrique Areyan Viqueira

Trading Agent Competition Ad Auctions: 2nd Place, 2010–13; 3rd Place, 2009.
2012 Students: Cheng-Lun Chen, Carleton Coffrin, Elizabeth Hilliard, John Sigmon, Eric Sodomka
2011 Students: Jordan Berg, Carleton Coffrin, Eric Sodomka
2010 Students: Max Barrows, Jordan Berg, Carleton Coffrin, Benjamin Leib, Eric Sodomka, Eric Stix
2009 Students: Max Barrows, Jordan Berg, Hang Chen, Carleton Coffrin, Aaron Foo, Ilke Kaya, Donnie Kendall, Moshe Levin, Sam Pucci, Eric Sodomka, Victor Naroditskiy, Cathy Zhang

Trading Agent Competition Supply Chain Management: Finalist, 2003–04, 2006, 2008–2010.
2010 Students: Eric Sodomka
2009 Students: Eric Sodomka, Victor Naroditskiy, Ilke Kaya
2008 Students: Tyler Odean, Victor Naroditskiy, Eric Sodomka, Joe Zimmerman
2007 Students: Cutler, Hart, Odean, Naroditskiy, Ramirez, Zimmerman (Semi-Finalist)
2006 Students: John Donaldson, Victor Naroditskiy, A. & Y. Sabzposh, Jonathan Rhone
2005 Students: Isaac Haxton, Victor Naroditskiy, Andrew Simon (Semi-Finalist)
2004 Students: Lucia Ballard, Bryan Guillemette, Victor Naroditskiy, Haru Sakai
2003 Students: Benisch, Grypari, Lederman, Naroditskiy, Tschantz

Trading Agent Competition Travel: Winner, 2006. Finalist, 2002–05. Co-winner, 2000.
2006 Students: Seong-Jae Lee and Victor Naroditskiy
2005 Students: Bryan Guillemette and Seong-Jae Lee
2004 Student: Jonathan Bankard
2002 Students: Maureen Hurtgen and Nicole Dombeck
2000 Collaborator: Justin Boyan

Code Release: *RoxyBot*, an implementation of a TAC Travel agent. June 2005.
Code Release: *RoxyBot*, version 2, including a TAC Travel simulator. May 2007.

Trading Agent Competition Lemonade Stand Game
2011, 2010 Students: Tom Goff
2009 Students: Jordan Berg

Trading Agent Competition Market-Based Control
2007 Students: Joshua Fuhrmann

Trading Agent Competition Prediction Challenge
2008 Postdoc: Fei Qi (First Place in Predicting Future Component Prices)
2007 Students: Aysun Bascetincelik and Dawn Chen

International Conference on Machine Learning Physiological Data Mining Contest
2004 Students: D. Grollman, A. Johnsson, M. Lease, B. Ng, J. Turner, T. Sweetser

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Service to the Profession

AREA CHAIR

AAAI National Conference on Artificial Intelligence 2019–2021

SENIOR PROGRAM COMMITTEES

WINE	Conference on Web and Internet Economics	2021
AAMAS	Autonomous Agents and Multiagent Systems	2006, 2020–2021
AAAI	National Conference on Artificial Intelligence	2006–2008, 2016, 2018
IJCAI	International Joint Conference on Artificial Intelligence	2011, 2023
EC	ACM Conference on Electronic Commerce	2010
ICML	International Conference on Machine Learning	2006, 2008

PROGRAM COMMITTEES

EC	ACM Conference on Electronic Commerce	2001, 2005, 2019
	Reviewer	2021
AAMAS	Doctoral Consortium	2020–2021
AAMAS-IJCAI	Workshop on Agents & Incentives in AI	2018
AAAI	Senior Member Track	2017, 2020–2022
IJCAI	Algorithmic Game Theory Workshop	2016–17
AIMath	Ninth Symposium on AI and Maths	2006
ALAMAS	Adaptation and Learning in AAMAS	2006, 2008
IJCAI	International Joint Conference on Artificial Intelligence	2005
SAC	Applied Computing Symposium; Ecommerce Technologies Track	2004–2008
GTDT	Game-theoretic and Decision-theoretic Agents Workshop	2000–2009
AMEC	Agent-Mediated Electronic Commerce Workshop	2002–2009
TADA	Trading Agent Design and Analysis Workshop	2003–2014
AAAI	National Conference on Artificial Intelligence	2002
UAI	Uncertainty in Artificial Intelligence Conference	2002
	Grace Hopper Celebration of Women in Computing	2002
	AAAI Collaborative Learning Agents Spring Symposium	2002
	Autonomous Agents Conference, Learning Agents Workshop	2001

EDITORIAL ROLES

Associate Editor	ACM Transactions on Economics and Computation	2011–Present
Associate Editor	Journal of Artificial Intelligence Research	2012–2015
Associate Editor	Journal of Autonomous Agents and Multiagent Systems	2010–2013
Editor-in-Chief	ACM SIGEcom Exchanges	2004–2006
Board Member	Journal of Artificial Intelligence Research	2003–2006
Board Member	Journal of Electronic Commerce Research	2005–2008

ELECTED OFFICIAL

Member	IFAAMAS Board of Directors	2022–Present
Advisory Board	ACM Special Interest Group on Ecommerce (SIGEcom)	2011–Present
Secretary/Treasurer	ACM Special Interest Group on Ecommerce (SIGEcom)	2007–2011
AAAI Councilor	Association for the Advancement of Artificial Intelligence	2008–2011

ORGANIZATIONAL ROLES

SafeToC Advocate	Theory of Computing, ACM EC & WINE Conferences	2019–Present
Organizer	Automated Negotiating Agents Competition SCM League	2019–Present

Organizer	New York Computer Science and Economics Day	2017
Organizer	AAAI Symposium on AI for Social Good	2017
Organizer	AAAI Workshop on Increasing Diversity in AI	2017
Organizer	OSTP Workshop on AI for Social Good	2016
Panelist	IJCAI Workshop for Women in AI	2016
Co-Chair	AAAI Senior Member Track	2014
Mentor	AAAI Doctoral Consortium	2014
Affiliate	Sloan Industry Studies Program	2008–2010
Steering Committee	Pacific Rim International Workshop on Multi Agents	2007
Faculty Advisor	Workshop for Women in Machine Learning	2006
General Chair	Trading Agent Competition	2006, 2008
Board Member	Trading Agent Competition Board of Trustees	2003–2010
Committee Member	Trading Agent Competition Workshop @ AAAI	2002
Deputy Chair	Electronic Commerce Area, WWW Conference	2002
Chair	Trading Agent Competition Workshop @ ACM EC	2001
Co-Chair	IJCAI Workshop on Agents, Models, and Mechanisms	2001
Co-Chair	Conference on Probabilities, Conditionals, and Games	2000
Co-Chair	ICML Workshop on Multiagent Learning	2000

PAPER REVIEWING

Journals (not listed above) Theory and Decision, International Journal of Approximate Reasoning, Artificial Intelligence, Machine Learning Research, Machine Learning, Games and Economic Behavior, Mathematical Social Sciences, European Journal of Operational Research, Operational Research: An International Journal, IEEE Transactions on Automatic Control, IEEE Transactions on Internet Technology, Computers and Operations Research, Computing in Higher Education, Science.

Conferences (not listed above) European Conference on Artificial Intelligence.

PANEL PARTICIPATION

US UK	NSF & EPSRC Workshop on AI Strategy	2022
NSF	Civil, Mechanical, and Manufacturing Innovation	2018
NSF	Agents, Multiagent Systems, Game Theory	2018
NSF	Interface between Computer Science and Economics and Social Sciences	2010
VENI	Innovational Research Incentives Scheme (Netherlands)	2004
ISAT	Distributed Cognitive Systems Study Group and Multiagent Learning	2004
NSF	Small Information Technology Research Program	2003
DARPA	Cognitive Networks Workshop	2002
NSF	Digital Societies and Technologies Program	2002
NSF	Societal Dimensions of Engineering, Science, and Technology	2002
NSF	Computational Social Systems Program	2001

AWARDS COMMITTEES

AAAI	Disseration Award Committee	2020–Present
AAAI	Best Paper Award Committee	2020–Present
IFAAMAS	Victor Lesser Distinguished Dissertation Award Committee	2019
SIGAI	ACM Student Essay Contest on AI Technologies	2019
SIGECOM	Chair, ACM EC Best Paper Award Committee	2015

THESIS EXAMINATION

Deep Mind, Mathematics	2022
University of Alberta, Computer Science	2020
University of British Columbia, Computer Science	2014
Brown University, Engineering	2012
Erasmus University, Decision and Information Sciences	2011
Brown University, Applied Math	2003
McGill University, Computer Science	2002

MEMBERSHIPS

AAAI	American Association of Artificial Intelligence	2001–Present
SIGecom	ACM Special Interest Group on Electronic Commerce	2000–Present
ACM	Association of Computing Machinery	1999–Present
AAUW	American Association of University Women	1998–2008
AEA	American Economic Association	2002–2003

Service to the University

Chair, CFED (Committee on Faculty, Equity, and Diversity)	2022–2023
DIOB (Diversity and Inclusion Oversight Board), Appointed Member	2022–2023
Vice Chair, CFED (Committee on Faculty, Equity, and Diversity)	2021–2022
Junior Faculty Mentor	2020–Present
Research Achievement Award Committee	2020
Academic Code Committee	2017–2018
Public Safety Oversight Committee	2013–2018
Childcare Committee	2012
FEC (Faculty Executive Committee)	2011–2012
TEAM (Team Enhanced Advising and Mentoring)	2011–2012
Science Diversity Workshop	2004–2005
Sophomore Advisor	most years, since 2009
First Year Advisor	most years, since 2004

Service to the Department

Junior Faculty Mentor	2019–Present
CS-Econ Concentration Advisor	most years, since 2001
Chair, Diversity and Inclusion Committee	2013–2016
Judge, Undergraduate Research Symposium	2016
Diversity and Inclusion Committee	2008–2010
Chair (2009), CS Graduate Admissions Committee	2000–03, 2007–2009
Faculty Advisor, Women in Computer Science (WiCS)	2002–2010
Faculty Sponsor, Computer Science WiSE Affinity Group	2002–2010
Organizer, Artificial Intelligence Lunch/Lecture Series	2004–2005
CS Undergraduate Committee	2003–2005
CS Curriculum Committee	2002–2005
CS Graduate Student Committee	2003–2004

Chair (2002), CS Graduate Recruiting Committee	2000–2002
Co-Chair, Industrial Partners Program Symposium	Spring 2000

Outreach

IgniteCS Faculty Advisor	2015–Present
CRA CSGrad4US Mentor	2022
Met School Women in STEM Panelist	2022
EC Mentoring Workshop Mentor	2020–2021
exploreCSR Faculty Advisor	2020–2021
Artemis Faculty Advisor	2008–2010, 2013–2020
Hour of Code Week Organizer	2013–2019
NCWIT Aspirations Judge	2012–2019

Teaching

CSCI 1/2440	Algorithmic Game Theory	2017–2018, 2020–Present
CSCI 0141	Introduction to Artificial Intelligence	2000–2005, 2009, 2020
CSCI 0100	Data Fluency for All	since 2016
CSCI 0180	Computer Science: An Integrated Introduction	2010, 2012–13, 2016–17
CSCI 0170	Computer Science: An Integrated Introduction	2007–2009, 2012–14
CSCI 2955	Autonomous Agents and Computational Market Design	2011
CSCI 2955	Designing Bidding Agents for Dutch Flower Auctions	2010
CSCI 2955	Designing Bidding Agents for Sponsored Search Auctions	2009–10
CSCI 0244	Game Theory in Artificial Intelligence	2007–08
CS 295-5	Internet Agent Economics	2000–03
MA 110	Introduction to Linear Algebra *at the Cooper Union*	1998
CS 380	Fundamentals of Computer Science Using C *at the Stern School of Business*	1996

Advising

PostDocs

- Martin Zinkevich, Multiagent Learning in Games, 2004–2005
  now at Google Research

Current PhD

- Denizalp (Deni) Goktas, Entered 2019

Past PhD

- Takehiro Oyakawa, Simple, Case Studies in Single-Parameter Mechanisms, 2022
- Dustin Morrill, Hindsight Rational Learning for Sequential Decision-Making: Foundations and Experimental Applications, University of Alberta Ph.D. student, 2022
  now at Sony AI

- Enrique Areyan Viqueira, Learning Equilibria of Simulation-Based Games: Applications to Empirical Mechanism Design, 2021
  now at Convoy
- Cengke (Zach) Shi, Applied Math Ph.D. student, Dynamic Programming for Order Statistics, 2018
  now a quant at Citadel Securities
- Brandon Mayer, Engineering Ph.D. (Co-advised), Price Prediction in Auctions, 2014
  now a senior software engineer at Google
- Eric Sodomka, Simultaneous and Sequential Auction Analysis, 2013
  now a member of the Economic Research team at Facebook
- Victor Naroditskiy, Economics and Computer Science, 2009
  now a post-doc in Nick Jennings lab in Southampton, UK
- John Wicks, Perturbed Markov Processes & Stochastically Stable Distributions, 2009
  now at Bay Computer Associates
- Casey Marks, No-Regret Learning in Games, including Convex Games, 2008
  now an engineer at Castlight Health
- Zheng Li, Applied Math Ph.D., A General Analysis of No-Regret Learning, 2005
- Keith Hall, Natural Language Processing, 2004 (Co-advised)
  now at Google Research, New York City
- David Gondek, Machine Learning, 2004 (Co-advised)
  now at IBM Research; key contributor to Watson
- Amir Jafari, Math Ph.D., A General Framework for No-Regret Learning in Games, 2003
- Karthik Kannan, E-Marketplaces, 2003 (Co-advised), CMU
  now a tenured professor at Purdue University

Current MSc

- Chris Mascioli, Learning in Extensive-Form Games, Fall 2021–Present

Past MSc

- Zhouqi Gong, Deep Reinforcement Learning in Games, 2022
- Soma Arunkanti Hota (with Dr. Laura Stroud), Learning a Fetal Coding Model, 2020
- Omer Dai, Autonomous Agent Negotiation in Supply Chain Management, 2020
- Nishant Kumar, Deep Learning in Auctions, 2019–2020
  went on to Google
- Gregory Cho, Clustering for Matching Markets, 2019–2020
- Won Jun Kang, Learning Equilibria in Auctions, 2018
- Liam Walsh, Early Detection of Alzheimers' Disease, 2018
- Roman Blum, Nudging Consumers to Act as Producers, 2018
- Oliver Hare, Prediction Markets and Proper Scoring Rules, 2018
  works at Bloomberg
- Luke Camery, Optimizing Liquidity in LMSR Prediction Markets, 2017
  went on to Google
- Gianluca Pane, Expressive and Concise Valuation Representations via Hypergraphs, 2017
- John Ribbans, Equilibria in Sequential Auctions, 2016

- Jeremy Shar, Learning to Predict Earthquakes, 2016
  went on to Google
- Elizabeth Hilliard, An Algorithm for the Penalized MCKP, 2014
  went on to Charles River Analytics
- Andy Loomis, JACK: A Java Auction Configuration Kit, 2013
  went on to iRobot
- Tom Goff, Trading Agent Design and Analysis, 2012
  went on to Amazon
- Jordan Berg, Trading Agent Design and Analysis, 2011
  went on to found his own startup
- Ilke Kaya, Trading Agent Design and Analysis, 2009
  went on to Microsoft
- Brandon Diamond, Trading Agent Infrastructure, 2009
  Database Kernel Engineer at 10gen
- Kembey Gbarayor, Financial Time Series Analysis, 2009
  went on to work in the public sector
- Tyler Odean, Trading Agent Design and Analysis, 2008
  went on to Google
- Zach Shubert, Transportation Assistant, 2007
  went on to `amiestreet.com`
- John Donaldson, Trading Agent Design, 2006
  went on to Morgan Stanley
- Jesse Funaro, Transportation Assistant, 2005
  went on to ITA Software
- Benjamin Mishkin, Financial Markets, 2004
- Chris Leroy, Transportation Assistant, 2003
- Joan Morris, Dynamic Pricing, 2001 (Co-advised), MIT
  completed her PhD at MIT's Media Lab in 2005

Undergraduate Honors Theses

- John Randolph (2022), Banzhaf Power in Hierarchical Games
  went on to work at Facebook
- Jack Ciabaton (2022), Aggregating Experts' Beliefs: Prediction Markets and Opinion Pools
  went on to work at Jane Street Capital
- Shray Mishra (2022), Learning Equilibria in Prediction Markets
  went on to work at Susquehanna International Group
- Jackson de Campos (2022), Best Response in Bilateral Alternating-Offers Negotiations
  went on to work at Neflix
- Kotone Ninagawa (2022), Automated Negotiation Strategies Against Time-based Opponents
  went on to work at Google
- Rigel Galgana (2020), Optimal Reserve Price Estimation in Generalized First and Second Price Auctions with Best-Response Dynamics
  doing a Ph.D. in OR at MIT
- Vincent Kubala (2018), Inferring the Intentions of Learning Agents
  went on to work at Yelp

- Jaclyn Zhong (2017), Representation, Polarization, and Fairness: A Normative Perspective on Representative Democracy (Reader)
  went on to work at AirBnB
- Joey Thompson (2016), Computational Aspects of Optimal Auctions
  went on to work at Susquehanna International Group, LLP
- David Storch (2013), An Empirical Study of Online Penny Auctions
  went on to work at MongoDB
- Jiacui Li (2012), Approximating Equilibria in Multistage Bayesian Games
  went on to work at Citibank, and then to pursue a Ph.D. in Behavioral Finance at Stanford
- Eric Stix (2012), An Empirical Study of Online Penny Auctions
  went on to work at Google
- Jeffrey Stix (2012), Designing a Bidding Agent for Online Penny Auctions
  went on to work at Microsoft
- Seong Jae Lee (2007), Comparison of Bidding Algorithms for Simultaneous Auctions
  went on to pursue his PhD in Computer Science at UW
- Daniel Bookstaber (2005), Using Markov Decision Processes to Solve a Portfolio Allocation Problem
  went on to work at a hedge fund, Frontpoint Partners, building quantitative equity models
- Michael Benisch (2004), Optimization under Uncertainty in Online Trading Agents (UTRA) went on to pursue his PhD in Computation, Organizations, and Society at CMU
- Roger Lederman (2003), Optimization of Stochastic Inventory Control with Correlated Demands
  went on to pursue his PhD in Operations Research at Columbia
- Nicolas Schaden (2002), Autonomous Bidding Agents, Portfolio Risk, and Diversification
  last I heard, had left the life of an investment banker; NYC photographs @ `ashotapart.com`

Undergraduates

- Bhaskar Mishra (University of Florida): Empirical Game-Theoretic Analysis, 2021–Present
- Sadie Zhao (Pomona College): Learning Market Equilibria, 2021–Present
- Jackson de Campos: Autonomous Agent Negotiation, 2021–2022
- Benjamin Fiske (SPRINT): Autonomous Agent Negotiation, Summer 2021
- Shray Mishra: Mean-field Markets, 2021–2022
- John Randolph: Computing Voting Power, 2020–2022
- Jack Ciabaton (SPRINT): Belief Aggregation, 2020–2022
- Kotone Ninagawa: Autonomous Agent Negotiation, 2020–2022
- Edward Li (UTRA), Daniel Silverston, James Tsatsaros, Andrew Yuan: Supply Chain Management Agent Negotiation, 2020
- Rebecca Sarfati: Generalized Counterfactual Regret Minimization in Extensive-Form Games, 2017–2021
- Panthon Imemkamon: Cloud Computing Data Analysis, 2020
- Nikolai (Kolya) Illarionarov: Cloud Computing Data Scraping, 2019–2020
- Jules Becker, David Cabatingan: Early Detection of Alzheimers' Disease, 2019
- Andrew Coggins: Designing and Building an Auction Simulator, 2017–2021
- Rigel Galgana: Dynamic Programming for Order Statistics, 2018–2019
- Rigel Galgana, Peter Kelly, and Melody Hsu: Fixing Up SignMeUp, 2018–2019

- Evan Cater, Will Povell: Early Detection of Alzheimers' Disease, 2017–2018
- Megha Malpani: Identifying Spawning Behavior in Blue-fin Tuna, 2017–2018
- Sang-Ha Park, Juanda Tan, Haomin Wang: Data Science for Auctions, Summer 2017
- Gabriel Bankman-Fried: Algorithmic Game Theory, 2017
- Daniel Collins: Trading Agents for Ad Exchanges, 2015–2016
- Gabriel Bankman-Fried, Gianluca Pane, Joey Thompson: Algorithmic Game Theory, 2014–2015
- Gabriel Bankman-Fried, Eli Rosenthal: No-regret Learning, 2014
- Luke Camery, Online Behavioral Experiments, 2014
- Gabriel Bankman-Fried, Online Behavioral Experiments, 2014
- Eli Rosenthal, Learning Optimal Reserve Prices, 2014
- Sorin Vatasiou, An Analysis of Bidding on eBay, 2014
- Tae Gone Lee, Trading Agent Design, 2014–2015
- Brendan Wallace, Trading Agent Design, 2014–2015
- Kelly Buckley, Trading Agent Design, 2014
- Leela Senthil Nathan, Bidding in Auctions, 2013
- Ezra Rudman, Trading Agent Design, Summer 2013
- Ethan Langevin, Trading Agent Design, 2013
- John Sigmon (Colgate), Trading Agent Design, 2012
- Tess Avitabile, No-regret Learning, 2010
- Alex Kruckman, Markov Chain Tree Theorem, 2010
- Benjamin Leib, Trading Agent Design, 2010 (REU)
- Donnie Kendall, Trading Agent Design, 2009 (UTRA)
- Max Barrows, Trading Agent Design, 2009 (UTRA)
- Moshe Levin, Trading Agent Design, Summer 2009
- Aaron Foo, Trading Agent Design, Summer 2009
- Alex Kruckman, Markov Chains, Summer 2008
- Jason French, Fantasy Hip Hop, Fall 2007
- J. Clark Cutler, Trading Agent Design, 2007 (UTRA)
- Joshua Fuhrmann, Trading Agent Design, 2007 (UTRA)
- Joe Zimmerman (Harvard), Trading Agent Design, Summer 2007 (REU)
- Christopher Hart, Trading Agent Design, 2006–2007
- Seong Jae Lee, Trading Agent Design, 2005–2007
- Mauricio Ramirez (Bogotá), Trading Agent Design, Summer of 2005 and 2006
- Jonathan Rhone, Trading Agent Design, Spring 2006
- Isaac Haxton, Trading Agent Design, Summer 2005 (REU)
- Andrew Simon, Trading Agent Design, Summer 2005 (REU)
- Bryan Guillemette (Dartmouth), Trading Agent Design, 2004–2005
- Jonathan Bankard, Trading Agent Design, 2004 (REU)
- Aaron Yahr (Applied Math), Auctions, Fall 2004

- Jeremy Medow (Applied Math), Auctions, Fall 2004
- Jared Mesznik (Economics), Auctions, Fall 2004
- Haru Sakai, Trading Agent Design, Summer 2004 (UTRA)
- Lucia Ballard, Trading Agent Design, Summer 2004 (UTRA)
- Margaret Benthall, Trading Agent Design, Spring 2004
- Sarah Bell, Trading Agent Design, Spring 2004
- Michael Tschantz, Trading Agent Design, 2003–2004
- Ioanna Grypari (Applied Math), Trading Agent Design, Spring 2003
- Joshua Butler, Trading Agent Design, Spring 2003
- Jesse Funaro, Trading Agent Design, Spring 2003
- Casey Marks (Applied Math), Game Theory, 2002–2003
- Maxence Crossley (Dartmouth), Trading Agent Design, Summer 2001
- Jesse Myers, Multiagent Learning, 2001
- Chris Chin, Financial Models, 2000
- Igor Helman, Online Trading Agents, 2000

Distributed Mentor Program

- Hang Chen, Virginia (2009)
- Cathy Zhang, Mt. Holyoke (2009); now a Senior Software Engineer at Google
- Dawn Chen, Berkeley (2007); now a Software Engineer at Google
- Maureen Hurtgen, Duke (2002); went on to the Peace Corps in West Africa
- Nicole Dombeck, Bucknell (2002)
- Julia Farago, Harvard (2001); worked as an Engineering Manager at Google for nearly a decade; recently moved to Verily, an Alphabet company
- Victoria Manfredi (2001), Smith; completed her PhD at UMASS Amherst in 2009; now an Assistant Professor of Computer Science at Wesleyan
- Rebecca Hutchinson (2000), Bucknell; completed her PhD in machine learning at CMU in 2009; now an Assistant Professor of Computer Science at Oregon State
- Gunes Ercal (2000), USC; completed her PhD in CS theory at UCLA in 2008; now an Associate Professor of Computer Science at Southern Illinois University Edwardsville