#### Orchestrating a brighter world



#### **SCML 2024 @ ANAC @ IJCAI**

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- <sup>2</sup> National Institute for Advanced Industrial Science and Technology (AIST), Japan
- <sup>3</sup> IntentExchange, Japan
- <sup>4</sup> Brown University, USA
- <sup>5</sup> Tokyo University of Agriculture and Technology, Japan
- <sup>6</sup> MIT, USA
- <sup>7</sup> IntentExchange, Japan

#### **SCML Sponsors**











#### What is SCML

✓ Goal: move automated negotiation research futher toward the real world

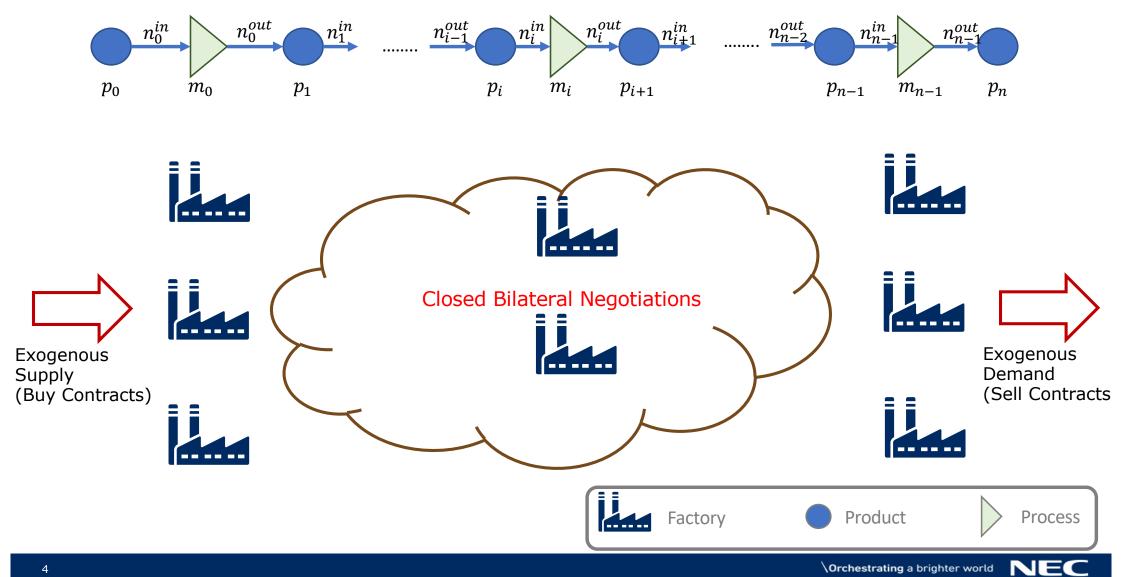
#### ✓ Guiding Principles:

- ✓ Simple enough but not too simple
- ✓ Continuity matters

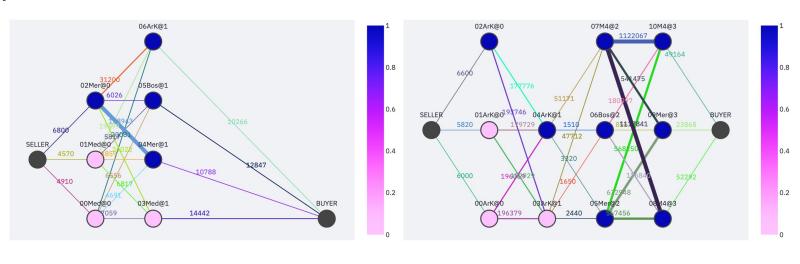
#### ✓ Domain:

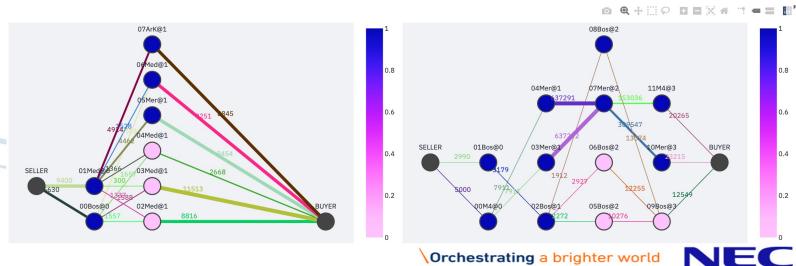
- ✓ Situated concurrent negotiation within a market → Oneshot
- ✓ Repeated sequential concurrent negotiation within a market → Standard





#### Examples from the Standard Track





#### The Two Tracks

#### OneShot

Delivery is always today

N. intermediate products: 1

Perishable Products

Small Price Range

Small Quantity Range



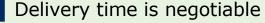
- Profit is defined per step.
  - A greedy ufun is known



- Concurrent Negotiation
- Long term planning



#### Standard



N. Intermediat products: 3

Accomulated Inventory

Large Price Range

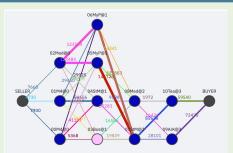
Large Quantity Range



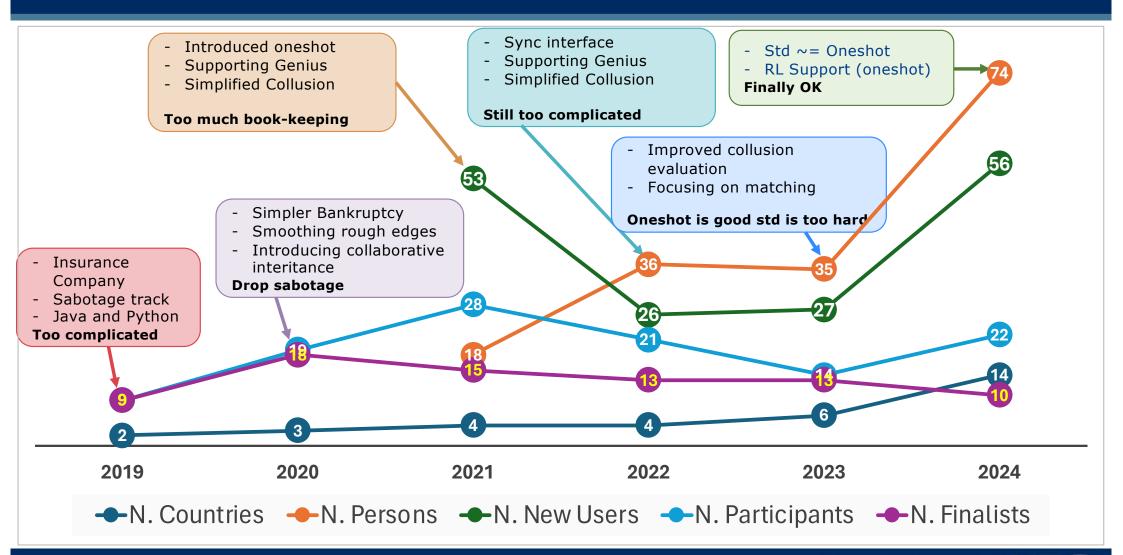
- Profit is known only ex-post
  - No greedy ufun is known



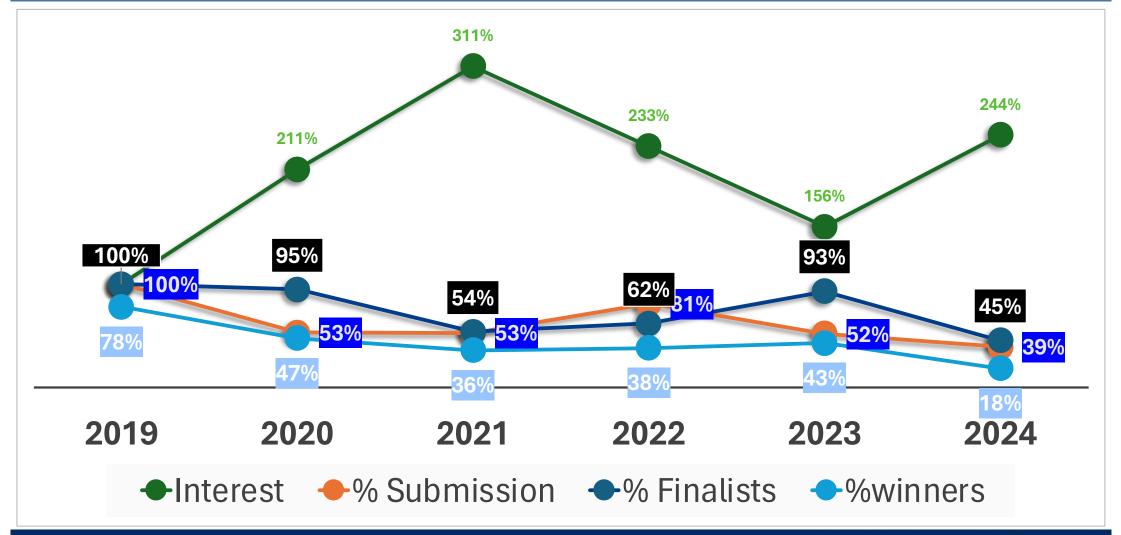
- Long term Planning
  - Concurrent negotiation



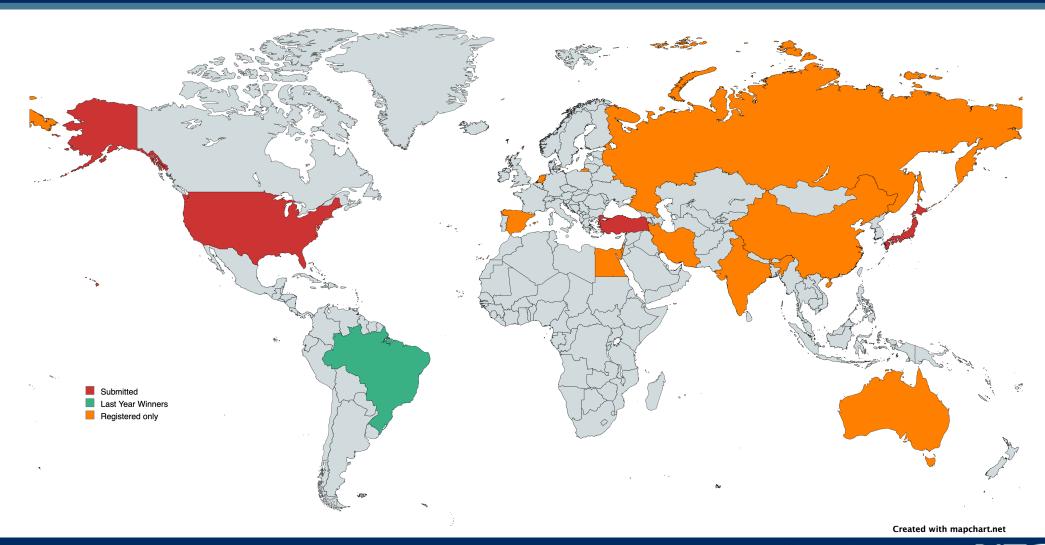
#### SCML Growth



#### SCML Growth



#### Distribution of Participants



## NEC **\Orchestrating** a brighter world **Online Competition**

#### Online Competition



Login Toggle Dark

#### SCML 2023

#### Part of the ANAC Competition @AAMAS 2023

AGENT SUBMISSION IS CLOSED

#### REPORT SUBMISSION IS CLOSED

The qualification round of SCML 2023 is concluded. We received 25 submissions from 6 countries. Seventeen of these were qualified to enter the official competition. These are the results of the qualifications round (order of agents is random in this table does not reflect the scores of agents). Our congratulations for the finalists.

#	Team Leader	Team Name	Agent Name	Is OneShot?	Disqualified	Finalist
1	Kazuki Komori	Team May	M5	no	no	no
2	Ito Nobuhiro	Team 137	Lobster	no	no	no
3	Ryoga Miyajima	Team 140	Agent VSC	no	no	yes
4	Atsunaga Sadahiro	Team 150	AgentSDH	no	no	yes
5	Takumu Shimizu	Team 102	RLAgent	yes	no	yes
6	Shiraz Nave	Team 126	AgentSAS	yes	no	yes
7	Amit Dayan	Team 127	PHLA	yes	no	yes
8	Masato Kijima	Team 143	KanbeAgent	yes	no	yes
9	Shota Kimata	Team 1.4	S CC/gg/tSCM .	os.br	own.e	VesU/S

#### Links

CFP

**TUTORIALS** 

VIDEO TUTORIALS

DOCS

FAQ

**DESCRIPTION:** 

STD/COLLUSION ONESHOT

TEMPLATES (ONESHOT):

SYNC (RECOMMENDED) ASYNC

TEMPLATES (STANDARD/COLLUSION):

MONOLITHIC (RECOMMENEDED) COMPONENTS

DISCUSSIONS:

STD COL. ONESHOT

SOURCE CODE:

SCML (GITHUB)

**NEGMAS (GITHUB)** 

SCML VISUALIZER (GITHUB)

SCML AGENTS (GITHUB)

Important Dates (GMT)

SC Regis ration (Optional) April 1st

#### Online Competition Details

https://scml.cs.brown.edu/scml

2 Tracks (3 in 2023)

56 New registrations (27 in 2023)

77 New agents uploaded (36 in 2023)

Tournaments Run:

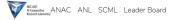
• Oneshot: 113 (74 in 2023)

• Standard: 101 (32 in 2023)

Opened for submission December 15th, 2023

Online: Oneshot

Online: Standard



Login Toggle Dark

#### SCML 2024

Part of the ANAC 2024 Competition @ AAMAS 2024, Auckland

AGENT SUBMISSION IS CLOSED

REPORT SUBMISSION IS CLOSED

We thank all our participants for their great efforts. The winners will be announced in the ANAC session @ AAMAS which will be held on May 9, 2024 (14:00-16:30) in Gallery Room 3. The schedule for official AAMAS competitions can be found here. AAMAS will take place in the Cordis Hotel, Auckland, New Zealand between 6th and 10th of May, 2024. We are looking forward to meeting everyone there.

#### SCML: Finalists (Alphabetical Order)

Leader	Institute	Country	Agent	Team	Track
Akash Singirikonda	Brown University	USA	MatchingPennies	Team 193	OneShot
Hajime Endo	Tokyo University of Agriculture and Technology	Japan	DistRedistAgent	Team 171	OneShot
Hisakawa Soto	Kyushu University	Japan	Suzuka Agent	Team ABC	OneShot
Ryoga Miyajima	Tokyo University of Agriculture and Technology	Japan	CautiousOneShotAgent	Team Miyajima OneShot	OneShot
Yuzuru Kitamura	Tokyo university of agriculture and technology	Japan	EpsilonGreedyAgent	TeamYuzuru	OneShot
GouKazusa	Nagoya Institute of Technology	Japan	PenguinAgent	Team Penguin	Std

Links

CFP

VIDEO TUTORIALS

DOCS

FAQ

DESCRIPTION:

ONESHOT STO

TEMPLATES (ONESHOT)

CLASSIC RL

TEMPLATES (STANDARD)

CLASSIC

DISCUSSIONS:

ONESHOT

SOURCE CODE:

SCML (GITHUB)

NEGMAS (GITHUB)

SCML VISUALIZER (GITHUB

SCML AGENTS (GITHUB)



#### Online: Oneshot

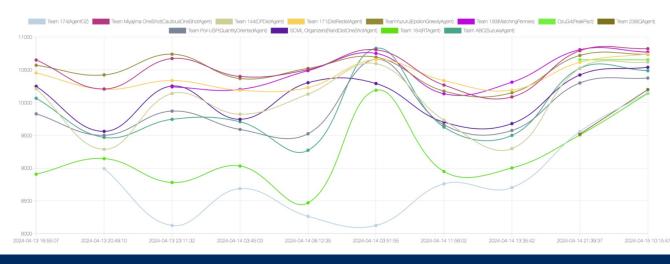
https://scml.cs.brown.edu/leaderboard

19 Different Agents

14 Submitted to the official competition

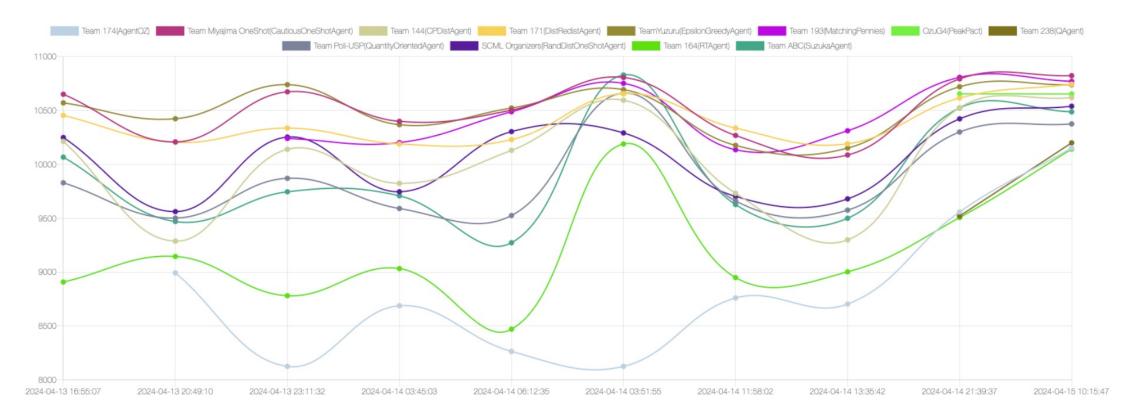
113 tournaments

Between 1 and 7 hours per tournament



#	Agent	Score
1	CautiousOneShotAgent	10,823
2	MatchingPennies	10,770
3	DistRedistAgent	10,744
4	EpsilonGreedyAgent	10,738
5	PeakPact	10,654
6	CPDistAgent	10,620
7	RandDistOneShotAgent	10,540
8	SuzukaAgent	10,487
9	QuantityOrientedAgent	10,376
10	QAgent	10,200
11	AgentOZ	10,151
12	RTAgent	10,142

#### Online: Oneshot



#### Submitted Agents: Oneshot

Leader	Institute	Country	Agent	Team
Akash Singirikonda	Brown University	USA	MatchingPennies	Team 193
Altug Karatas	Ozyegin University	Turkey	Group2	CoyoteTeam
Enes Doruk	Ozyegin University	Turkey	AgentOZ	Team 174
Hajime Endo	Tokyo University of Agriculture and Technology	Japan	DistRedistAgent	Team 171
Hisakawa Soto	Kyushu University	Japan	SuzukaAgent	Team ABC
Kaneko Reita	Nagoya Institute of Technology	Japan	RTAgent	Team 164
Kağan Güngör	Özyeğin University	Turkey	QAgent	Team 238
Merve Dogan	Ozyegin University	Turkey	FairT4T	Team 172
Pedro Hrosz Turini	University of São Paulo	Brazil	QuantityOrientedAgent	Team Poli-USP
Ryoga Miyajima	Tokyo University of Agriculture and Technology	Japan	CautiousOneShotAgent	Team Miyajima OneShot
Shota Kimata	Nagoya Institute of Technology	Japan	CPDistAgent	Team 144
Yuzuru Kitamura	Tokyo university of agriculture and technology	Japan	EpsilonGreedyAgent	TeamYuzuru
baris	Ozyegin University	Turkey	PeakPact	OzuG4

#### Online: Standard

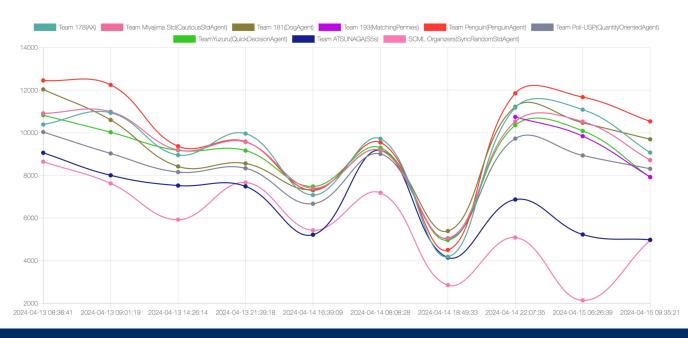
https://scml.cs.brown.edu/leaderboard

13 Different Strategies

09 Submitted to the official competition

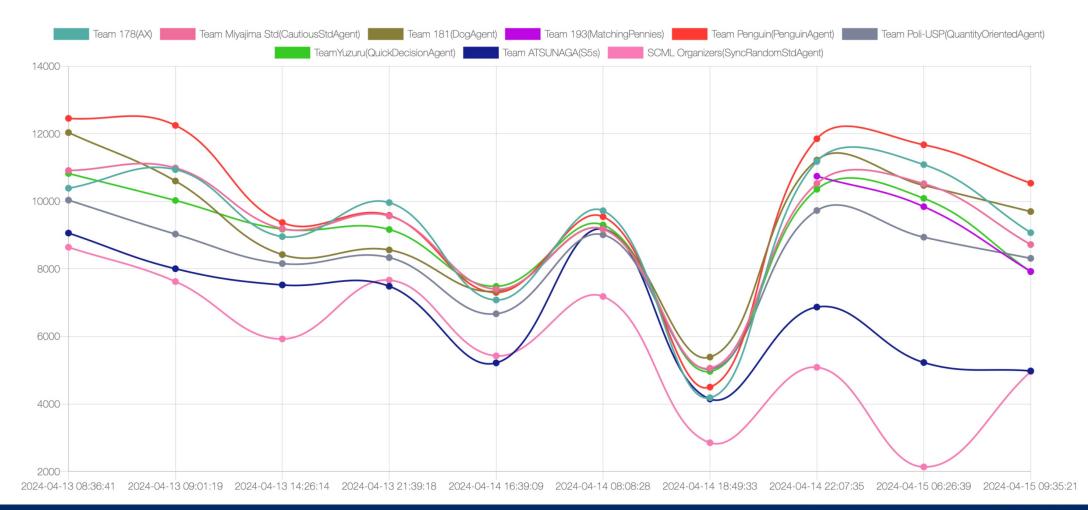
101 tournaments

Between 1 and 7 hours per tournament



#	Agent	Score
1	PenguinAgent	10,535
2	DogAgent	9,696
3	AX	9,071
4	CautiousStdAgent	8,718
5	QuantityOrientedAgent	8,312
6	MatchingPennies	7,924
7	QuickDecisionAgent	7,915
8	S5s	4,979
9	SyncRandomStdAgent	4,957

#### Online: Standard



#### Submitted Agents: Standard

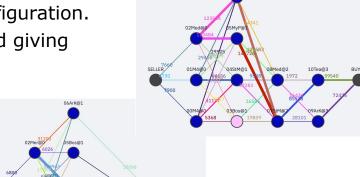
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Altug Karatas	Ozyegin University	Turkey	Group2	CoyoteTeam
Atsunaga Sadahiro	Fujita Katsuhide	Japan	S5s	Team ATSUNAGA
GouKazusa	Nagoya Institute of Technology	Japan	PenguinAgent	Team Penguin
Pedro Hrosz Turini	University of São Paulo	Brazil	QuantityOrientedAgent	Team Poli-USP
Ryoga Miyajima	Tokyo University of Agriculture and Technology	Japan	CautiousStdAgent	Team Miyajima Std
Ryousuke Nakano	Nagoya Institute of Technology	Japan	AX	Team 178
Yuzuru Kitamura	Tokyo university of agriculture and Technology	Japan	QuickDecisionAgent	TeamYuzuru
hamano izumi	Nagoya Institute of Technology	Japan	DogAgent	Team 181

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#### Tournament Procedure

#### Given K agents [agent = type = class]

- N Configs are generated.
  - Specifies all world parameters up to the class of one set of factory managers
  - -Oneshot, Standard → one set = one factory
  - -Collusion → one set = three factories
- NK Simulations are run: Every agent is run in each configuration.
- Scores of all agent instances in each world are averaged giving the agent score in that world
- The score of the agent = truncated mean
  - Highest 5% of the scores in the top quadrant are removed
  - Risk averse → penalizes occasional negative scores



The same winners result from using the median, mean, and truncated mean.

#### **Tournament Mechanics**

#### Qualifications round

Determines qualified agents

- •Admission rule:
  - Submitted by the deadline
  - Has a report and a requirements file
  - Nontrivial Strategy
- •Progression rule:
  - Outperforms last year winner
  - -Difference must be statistically significant
  - Within the top half of agents

#### Final Round

Determines winners

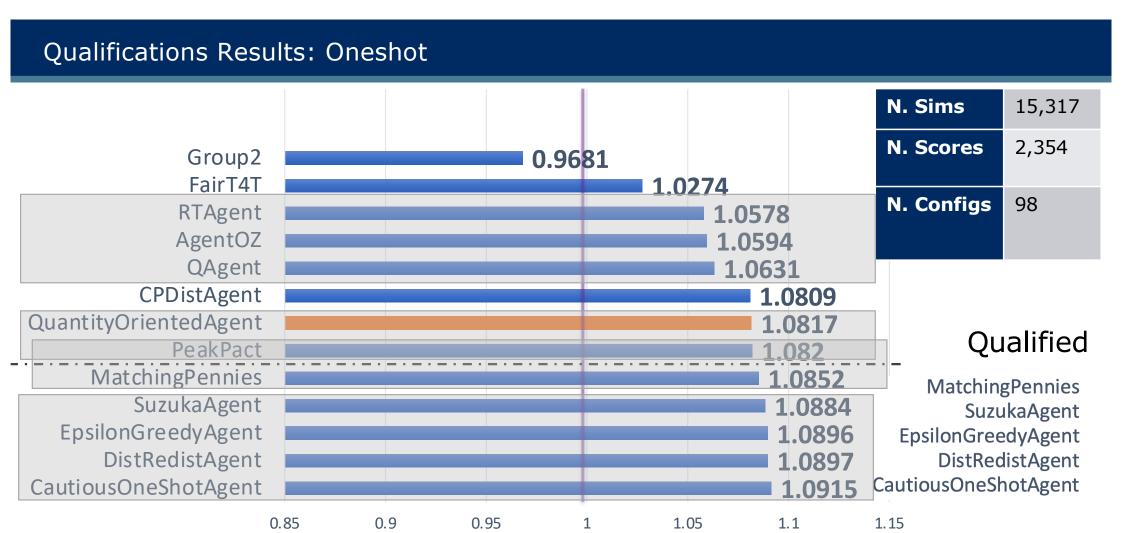
- •Admission rule:
  - Passed the qualification round

- •Progression rule:
  - Outperforms all non winners
  - -Difference must be statistically significant
  - Makes a positive profit

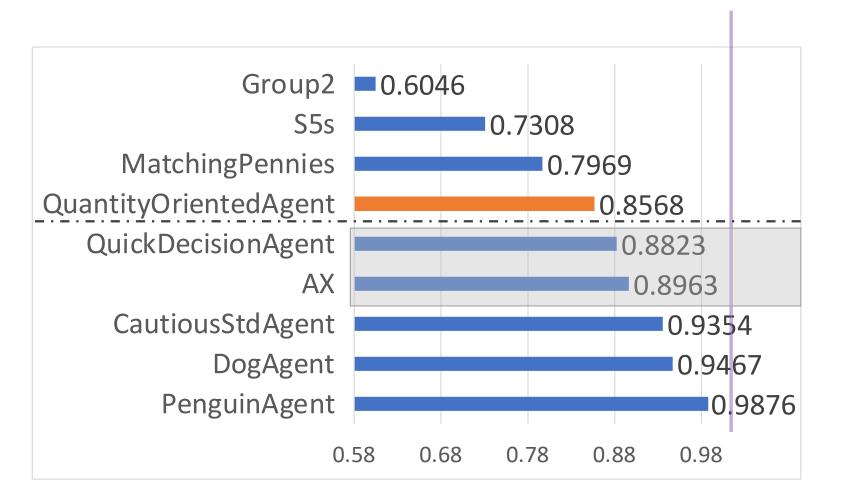


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#### Qualifications: Satndard



N. Sims	10,278
N. Scores	2,126
N. Configs	159

#### Qualified

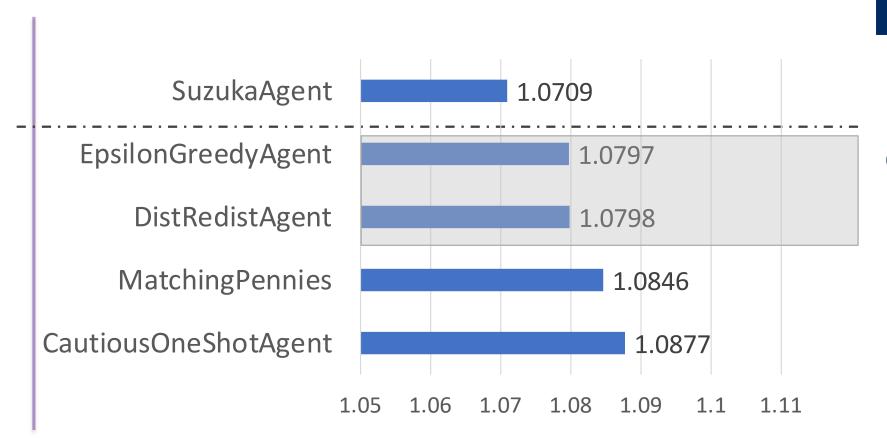
QuickDecisionAgent
AX
CautiousStdAgent
DogAgent
PenguinAgent

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#### **Finals**

#### Final Results: Oneshot



N. Scores

6,856

MatchingPennies SuzukaAgent EpsilonGreedyAgent DistRedistAgent CautiousOneShotAgent





#### Ryoga Miyajima



700€





Arnie He Akash Singirikonda Amy Greenwald



400€





#### Hajime Endo



#### Yusuru Kitamura





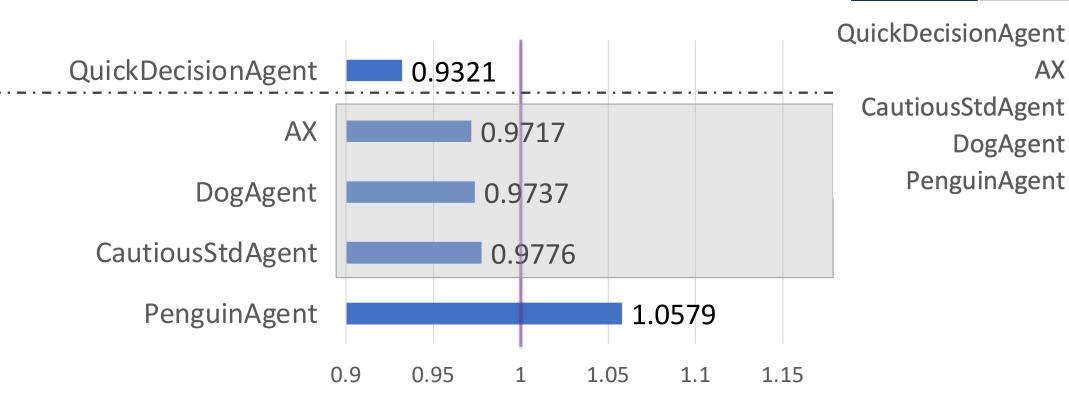


#### Final Results: Standard



3,280

AX







Gou Kazusa



700€





#### Ryoga Hiyajima





Hamano Izumi Ryousuke Nakano



## NEC **\Orchestrating** a brighter world Participant Presentations

#### Participant Videos

#### Ryoga Miyajima:

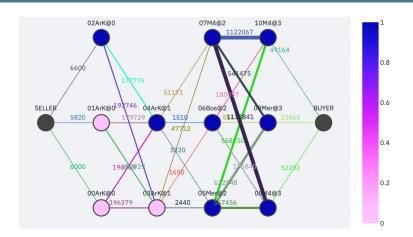
• Winner of Oneshot Track and second place in the standard track

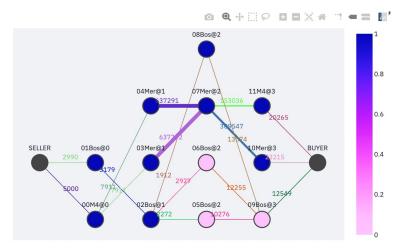
#### Gou Kazusa:

Winner of Standard Track

#### Notes about SCML 2024

- Oneshot was successful
  - All finalists could improve upon best strategies from last year
- Standard was suuccessful
  - Number of participants increased by 25%
  - The simpler interface allowed the same agent to run in oneshot and standard
- The RL interface
  - Used by few agents
- Unmodified winners from 2023 were surpassed
  - By all finalists in oneshot and standard

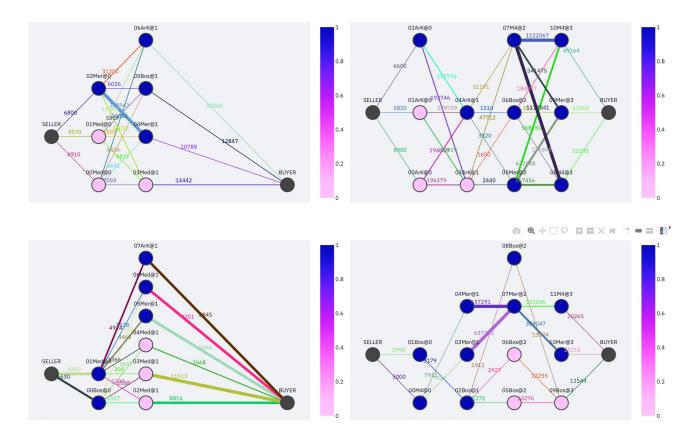






#### Plans for the future

- No new tracks are being considered
  - We are still far from what a benevelant dictator can achieve
- Oneshot
  - Supporting MARL
  - Maybe, completely remove the price issue --> Single issue negotiations
- Standard
- Supporting RL



### Thank you See you next year ©