A large number of current and future real-world systems, including personal rapid transit and futuristic power grids, require automated entities to interact effectively with humans and other intelligent entities over long periods of time. In such situations, these intelligent entities must learn to effectively compete, cooperate, and compromise with each other while satisfying the needs of end-users.

In this talk, I will discuss some of my own past and current research in this area. First, I will discuss research on artificial learning in situations that mandate repeated interactions. While this research highlights important principles that intelligent entities should follow in complex, real-world environments, it has many shortcomings.

Thus, the second portion of my talk will emphasize current research directions that can potentially help to overcome these shortcomings.

Monday, January 11
12:00 - 01:00 pm
Carnegie Mellon, Room 1064

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