Abstract:
The field of artificial intelligence (AI) has long had an exciting interaction with many areas of economics, and in particular with game theory and social choice theory. I give several examples of the recent fruits of this interaction, such as a study of the role of incentives in machine learning. I focus on one detailed example: an analysis of voting under *dynamic* preferences, which draws on techniques developed in the AI community for exploiting symmetries in Markov decision processes.

Biography:
Ariel Procaccia is an assistant professor in the Computer Science Department at Carnegie Mellon University. His research interests include the (pairwise) intersections of AI, social choice, and game theory. He received his Ph.D. in computer science from the Hebrew University of Jerusalem, and was subsequently a postdoc at Microsoft and Harvard. He is a recipient of the Victor Lesser Distinguished Dissertation Award (2009), a Rothschild postdoctoral fellowship (2009), an inaugural Yahoo! Academic Career Enhancement Award (2011), and a TARK best paper award (2011).

Host: Adrien Treuille
For appointments, please contact Stephanie Matvey (smatvey@cs.cmu.edu).