

Schedule for AAI-18 Workshop on AI for Imperfect-Information Games

Organizers: Noam Brown, Marc Lanctot, Haifeng Xu
<http://www.cs.cmu.edu/~noamb/aaai18/workshop.html>

February 3, 2018

- 9:30 - 10:00 — **Dynamic Adaptation and Opponent Exploitation in Computer Poker.** Xun Li and Risto Miikkulainen.
- 10:00 - 10:30 — **Robust Stackelberg Equilibria in Extensive-Form Games and Extension to Limited Lookahead.** Christian Kroer, Gabriele Farina and Tuomas Sandholm.
- 10:30 - 11:00 — **Break.**
- 11:00 - 11:30 — **A Reinforcement Learning Framework for Eliciting High Quality Information.** Zehong Hu, Yang Liu, Yitao Liang and Jie Zhang.
- 11:30 - 12:00 — **Evaluating the Stability of Non-Adaptive Trading in Continuous Double Auctions: A Reinforcement Learning Approach.** Mason Wright and Michael Wellman.
- 12:00 - 12:30 — **Consequentialist Conditional Cooperation in Social Dilemmas with Imperfect Information.** Alexander Peysakhovich and Adam Lerer.
- 12:30 - 2:00 — **Lunch.**
- 2:00 - 2:30 — **Game-theoretic Goal-Recognition Models with Applications to Security Domains.** Samuel Ang, Hau Chan, Albert Xin Jiang and William Yeoh.
- 2:30 - 3:00 — **Robust Markov Decision Processes for Threat Screening Games.** Sara Marie Mc Carthy, Phebe Vayanos and Milind Tambe.
- 3:00 - 3:30 — **Deep Reinforcement Learning for Green Security Game with Online Information.** Lantao Yu, Yi Wu, Rohit Singh, Lucas Joppa and Fei Fang.
- 3:30 - 4:30 — **Poster Session and Break.**
- 4:30 - 5:00 — **Roundtable Discussion.**