Multiagent Systems

○ WS 2014/2015

Johannes Hofbauer and Hans Georg Seedig
Plan for Today

• Round of Introduction
• Scheduling of Talks
• Tasks
  ‣ as a speaker
  ‣ as a regular attendant
  ‣ as a session chair
• Feedback
• Example Session
Round of Introduction

• Get together in groups of four
  ‣ with people you do not yet know
• Briefly introduce yourself to your partners (~1–2 mins each)
• One of your partners then introduces you to the whole group
• Please make sure you include:
  ‣ name, field of study, semester, BSc/MSc
  ‣ a surprising fact about you
  ‣ your expectations towards the seminar
## Tentative Dates

from pre kickoff

<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Talks</th>
<th>Room</th>
</tr>
</thead>
<tbody>
<tr>
<td>July 02 ✔</td>
<td>16:15 - 17:45</td>
<td>(pre kickoff)</td>
<td>02.13.010</td>
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<tr>
<td>October 15 ✔</td>
<td>14:15 - 16:00</td>
<td>(kickoff)</td>
<td>01.10.033</td>
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<tr>
<td>November 05</td>
<td>14:15 - 17:00</td>
<td>1 &amp; 2</td>
<td>01.10.033</td>
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<tr>
<td>November 19</td>
<td>14:15 - 17:00</td>
<td>3 &amp; 4</td>
<td>01.10.033</td>
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<tr>
<td>December 03</td>
<td>14:15 - 17:00</td>
<td>5 &amp; 6</td>
<td>01.10.033</td>
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<tr>
<td>December 17</td>
<td>14:15 - 17:00</td>
<td>7 &amp; 8</td>
<td>01.10.033</td>
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# Meetings

<table>
<thead>
<tr>
<th>Date</th>
<th>ID</th>
<th>Speaker</th>
<th>Topic</th>
<th>Session chair</th>
</tr>
</thead>
<tbody>
<tr>
<td>November 05</td>
<td>1</td>
<td>Topi</td>
<td>Normal-Form Games</td>
<td>David</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Emmanuel</td>
<td>Extensive-Form Games</td>
<td>Pia</td>
</tr>
<tr>
<td>November 19</td>
<td>3</td>
<td>Oliver</td>
<td>Social Choice Theory</td>
<td>Vincent</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Christian</td>
<td>Stable Matchings</td>
<td>Josefine</td>
</tr>
<tr>
<td>December 03</td>
<td>5</td>
<td>David</td>
<td>Mechanism Design</td>
<td>Emmanuel</td>
</tr>
<tr>
<td></td>
<td>6</td>
<td>Pia</td>
<td>Auctions</td>
<td>Topi</td>
</tr>
<tr>
<td>December 17</td>
<td>7</td>
<td>Vincent</td>
<td>Coalitional Game Theory</td>
<td>Christian</td>
</tr>
<tr>
<td></td>
<td>8</td>
<td>Josefine</td>
<td>Fair Division</td>
<td>Oliver</td>
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Rough Schedule of a Meeting

- First round
  - talk (up to 40 min)
  - feedback (5-10 min)
  - discussions (10-20 min)
- Break
- Second round
  - talk
  - feedback
  - discussions
Tasks as a Speaker

- **Before talk**
  - discuss outline with supervisor (~2–3 weeks before talk; schedule time by email to avoid disappointment)
  - prepare presentation and handout
  - practice presentation
  - email handout (goal: help participants understand the topic) to all participants (incl. Johannes and Hans Georg)
    - deadline: one week before talk

- **During talk**
  - ask at least one question and give the audience some time (~1–2 min) to think about/discuss it

- **After talk**
  - answer questions of the audience (possibly also during talk)
  - participate in discussion
Tasks as a Regular Attendant

• **Before talk**
  - read handout
  - email questions/comments to the session chair
    - deadline: two days before talk

• **After talk**
  - give feedback
  - participate in discussion
Tasks as a Session Chair

• Before talk
  ‣ consolidate and structure/group questions
    - one (!) list; but include names of authors (for each question)
    - email list to speaker, Johannes and Hans Georg at least one day before
      the talk
  ‣ introduce speaker (short)

• During talk
  ‣ keep track of time

• After talk
  ‣ ask audience for feedback
  ‣ actively lead discussion
    - use consolidated questions if appropriate
Road to a Solid Seminar Talk

- Read your material thoroughly, YOU are the expert!
- Think about which material you want to present and discuss it with your supervisor (we may give you additional material)
- Decide how you want to present the material
- Ask with supervisor if something is unclear
- (Possibly) coordinate with the student who speaks on the same day
- Think of questions you can ask the audience during the talk
- Practice your presentation several times
A General Note on Feedback

- Do not underestimate the value of feedback!
- Everyone should want to give good talks
- To improve, you have to find out where your strengths and weaknesses are
- While you can try to observe yourself (recommended!), there are things that only others notice or that you would have misjudged
  - e.g. ‘speaking’: too fast/slow? clearly enough? monotonous? etc.
  - did something on purpose, but the effect was not as intended?
- There are few occasions where you actually get feedback
- Therefore, appreciate it whenever someone makes the effort to give you feedback!
Providing/Receiving Feedback

• Unfortunately, neither giving nor receiving feedback is easy

• Feedback “rules” can help us (see course homepage for details)
  ‣ stay “on the right track”
  ‣ tell us what to look out for

<table>
<thead>
<tr>
<th></th>
<th>Step 1</th>
<th>Step 2</th>
<th>Step 3</th>
<th>Step 4</th>
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<tbody>
<tr>
<td>Providing</td>
<td>State observations</td>
<td>Explain impressions/feelings</td>
<td>Check for understanding</td>
<td>Make suggestions</td>
</tr>
<tr>
<td>Receiving</td>
<td>Listen!</td>
<td>Listen!</td>
<td>Ask clarifying (!) questions</td>
<td>Listen!</td>
</tr>
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• Given the difficulty: Step 0 - **Think and Reflect**
Practice
‘Giving Feedback’

Dummy Talk by
Hans Georg Seedig
Questions about the seminar?
Concluding Remarks

• YOU are the expert on your topic.

• This seminar is as much about giving good talks and giving and receiving feedback as it is about Multiagent Systems
See you on November 05th!