

# Bibliography

- [1] Agorics. See <http://www.agorics.com/Library/auctions.html>, 2006.
- [2] A. Andersson, M. Tenhunen, and F. Ygge. Integer programming for combinatorial auction winner determination. In *Proceedings of the Fourth International Conference on Multi-Agent Systems (ICMAS-00)*, pages 39–46, Boston, MA, 2000.
- [3] M. Bichler and J. Kalagnanam. Configurable offers and winner determination in multi-attribute auctions. *European Journal of Operational Research*, 160(2):380–394, 2005.
- [4] M. Bichler and J. Kalagnanam. Bidding languages and winner determination in multi-attribute auctions. Technical Report RC 22478, IBM T. J. Watson Research Center, 2006.
- [5] K. Binmore. *Fun and Games: A Text on Game Theory*. D. C. Heath and Company, Lexington, MA, 1992.
- [6] J. Bulow and P. Klemperer. Prices and the winner’s curse. Technical report, Economics Working Paper Archive at WUSTL, 1999.
- [7] S.-F. Cheng, E. Leung, K. M. Lochner, K. O’Malley, D. M. Reeves, Schvartzman L. J., and M. P. Wellman. Walverine: a Walrasian trading agent. In *Proceedings of the Second International Joint Conference on Autonomous Agents and Multiagent Systems (AAMAS’03)*, pages 465–472, Melbourne, Australia, 2003.
- [8] H. E. Clarke. Multipart pricing of public goods. *Public Choice*, 11:17–33, 1971.
- [9] V. Conitzer and T. Sandholm. Complexity of mechanism design. In *Proceedings of the 18th Conference in Uncertainty in Artificial Intelligence (UAI-02)*, pages 103–110, Edmonton, Alberta, 2002.
- [10] V. Conitzer and T. Sandholm. Self-interested automated mechanism design and implications for optimal combinatorial auctions. In *Proceedings Fifth ACM Conference on Electronic Commerce (EC-04)*, pages 132–141, New York, NY, 2004.
- [11] R. K. Dash, N. R. Jennings, and D. C. Parkes. Computational-mechanism design: A call to arms. *IEEE Intelligent Systems*, 18(6):40–47, 2003.
- [12] S. de Vries and R. Vohra. Combinatorial auctions: A survey. *INFORMS Journal on Computing*, 15(3):284–309, 2003.
- [13] eBay. See <http://www.ebay.com/>, 2006.
- [14] M. Fasli. *Agent Technology for e-Commerce*. John Wiley and Sons, Chichester, 2007.
- [15] M. Fasli and M. Michalakopoulos. e-Game: A generic auction platform supporting customizable market games. In *Proceedings of the IEEE/WIC/ACM Intelligent Agent Technology Conference (IAT 2004)*, pages 190–196, Beijing, China, 2004.

- [16] A. Greenwald and J. Boyan. Bidding algorithms for simultaneous auctions. In *Proceedings of the Third ACM Conference on Electronic Commerce (EC-01)*, pages 115–124, Tampa, Florida, 2001.
- [17] R. H. Guttman, A. G. Moukas, and P. Maes. Agent mediated electronic commerce: A survey. *Knowledge Engineering Review*, 13(2):147–159, 1998.
- [18] B. Hudson and T. Sandholm. Generalizing preference elicitation in combinatorial auctions. In *Proceedings of the Second International Joint Conference on Autonomous Agents and Multiagent Systems (AAMAS'03)*, pages 1014–1015, Melbourne, Australia, 2003.
- [19] B. Hudson and T. Sandholm. Using value queries in combinatorial auctions. In *Proceedings Fourth ACM Conference on Electronic Commerce (EC-03)*, pages 226–227, San Diego, California, 2003.
- [20] IBM. Papers and technical reports on auctions and e-sourcing. See <http://www.research.ibm.com/auctions/publications.html>, 2006.
- [21] P. Klemperer. How (not) to run auctions: the european 3g telecom auctions european. *European Economic Review*, 46(4-5):829–845, 2002.
- [22] P. Klemperer. What really matters in auctions design. *Journal of Economic Perspectives*, 16(1):169–189, 2002.
- [23] P. Klemperer. *Auctions: Theory and Practice*. Princeton University Press, Princeton, NJ, 2004.
- [24] K. Larson and T. Sandholm. Strategic deliberation and truthful revelation: an impossibility result. In *Proceedings Fifth ACM Conference on Electronic Commerce (EC-2004)*, pages 264–265, New York, NY, 2004.
- [25] A. Mas-Colell, M. D. Whinston, and J. R. Green. *Microeconomic Theory*. Oxford University Press, Oxford, 1995.
- [26] R. P. McAfee and J. McMillan. Auctions and bidding. *Journal of Economic Literature*, 25(2):699–738, 1987.
- [27] P. Milgrom. *Putting Auction Theory to Work*. Cambridge University Press, Cambridge, 2002.
- [28] R. Myerson. Optimal auction design. *Mathematics of Operations Research*, 6:58–73, 1981.
- [29] J. Nash. Two-person cooperative games. *Econometrica*, 21(1):128–140, 1953.
- [30] N. Nisan. Algorithms for selfish agents. In *Proceedings of the 16th Annual Symposium on Theoretical Aspects of Computer Science, (STACS'99)*, LNCS Volume 1563, pages 1–15. Springer, Berlin, 1999.
- [31] N. Nisan. Bidding and allocation in combinatorial auctions. In *Proceedings of the Second ACM Conference on Electronic Commerce (EC-00)*, pages 1–12, Minneapolis, MN, 2000.
- [32] N. Nisan and A. Ronen. Algorithmic mechanism design. *Games and Economic Behavior*, 35:166–196, 2001.
- [33] M. J. Osborne and A. Rubinstein. *Bargaining and Markets*. Academic Press, San Diego, CA, 1990.

- [34] M. J. Osborne and A. Rubinstein. *A Course in Game Theory*. The MIT Press, Cambridge, MA, 1994.
- [35] C. H. Papadimitriou. Algorithms, games, and the internet. In *Proceedings of the 33rd Annual ACM Symposium on the Theory of Computing (STOC 2001)*, pages 749–753, Heraklion, Greece, 2001.
- [36] D. C. Parkes. *Iterative Combinatorial Auctions: Achieving Economic and Computational Efficiency*. PhD thesis, University of Pennsylvania, 2001.
- [37] D. C. Parkes and L. H. Ungar. Iterative combinatorial auctions: Theory and practice. In *Proceedings of the 17th National Conference on Artificial Intelligence and 12th Conference on Innovative Applications of Artificial Intelligence (AAAI/IAAI)*, pages 74–81, Austin, TX, 2000.
- [38] A. Pekc and M. H. Rothkopf. Combinatorial auction design. *Management Science*, 49(11):1485–1503, 2003.
- [39] D. Porter, S. Rassenti, V. Smith, and A. Roopnarine. Combinatorial auction design. Technical report, Interdisciplinary Center for Economic Science, George Mason University and Cybernomics Inc, 2003.
- [40] A. E. Roth and A. Ockenfels. Last-minute bidding and the rules for ending second-price auctions: Evidence from eBay and Amazon auctions on the Internet. *American Economic Review*, 92(4):1093–1103, 2002.
- [41] T. Sandholm. Distributed rational decision making. In G. Weiss, editor, *Multiagent Systems: A Modern Approach to Distributed Artificial Intelligence*, pages 201–258. The MIT Press, Cambridge, MA, 1999.
- [42] T. Sandholm. Algorithm for optimal winner determination in combinatorial auctions. *Artificial Intelligence*, 135(1-2):1–54, 2002.
- [43] T. Sandholm, S. Suri, G. Gilpin, and D. Levine. Winner determination in combinatorial auction generalizations. In *Proceedings of the First International Joint Conference on Autonomous Agents and Multiagent Systems (AAMAS’02)*, pages 69–76, Bologna, Italy, 2002.
- [44] TAC. Trading Agent Competition. See <http://www.sics.se/tac/>, 2006.
- [45] TAC Reports. Trading Agent Competition: Research reports. See <http://tac.eecs.umich.edu/researchreport.html>, 2006.
- [46] H. Varian. Economic mechanism design for computerized agents. In *Proceedings of the USENIX Workshop on Electronic Commerce*, New York, 1995.
- [47] W. Vickrey. Counterspeculation, auctions and competitive sealed tenders. *The Journal of Finance*, 16:8–37, 1961.
- [48] N. Vulkan. Economic implications of agent technology and e-commerce. *The Economic Journal*, 453:67–90, 1999.
- [49] M. P. Wellman, S.-F. Cheng, D. M. Reeves, and K. M. Lochner. Trading agents competing: Performance, progress, and market effectiveness. *IEEE Intelligent Systems*, 18(6):48–53, 2003.

- [50] M. P. Wellman, D. M. Reeves, K. M. Lochner, and Y. Vorobeychik. Price prediction in a trading agent competition. *Journal of Artificial Intelligence Research (JAIR)*, 21:19–36, 2004.
- [51] P. R. Wurman, W. E. Walsh, and M. P. Wellman. Flexible double auctions for electronic commerce: Theory and implementation. *Decision Support Systems*, 24(1):17–27, 1998.
- [52] P. R. Wurman, M. P. Wellman, and W. E. Walsh. The Michigan Internet AuctionBot: A configurable auction server for human and software agents. In *Proceedings of the Second International Conference on Autonomous Agents (Agents 98)*, pages 301–308, St. Paul, MN, 1998.
- [53] P. R. Wurman, M. P. Wellman, and W. E. Walsh. A parameterization of the auction design space. *Games and Economic Behavior*, 35(1):304–338, 2001.
- [54] P. R. Wurman, M. P. Wellman, and W. E. Walsh. Specifying rules for electronic auctions. *AI Magazine*, 23(3):15–24, 2002.