CONTACT INFORMATION

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Bio

BIO
Shoham's artificial intelligence work includes formalizing common-sense (including notions such as time, causation, and mental state), and multi-agent systems (including agent-oriented programming and coordination mechanisms). His current interests concern game theory pragmatics, and formal models of intention.

ACADEMIC APPOINTMENTS

- Emeritus Faculty, Acad Council, Computer Science

HONORS AND AWARDS

- Fellow, Association for the Advancement of Artificial Intelligence (2002)
- Autonomous Agents Research Award, ACM/SIGART (2008)
- Best Paper Award, ACM Conference on Electronic Commerce (2009)
- Influential Paper Award, AAMAS (2011)
- Fellow, ACM (2013)
- Allen Newell Award, AAAI/ACM (2013)

PROFESSIONAL EDUCATION

- PhD, Yale (1986)

Publications

PUBLICATIONS

- If Multi-Agent Learning is the Answer, What is the Question? Artificial Intelligence, special issue on Foundations of Multi-Agent Learning
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• A Test Suite for Combinatorial Auctions. *Chapter 19 of Combinatorial Auctions.*
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• Modeling Billiards Games.
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• Bayesian Coalitional Games.
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• Near-Optimal Search in Continuous Domains.
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• Broadening the Scope of Optimal Seeding Analysis in Knockout Tournaments.
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- **Rational Programming** *Unpublished.*
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- **Joint Process Games: From Ratings to Wikis.**
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- **Higher Educated Guesses.**
  Shoham, Y.

- **On the Complexity of Schedule Control Problems for Knockout Tournaments.**
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- **A Framework for the Quantitative Evaluation of Voting Rules.**
  Munie, M., Tang, P., Shoham, Y.

- **Team Competition.**
  Tang, P., Shoham, Y., Lin, F.

- **Fair Seeding in Knockout Tournaments** *ACM TRANSACTIONS ON INTELLIGENT SYSTEMS AND TECHNOLOGY*
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