

David V. Pynadath

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Professional Experience

2024–	Exec. Director for Research Initiatives	The Ken Kennedy Institute Rice University
2020–2024	Research Assistant Professor	USC Computer Science Department
2014–2024	Director for Social Simulation Research	USC Institute for Creative Technologies
2009–2024	Research Scientist	
1998–2008	Computer Scientist	USC Information Sciences Institute

Education

1999	Ph.D., Computer Science	University of Michigan, Ann Arbor Advisor: Michael P. Wellman
1995	M.S., Computer Science	University of Michigan, Ann Arbor
1992	S.B., Computer Science	Massachusetts Institute of Technology
1992	S.B., Electrical Engineering	Massachusetts Institute of Technology

Invited Talks

2025	ACC Houston Panel on Unlocking AI Tools: A Discussion Among Technologists and Lawyers
2022	ARL Manned-Unmanned Teaming Technology Forecasting Workshop
2020	SBP-BRiMS Panel on DARPA Ground Truth: Program and Challenge Design
2019	NSF Workshop on Human-Building Interaction (HBI)
2018	AUSA Autonomy and Artificial Intelligence Symposium and Exposition
2015	SRA Annual Meeting of the Society for Risk Analysis
2014	AAMAS WS on Multiagent Sequential Decision Making
2012	CMU Robotics Institute Seminar
2011	Schloss Dagstuhl Seminar on Plan and Activity Recognition
2010	AAAI Fall Symposium on Proactive Assistant Agents
2009	CREATE Workshop on Public Response to Threat
2008	Schloss Dagstuhl Seminar on Planning in Multiagent Systems
2008	AAMAS WS on Sequential Decision Making in Uncertain Multiagent Domains
2007	USC ICT Theory of Mind Workshop
2007	USC ICT Workshop on Transactional Emotions
2007	Conf. on Behavior Representation in Modeling and Simulation

Projects

2024–2024	Co-PI	Reimagining Security with Cyberpsychology-Informed Network Defenses (ReSCIND)	IARPA	
2023–2024	Co-PI	Behavior-driven Building Safety & Emergency Management for Campus Communities	NSF	\$1,565K
2023–2024	PI	Task-Independent Reasoning about Team Processes	ARL	\$523K
2022–2026	Co-PI	Learning probability through AI problem-solving in a Game-based Environment	NSF	\$1,188K
2023–2024	PI	Operational Collective Intelligence (OPCINT)	ONR	\$880K
2019–2023	PI	Art. Social Intelligence for Successful Teams (ASIST)	DARPA	\$6,333K
2021–2023	PI	Modeling Group Dynamics	ARL	\$255K
2018–2022	Co-PI	Impact of Building Design Attributes on Occupant Behavior in Response to Active Shooter Incidents in Offices and Schools	NSF	\$402K
2019–2021	PI	Population Modeling for Analysis & Training	ARL	\$777K
2019–2021	PI	Autonomous Generation of Intell. Patterns of Life	US Army	\$1,429K
2018–2020	PI	Ground Truth	DARPA	\$1,345K
2017–2020	PI	Analytic Projection for Authoring & Profiling of Social Simulations	ARO	\$759K
2014–2017	PI	OpenMind	ARO	\$1,575K
2012–2014	Co-PI	Towards a Socio-Cognitive Graphical Architecture	ONR	\$796K
2013–2014	Co-PI	SIM: Socially Intelligent Modeling	ARO	\$720K
2011–2013	Co-PI	COSMOS: COmputational Sim. & Modeling Of Society	ARO	\$1,480K

Awards

2013	Best Paper Nominee	Conf. on Affective Computing and Intelligent Interaction
2013	Outstanding SPC	AAAI Conference on Artificial Intelligence
2002	Best Paper Winner	IJC on Autonomous Agents and Multiagent Systems

Teaching

2023–2024	Instructor	USC DSCI 352: Applied Machine Learning and Data Mining
2016–2019	Co-Instructor	USC CSCI 561: Foundations of Artificial Intelligence

Academic Service

2025–	Co-Organizer	AI in Health Conference
2025–	Co-Organizer	Energy HPC & AI Conference
2016	Co-Organizer	ISAT Symbiotic Architectures for Social Simulation Workshop
2016	Chair	IVA Workshops and Tutorials
2016	Co-Chair	AAMAS Tutorials
2004–2014	Co-Chair	Workshop on Plan, Activity, and Intent Recognition
2011	Mentor	AAAI Doctoral Consortium
2009	Mentor	AAMAS Doctoral Consortium
2005–2007	Editorial Board	Journal of Artificial Intelligence Research
	Senior Program Committee	AAAI Conference on Artificial Intelligence Internat'l Conf. on Autonomous Agents and Multiagent Systems Internat'l Conf. on Principles and Practice of Multi-Agent Systems Internat'l Joint Conf. on Artificial Intelligence
	Program Committee	Conference on Uncertainty in Artificial Intelligence Florida Artificial Intelligence Research Society

Books

Sukthankar, G., Goldman, R. P., Geib, C., **Pynadath, D. V.**, and Bui, H. H., eds. (2014e). *Plan, Activity, and Intent Recognition: Theory and Practice*. Elsevier.

Articles

- Pynadath, D. V.**, Dilkina, B., Jeong, D. C., John, R. S., Marsella, S. C., Merchant, C., Miller, L. C., and Read, S. J. (2022c). “Disaster world: decision-theoretic agents for simulating population responses to hurricanes”. In: *Computational and mathematical organization theory, special issue on ground truth: in silico social science*. DOI: <https://doi.org/10.1007/s10588-022-09359-y>.
- Wang, N., **Pynadath, D. V.**, and Marsella, S. C. (2015e). “Subjective perceptions in wartime negotiation”. In: *IEEE Transactions on Affective Computing* **6**(2):118–126.
- Ito, J. Y., **Pynadath, D. V.**, and Marsella, S. C. (2010a). “Modeling self-deception within a decision-theoretic framework”. In: *Journal of Autonomous Agents and Multiagent Systems* **20**(1):3–13.
- Si, M., Marsella, S. C., and **Pynadath, D. V.** (2010e). “Modeling appraisal in theory of mind reasoning”. In: *Journal of Autonomous Agents and Multiagent Systems* **20**(1):14–31.
- Kim, J. M., Hill, R. W., Durlach, P. J., Lane, H. C., Forbell, E., Core, M., Marsella, S., **Pynadath, D.**, and Hart, J. (2009b). “BiLAT: a game-based environment for practicing negotiation in a cultural context”. In: *International Journal of Artificial Intelligence in Education* **19**(3):289–308.
- Tambe, M., Bowring, E., Pearce, J. P., Varakantham, P., Scerri, P., and **Pynadath, D. V.** (2008c). “Electric Elves: what went wrong and why”. In: *Artificial Intelligence Magazine* **29**(2):23–31.
- Pynadath, D. V.** and Tambe, M. (2003b). “An automated teamwork infrastructure for heterogeneous software agents and humans”. In: *Journal of Autonomous Agents and Multiagent Systems* **7**:71–100.
- Chalupsky, H., Gil, Y., Knoblock, C. A., Lerman, K., Oh, J., **Pynadath, D. V.**, Russ, T. A., and Tambe, M. (2002a). “Electric Elves: agent technology for supporting human organizations”. In: *Artificial Intelligence Magazine* **23**(2):11–24.
- Kaminka, G., **Pynadath, D. V.**, and Tambe, M. (2002b). “Monitoring teams by overhearing: a multi-agent plan-recognition approach”. In: *Journal of Artificial Intelligence Research* **17**:83–135.
- Pynadath, D. V.** and Tambe, M. (2002j). “The communicative multiagent team decision problem: Analyzing teamwork theories and models”. In: *Journal of Artificial Intelligence Research* **16**:389–423.
- Scerri, P., **Pynadath, D. V.**, and Tambe, M. (2002k). “Towards adjustable autonomy for the real world”. In: *Journal of Artificial Intelligence Research* **17**:171–228.
- Tambe, M., **Pynadath, D. V.**, and Chauvat, N. (2000c). “Building dynamic agent organizations in cyberspace”. In: *IEEE Internet Computing* **4**(2):65–73.
- Pynadath, D. V.** and Wellman, M. P. (1998). “Generalized queries on probabilistic context-free grammars”. In: *IEEE Transactions on Pattern Analysis and Machine Intelligence* **20**(1):65–77.

Book Chapters

- Barnes, M. J., Wang, N., **Pynadath, D. V.**, and Chen, J. Y. (2021a). “Human-agent bidirectional transparency”. In: *Trust in human-robot interaction*. Ed. by C. S. Nam and J. B. Lyons. Academic Press. Chap. 10, pp. 209–232. ISBN: 978-0-12-819472-0. DOI: <https://doi.org/10.1016/B978-0-12-819472-0.00010-1>.
- Pynadath, D. V.**, Barnes, M. J., Wang, N., and Chen, J. Y. (2018b). “Transparency communication for machine learning in human-automation interaction”. In: *Human and Machine Learning*. Ed. by J. Zhou and F. Chen. Springer, pp. 75–90.
- McAlinden, R., **Pynadath, D.**, and Hill, R. W. (2014a). “UrbanSim: Using social simulation to train for stability operations”. In: *Understanding Megacities with the Reconnaissance, Surveillance, and Intelligence Paradigm*. Ed. by C. Ehlschlaeger. Chap. 10, pp. 90–99.

- Pynadath, D. V.**, Si, M., and Marsella, S. C. (2014c). “Modeling theory of mind and cognitive appraisal with decision-theoretic agents”. In: *Social emotions in nature and artifact: Emotions in human and human-computer interaction*. Ed. by J. Gratch and S. Marsella. Chap. 5, pp. 70–87.
- Pynadath, D. V.** and Marsella, S. C. (2013a). “Socio-cultural modeling through decision-theoretic agents with theory of mind”. In: *Advances in design for cross-cultural activities*. Ed. by D. M. Nicholson and D. D. Schmorow. Vol. 2. CRC Press. Chap. 41, pp. 417–426.
- Pynadath, D. V.** and Tambe, M. (2002g). “Electric Elves: adjustable autonomy in real-world multi-agent environments”. In: *Socially Intelligent Agents: Creating Relationships with Computers and Robots*. Ed. by K. Dautenhahn, A. Bond, D. Canamero, and B. Edmonds. Kluwer. Chap. 12, pp. 101–108.
- Pynadath, D. V.** and Tambe, M. (2001e). “Revisiting Asimov’s first law: A response to the call to arms”. In: *Intelligent Agents VIII: Agent Theories, Architectures and Languages*. Ed. by J.-J. C. Meyer and M. Tambe. Springer, pp. 307–320.
- Pynadath, D. V.**, Tambe, M., and Kaminka, G. A. (2001f). “Adaptive infrastructures for agent integration”. In: *Lecture notes in computer science*. Vol. 1887/2001. Springer, pp. 80–93.
- Tambe, M. and **Pynadath, D. V.** (2001i). “Towards heterogeneous agent teams”. In: *Multi-agent systems and applications*. Ed. by M. Luck, V. Marik, O. Stepankova, and R. Trappl, pp. 187–210.
- Pynadath, D. V.**, Tambe, M., Chauvat, N., and Cavedon, L. (1999d). “Toward team-oriented programming”. In: *Intelligent Agents VI: Agent Theories, Architectures and Languages*. Ed. by N. R. Jennings and Y. Lespérance. Springer-Verlag, pp. 233–247.

Refereed Conference Papers

- Behzad, T., Gurney, N., Wang, N., and **Pynadath, D. V.** (2026). “Beyond predictions: a study of AI strength and weakness transparency communication on human-AI collaboration”. In: *HCI international 2025 – late breaking papers*. Cham: Springer Nature Switzerland, pp. 105–131. ISBN: 978-3-032-13187-4.
- Pynadath, D. V.**, Wang, N., Greenwald, E., Mayfield-Ingram, K. E., Asturias, H., Cannady, M. A., Collins, M. A., Caverio, D. A., Hurt, T., Fu, B., Kapadia, A., Dinçer, B., Masur, O., Kumar, R., and Merchant, C. (2025). “The 7th patient: an educational game for high-school AI and probability education”. In: *Proceedings of the international conference on education, research and innovation*, pp. 9070–9079.
- Gurney, N., **Pynadath, D. V.**, and Wang, N. (2023a). “Comparing psychometric and behavioral predictors of compliance during human-ai interactions”. In: *International conference on persuasive technology*, pp. 175–197.
- Pynadath, D. V.**, Gurney, N., Kenny, S., Kumar, R., Marsella, S. C., Matuszak, H., Mostafa, H., Sequeira, P., Ustun, V., and Wu, P. (2023b). “Improving teamwork through a decision-theoretic coach in a Minecraft search-and-rescue game”. In: *Proceedings of the international conference on computers in education*.
- Pynadath, D. V.**, Gurney, N., Kenny, S., Kumar, R., Marsella, S. C., Mostafa, H., Sequeira, P., Ustun, V., and Wu, P. (2023c). “Effectiveness of teamwork-level interventions through decision-theoretic reasoning in a Minecraft search-and-rescue task”. In: *International Conference on Autonomous Agents and Multiagent Systems*.
- Wang, N., **Pynadath, D. V.**, and Gurney, N. (2023d). “The design of transparency communication for human-multirobot teams”. In: *Proceedings of the international conference on human-computer interaction*.
- Wu, H., Sequeira, P., and **Pynadath, D.** (2023e). “Multiagent inverse reinforcement learning via theory of mind reasoning”. In: *Proceedings of the international joint conference on autonomous agents and multiagent systems*.
- Gurney, N. and **Pynadath, D. V.** (2022a). “Robots with theory of mind for humans: a survey”. In: *Ieee international conference on robot and human interactive communication*, pp. 993–1000. DOI: 10.1109/RO-MAN53752.2022.9900662.

- Gurney, N., **Pynadath, D. V.**, and Wang, N. (2022b). “Measuring and predicting human trust in recommendations from an ai teammate”. In: *International conference on human-computer interaction*.
- Pynadath, D. V.**, Gurney, N., Marsella, S. C., Mostafa, H., Sequeira, P., Ustun, V., and Wu, P. (2022d). “Inferring player and team models in a Minecraft search-and-rescue task”. In: *Interservice/Industry Training, Simulation and Education Conference*.
- Pynadath, D. V.**, Gurney, N., and Wang, N. (2022e). “Explainable reinforcement learning in human-robot teams: the impact of decision-tree explanations on transparency”. In: *Ieee international conference on robot and human interactive communication*.
- Pynadath, D. V.**, Jalal-Kamali, A., and Merchant, C. (2022f). “Autonomous generation of intelligent patterns of life”. In: *Interservice/Industry Training, Simulation and Education Conference*.
- Gurney, N., Marsella, S., Ustun, V., and **Pynadath, D. V.** (2021b). “Operationalizing theories of theory of mind: A survey”. In: *AAAI fall symposium on computational theory of mind for human-machine teams*.
- Wang, Y., Gurney, N., Zhou, J., **Pynadath, D.**, and Ustun, V. (2021c). “Route optimization in service of a search and rescue artificial social intelligence agent”. In: *Proceedings of the AAAI Fall Symposium on Computational Theory of Mind for Human-Machine Teams*.
- Johnson, M., Wang, N., and **Pynadath, D. V.** (2019a). “Simulating team tutoring in multiagent environments”. In: *Proceedings of the AIED workshop on approaches and challenges in team tutoring*.
- Pynadath, D. V.**, Wang, N., and Kamireddy, S. (2019b). “A Markovian method for predicting trust behavior in human-agent interaction”. In: *Proceedings of the International Conference on Human-Agent Interaction*.
- Zhu, R., Becerik-Gerber, B., Lucas, G., Southers, E., and **Pynadath, D. V.** (2019c). “Information requirements for virtual environments to study human-building interactions during active shooter incidents”. In: *Proceedings of the ASCE International Conference on Computing in Civil Engineering*.
- Jalal-Kamali, A. and **Pynadath, D. V.** (2018a). “Agent-based psychological simulation of geopolitical actors using news articles”. In: *Proceedings of the FAIM workshop on AI and computational psychology: theories, algorithms and applications*. Ed. by O. Brdiczka, S. Pan, D. Stillwell, and M. Zhou.
- Pynadath, D. V.**, Wang, N., and Barnes, M. J. (2018c). “Transparency communication for reinforcement learning in human robot interactions”. In: *Proceedings of the workshop on explainable artificial intelligence*. Ed. by D. W. Aha, T. Darrell, P. Doherty, and D. Magazzeni. Stockholm, Sweden, pp. 123–129.
- Pynadath, D. V.**, Wang, N., Rovira, E., and Barnes, M. J. (2018d). “A nearest-neighbor approach to recognizing subjective beliefs in human-robot interaction”. In: *AAAI Workshop on Plan, Activity, and Intent Recognition*.
- Pynadath, D. V.**, Wang, N., Rovira, E., and Barnes, M. J. (2018e). “Clustering behavior to recognize subjective beliefs in human-agent teams”. In: *International Conference on Autonomous Agents and Multiagent Systems*, pp. 1495–1503.
- Pynadath, D. V.**, Wang, N., and Yang, R. (2018f). “Simulating collaborative learning through decision-theoretic agents”. In: *Proceedings of the AIED workshop on assessment and intervention during team tutoring*. Ed. by A. M. Sinatra and J. A. Defalco.
- Wang, N., **Pynadath, D.**, Rovira, E., Barnes, M., and Hill, S. (2018g). “Is it my looks? Or something I said? The impact of explanations, embodiment, and expectations on trust and performance in human-robot teams”. In: *Proceedings of the International Conference on Persuasive Technology*, pp. 56–69.
- Wang, N., **Pynadath, D. V.**, Hill, S. G., and Merchant, C. (2017). “The dynamics of human-agent trust with POMDP-generated explanations”. In: *International Conference on Intelligent Virtual Agents*, pp. 459–462.
- Georgila, K. and **Pynadath, D. V.** (2016a). “Towards a computational model of human opinion dynamics in response to real-world events”. In: *International FLAIRS Conference*.

- Jalal-Kamali, A. and **Pynadath, D. V.** (2016b). “Toward a Bayesian network model of events in international relations”. In: *International Conference on Social Computing, Behavioral-Cultural Modeling and Prediction and Behavior Representation in Modeling and Simulation*.
- Pynadath, D. V.**, Rosoff, H., and John, R. S. (2016c). “Semi-automated construction of decision-theoretic models of human behavior”. In: *International Conference on Autonomous Agents and Multiagent Systems*.
- Wang, N., **Pynadath, D. V.**, and Hill, S. G. (2016d). “The impact of POMDP-generated explanations on trust and performance in human-robot teams”. In: *International Conference on Autonomous Agents and Multiagent Systems*, pp. 997–1005.
- Wang, N., **Pynadath, D. V.**, and Hill, S. G. (2016e). “Trust calibration within a human-robot team: comparing automatically generated explanations”. In: *International Conference on Human-Robot Interaction*.
- Alfonso, B., **Pynadath, D. V.**, Lhommet, M., and Marsella, S. (2015a). “Emotional perception for updating agents’ beliefs”. In: *International Conference on Affective Computing and Intelligent Interaction*, pp. 201–207.
- Gratch, J., Hill, S., Morency, L.-P., **Pynadath, D.**, and Traum, D. (2015b). “Exploring the implications of virtual human research for human-robot teams”. In: *International Conference on Human-Computer Interaction*, pp. 186–196.
- Pynadath, D. V.**, Wang, N., and Merchant, C. (2015c). “Toward acquiring a human behavior model of competition vs. cooperation”. In: *Interservice/Industry Training, Simulation and Education Conference*.
- Wang, N., **Pynadath, D. V.**, and Hill, S. G. (2015d). “Building trust in a human-robot team”. In: *Interservice/Industry Training, Simulation and Education Conference*.
- Wang, N., **Pynadath, D. V.**, Shankar, S., K.V. U., and Merchant, C. (2015f). “Intelligent agents for virtual simulation of human-robot interaction”. In: *International Conference on Human-Computer Interaction*, pp. 228–329.
- Pynadath, D. V.**, Rosenbloom, P. S., and Marsella, S. C. (2014b). “Reinforcement learning for adaptive theory of mind in the Sigma cognitive architecture”. In: *Conference on Artificial General Intelligence*, pp. 143–154.
- Sarratt, T., **Pynadath, D.**, and Jhala, A. (2014d). “Converging to a player model in Monte-Carlo tree search”. In: *Proceedings of the IEEE Conference on Computational Intelligence and Games*, pp. 169–175.
- Pynadath, D. V.**, Rosenbloom, P. S., Marsella, S. C., and Li, L. (2013b). “Modeling two-player games in the Sigma graphical cognitive architecture”. In: *Conference on Artificial General Intelligence*, pp. 98–108.
- Pynadath, D. V.**, Wang, N., and Marsella, S. C. (2013c). “Are you thinking what I’m thinking? An evaluation of a simplified theory of mind”. In: *International Conference on Intelligent Virtual Agents*, pp. 44–57.
- Pynadath, D. V.**, Wang, N., and Marsella, S. C. (2013d). “Computational models of human behavior in wartime negotiations”. In: *Annual Conference of the Cognitive Science Society*, pp. 1175–1180.
- Wang, N., **Pynadath, D. V.**, and Marsella, S. C. (2013e). “Subjective perceptions in wartime negotiation”. In: *International Conference on Affective Computing and Intelligent Interaction*, pp. 540–545.
- Wang, N., **Pynadath, D. V.**, and Marsella, S. C. (2012). “Toward automatic verification of multiagent systems for training simulations”. In: *International Conference on Intelligent Tutoring Systems*, pp. 151–161.
- Chen, J., Demski, A., Han, T., Morency, L.-P., **Pynadath, D.**, Rafidi, N., and Rosenbloom, P. (2011). “Fusing symbolic and decision-theoretic problem solving and perception in a graphical cognitive architecture”. In: *International Conference on Biologically Inspired Cognitive Architectures*, pp. 64–72.
- Ito, J. Y., **Pynadath, D. V.**, Sonenberg, L., and Marsella, S. C. (2010b). “Wishful thinking in effective decision making”. In: *International Conference on Autonomous Agents and Multiagent Systems*, pp. 1527–1528.

- Si, M., Marsella, S., and **Pynadath, D.** (2010c). "Importance of well-motivated characters in interactive narratives: an empirical evaluation". In: *International Conference on Interactive Digital Storytelling*, pp. 16–25.
- Si, M., Marsella, S. C., and **Pynadath, D. V.** (2010d). "Evaluating directorial control in a character-centric interactive narrative framework". In: *International Conference on Autonomous Agents and Multiagent Systems*, pp. 1289–1296.
- Ito, J., **Pynadath, D.**, and Marsella, S. (2009a). "Self-deceptive decision making: normative and descriptive insights". In: *International Conference on Autonomous Agents and Multiagent Systems*, pp. 1113–1120.
- McAlinden, R., Gordon, A., Lane, H. C., and **Pynadath, D.** (2009c). "UrbanSim: A game-based simulation for counterinsurgency and stability-focused operations". In: *AIED workshop on intelligent educational games*, pp. 41–50.
- Si, M., Marsella, S. C., and **Pynadath, D. V.** (2009d). "Directorial control in a decision-theoretic framework for interactive narrative". In: *International Conference on Interactive Digital Storytelling*, pp. 221–233.
- Ito, J., **Pynadath, D.**, and Marsella, S. (2008a). "Modeling self-deception within a decision-theoretic framework". In: *International Conference on Intelligent Virtual Agents*, pp. 322–333.
- Si, M., Marsella, S., and **Pynadath, D.** (2008b). "Modeling emotion as byproduct of theory of mind reasoning". In: *International Conference on Intelligent Virtual Agents*, pp. 334–347.
- Ito, J. Y., **Pynadath, D. V.**, and Marsella, S. C. (2007a). "A decision-theoretic approach to evaluating posterior probabilities of mental models". In: *AAAI Workshop on Plan, Activity, and Intent Recognition*, pp. 60–65.
- Pynadath, D. V.** and Marsella, S. C. (2007b). "Derivation of minimal mental models". In: *Proceedings of the AISB symposium on mindful environments*, pp. 372–376.
- Pynadath, D. V.** and Marsella, S. C. (2007c). "Minimal mental models". In: *National Conference on Artificial Intelligence*, pp. 1038–1046.
- Si, M., Marsella, S., and **Pynadath, D. V.** (2007d). "Proactive authoring for interactive drama: an author's assistant". In: *International Conference on Intelligent Virtual Agents*, pp. 225–237.
- Si, M., Marsella, S., and **Pynadath, D. V.** (2006). "Thespian: Modeling socially normative behavior in a decision-theoretic framework". In: *International Conference on Intelligent Virtual Agents*, pp. 369–382.
- Pynadath, D. V.** and Marsella, S. C. (2005a). "PsychSim: Modeling theory of mind with decision-theoretic agents". In: *International Joint Conference on Artificial Intelligence*, pp. 1181–1186.
- Si, M., Marsella, S. C., and **Pynadath, D. V.** (2005b). "THESPIAN: An architecture for interactive pedagogical drama". In: *International Conference on Artificial Intelligence in Education*, pp. 595–602.
- Si, M., Marsella, S. C., and **Pynadath, D. V.** (2005c). "Thespian: Using multi-agent fitting to craft interactive drama". In: *International Conference on Autonomous Agents and Multiagent Systems*, pp. 21–28.
- Tambe, M., Bowring, E., Jung, H., Kaminka, G. A., Maheswaran, R. T., Marecki, J., Modi, P. J., Nair, R., Okamoto, S., Pearce, J. P., Paruchuri, P., **Pynadath, D. V.**, Scerri, P., Schurr, N., and Varakantham, P. (2005d). "Conflicts in teamwork: hybrids to the rescue". In: *International Conference on Autonomous Agents and Multiagent Systems*, pp. 3–10.
- Marsella, S. C., **Pynadath, D. V.**, and Read, S. J. (2004a). "PsychSim: Agent-based modeling of social interactions and influence". In: *International Conference on Cognitive Modeling*, pp. 243–248.
- Pynadath, D. V.** and Marsella, S. C. (2004b). "Fitting and compilation of multiagent models through piecewise linear functions". In: *International Conference on Autonomous Agents and Multiagent Systems*, pp. 1197–1204.
- Scerri, P., **Pynadath, D. V.**, Schurr, N., Farinelli, A., Gandhe, S., and Tambe, M. (2004c). "Team oriented programming and proxy agents: the next generation". In: *Proceedings of the first international workshop on programming multi-agent systems*. Ed. by M. M. Dastani, J. Dix, and A. El Fallah-Seghrouchni. Berlin, Heidelberg: Springer Berlin Heidelberg, pp. 131–148. ISBN: 978-3-540-25936-7. DOI: 10.1007/978-3-540-25936-7_7.

- Nair, R., Tambe, M., Yokoo, M., **Pynadath, D.**, and Marsella, S. (2003a). "Taming decentralized POMDPs: towards efficient policy computation for multiagent settings". In: *International Joint Conference on Artificial Intelligence*, pp. 705–711.
- Scerri, P., **Pynadath, D.**, Johnson, L., Rosenbloom, P., Si, M., Schurr, N., and Tambe, M. (2003c). "A prototype infrastructure for distributed robot-agent-person teams". In: *International Conference on Autonomous Agents and Multiagent Systems*, pp. 433–440.
- Nair, R., **Pynadath, D.**, Yokoo, M., Tambe, M., and Marsella, S. (2002c). "Towards computing optimal policies for decentralized POMDPs". In: *AAAI workshop on game theoretic and decision theoretic agents*.
- Nair, R., Tambe, M., Marsella, S., and **Pynadath, D.** (2002d). "Formalizing team formation and reformation in multiagent systems". In: *Proceedings of the AAMAS workshop on teamwork and coalition formation*.
- Nair, R., Tambe, M., Marsella, S., and **Pynadath, D.** (2002e). "Model for team formation for reformation in multiagent systems". In: *Proceedings of the AAI workshop on coalition formation*.
- Nair, R., Tambe, M., Marsella, S., and **Pynadath, D.** (2002f). "R-COM-MTDP: forming and comparing plans for team formation in multiagent domains". In: *Proceedings of the AAI workshop on planning for and with multiagent systems*.
- Pynadath, D. V.** and Tambe, M. (2002h). "Multiagent teamwork: Analyzing the optimality and complexity of key theories and models". In: *International Conference on Autonomous Agents and Multiagent Systems*, pp. 873–880.
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