The Ad Exchange Game
Architecture and Infrastructure

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Infrastructure

AdX Game Website sites.google.com/site/gameadx

Download/unzip from ‘files’ section:

- Spec
- Adx-server
- Adx-agent

To start the server (cd to adx-server subdirectory):

- Follow instructions in Readme
- (Optional) update server admin user/password/ports in config/server.conf
- Execute: “./runServer.sh”
- Access server GUI at http://localhost:port

To start the sample agent (cd to adx-agent subdirectory)

- Compile using “javac –cp lib/adx-*.jar SampleAgent.java”
- Add class to lib: “cp SampleAgent.class lib/tau/tac/adx/agents/”
- Update agent user/password, server ports in config/aw-1.conf”
- Execute: “./runAgent.sh” (Note: agent class name should match)

Logs

Two types of logs:

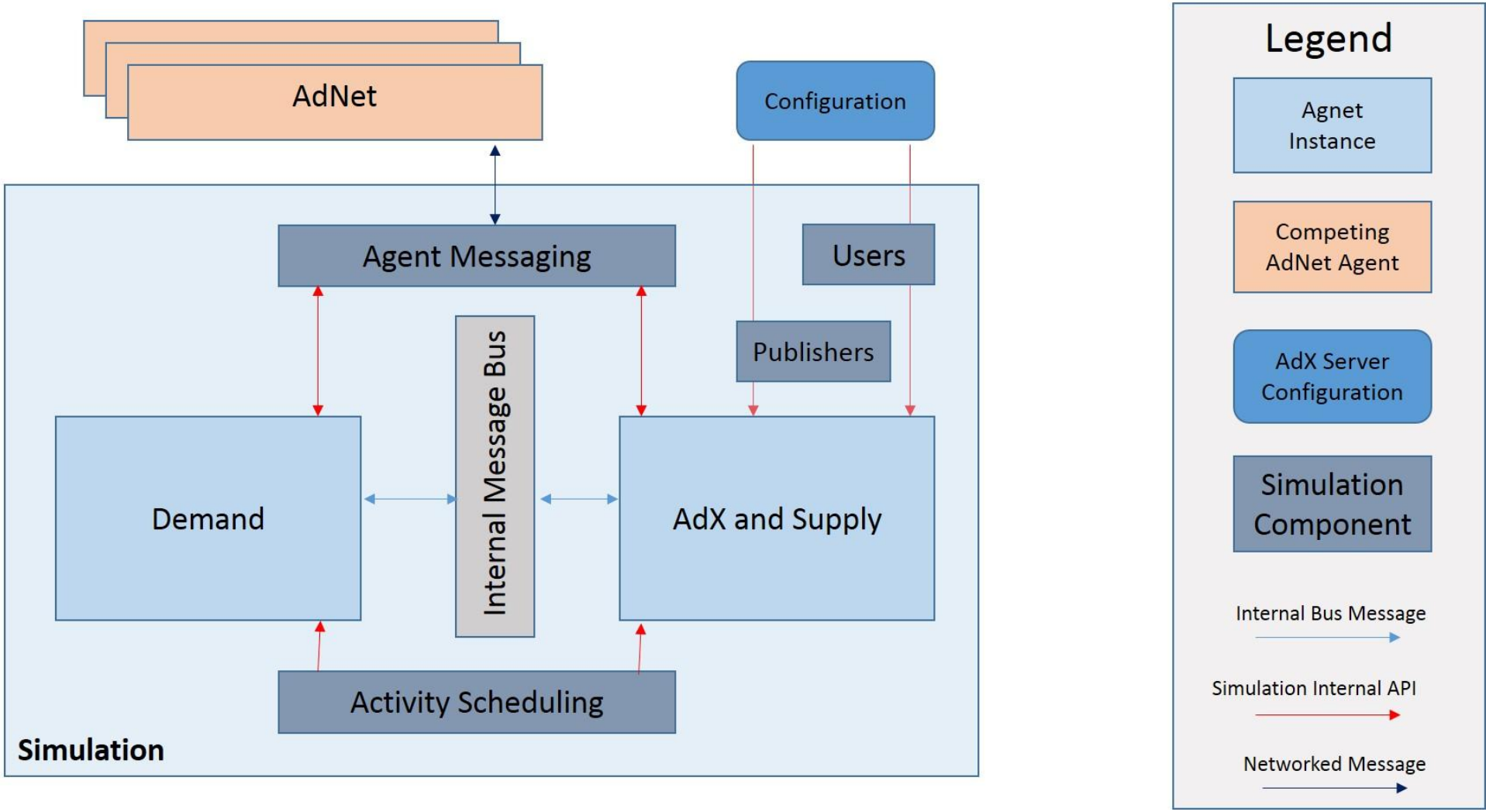
- **Agent logs** are controlled by agent in config file and created at agent subdirectory
- **Sever logs** are controlled by server and created at server subdirectory (“public_html/<servername>/history/<gameid>”). Also accessible through server web GUI

Extensible parsing utility is provided (agent subdirectory):

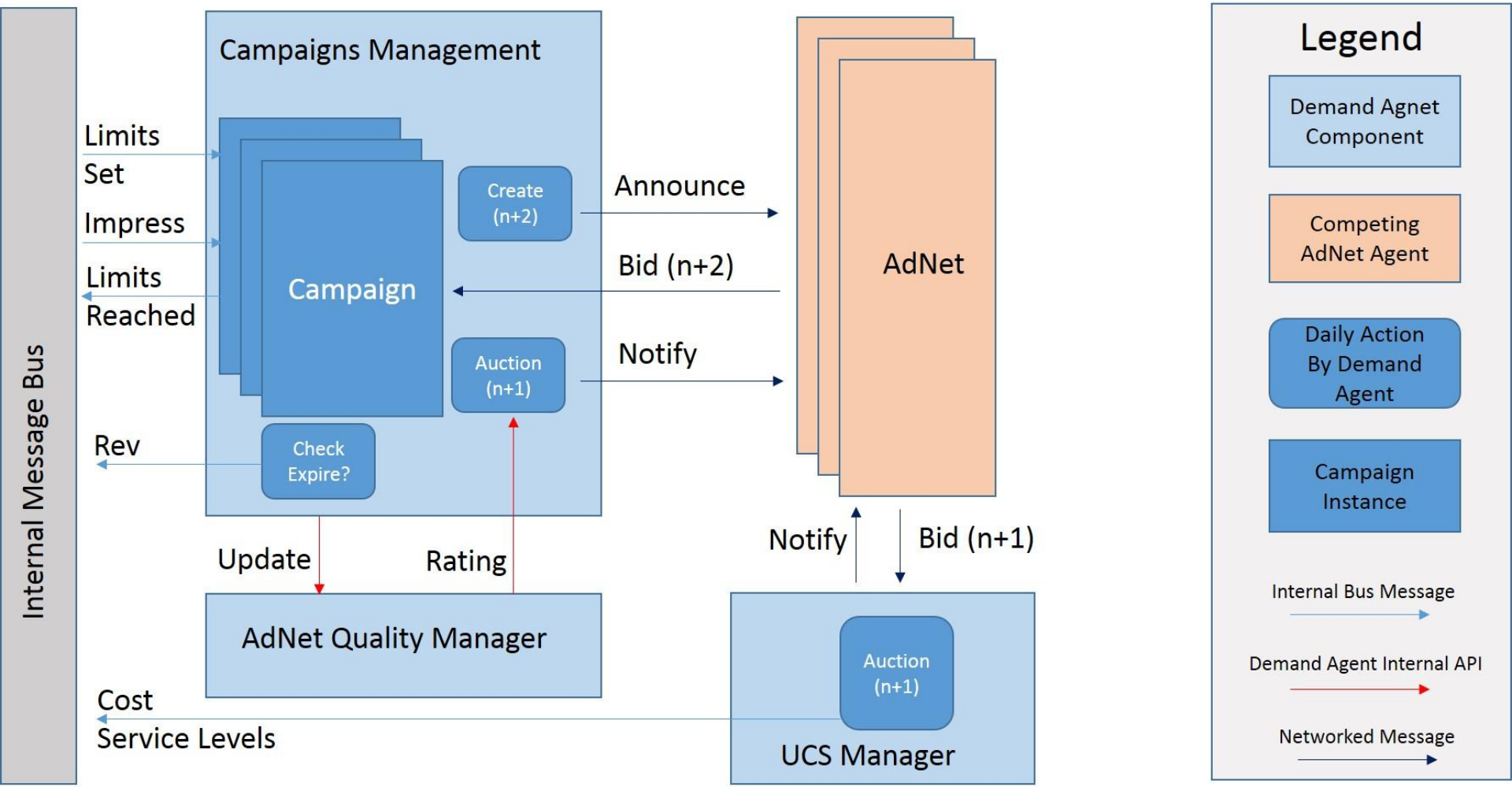
- See logging/LogParsing.txt
- Edit runLogParser.sh:
  - Change last parameter for parsing level
  - Edit server name and game id
- Extend parsing capabilities if needed (submit as part of project!)

Sample Agent Code Walkthrough

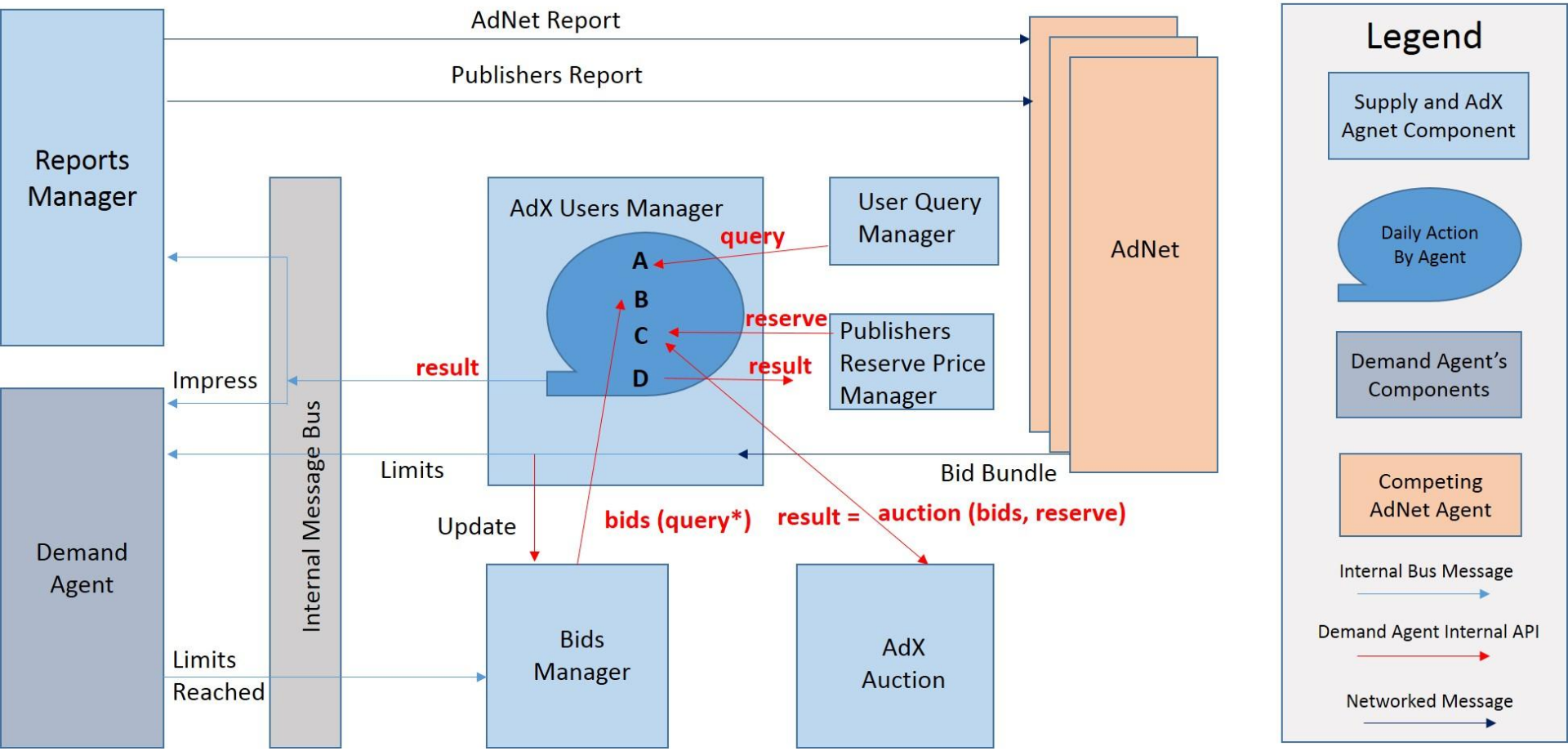
AdX Game Server Architecture



Architecture – Demand



Architecture – Supply and AdX



First Assignment

- **Win exactly 3 contracts (not including the initial contract assignment)**
- **Achieve EXACTLY the contracted number of impressions for each won contract (don't worry about costs for now)**
- **Submit the game log created in a game where your agent (named by the acronyms of the team members) achieves this goal.**

Thank You