



4th Day on Computational Game Theory
ETH Zürich
February 17, 2017

Program

- 09:00-09:05 Opening
- 09:05-09:50 **First Keynote Talk**
On the Tradeoff between Strategyproofness and Efficiency
Felix Brandt, TUM
- 09:50-10:10 A Characterization of Serial Dictatorship Mechanisms with Reservation Prices
Bettina Klaus, UNIL
- 10:10-10:40 Coffee Break
- 10:40-11:00 Online Contention Resolution: A Framework for Online Selection Problems
Rico Zenklusen, ETH
- 11:00-11:20 Posted Prices, Smoothness, Combinatorial Prophet Inequalities
Thomas Kesselheim, MPI
- 11:20-11:40 Decentralized Dynamics and Fast Convergence in the Assignment Game
Barry Pradelski, ETH
- 11:40-12:00 Best-response Dynamics in Combinatorial Auctions with Item Bidding
Paul Dütting, LSE
- 12:00-13:15 Lunch Break (on your own)
- 13:15-14:00 **Second Keynote Talk**
Metric Matching: Cheap or stable ... or fast?
Roger Wattenhofer, ETH
- 14:00-14:20 Competitive Packet Routing with Priority Lists
Laura Vargas Koch, RWTH
- 14:20-14:40 Equilibrium Computation in Atomic Splittable Congestion Games
Veerle Timmermans, Maastricht
- 14:40-15:00 Congestion Games with Complements
Matthias Feldotto, Paderborn
- 15:00-15:30 Coffee Break
- 15:30-15:50 Behavioral Foundations of Dynamics
Heinrich Nax, ETH
- 15:50-16:10 Efficient Best-Response Computation for Strategic Network Formation
Under Attack
Pascal Lenzner, Potsdam
- 16:10-16:30 Smoothness for Risk Averse Players
Bojana Kodric, MPI
- 16:30-16:50 Reasoning Agents in Decision Making
Erman Acar, Mannheim