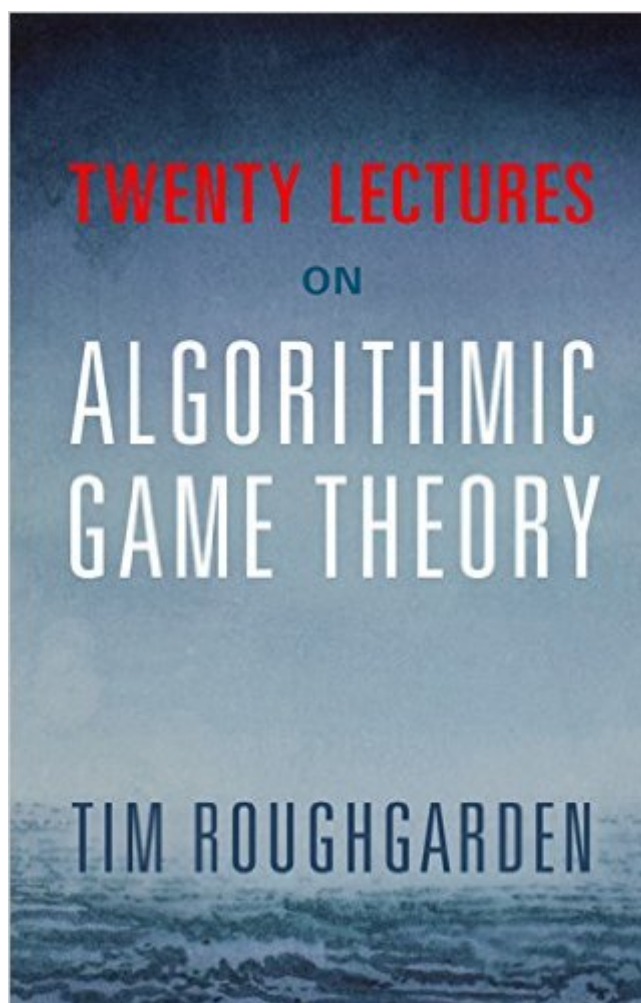


The book was found

Twenty Lectures On Algorithmic Game Theory



Synopsis

Computer science and economics have engaged in a lively interaction over the past fifteen years, resulting in the new field of algorithmic game theory. Many problems that are central to modern computer science, ranging from resource allocation in large networks to online advertising, involve interactions between multiple self-interested parties. Economics and game theory offer a host of useful models and definitions to reason about such problems. The flow of ideas also travels in the other direction, and concepts from computer science are increasingly important in economics. This book grew out of the author's Stanford University course on algorithmic game theory, and aims to give students and other newcomers a quick and accessible introduction to many of the most important concepts in the field. The book also includes case studies on online advertising, wireless spectrum auctions, kidney exchange, and network management.

Book Information

File Size: 2703 KB

Print Length: 250 pages

Simultaneous Device Usage: Up to 4 simultaneous devices, per publisher limits

Publisher: Cambridge University Press; 1 edition (September 1, 2016)

Publication Date: August 30, 2016

Sold by: Digital Services LLC

Language: English

ASIN: B01L27MUHK

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #604,537 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #64

in Kindle Store > Kindle eBooks > Nonfiction > Science > Mathematics > Applied > Game Theory

#254 in Books > Science & Math > Evolution > Game Theory #6621 in Books > Science & Math

> Mathematics > Applied

[Download to continue reading...](#)

Twenty Lectures on Algorithmic Game Theory Algorithmic Game Theory Multiagent Systems:

Algorithmic, Game-Theoretic, and Logical Foundations Lectures on Antitrust Economics (Cairolì

Lectures) The Birth of Biopolitics: Lectures at the College de France, 1978-1979 (Lectures at the Collège de France) The Government of Self and Others: Lectures at the College de France, 1982-1983 (Lectures at the Collège de France) Lectures on the Will to Know (Michel Foucault, Lectures at the Collège de France) Security, Territory, Population: Lectures at the College De France, 1977 - 78 (Michel Foucault, Lectures at the Collège de France) Feynman Lectures Simplified 4A: Math for Physicists (Everyone's Guide to the Feynman Lectures on Physics Book 12) Essentials of Game Theory: A Concise, Multidisciplinary Introduction (Synthesis Lectures on Artificial Intelligence and Machine Learning) Machine Learning: An Algorithmic Perspective, Second Edition (Chapman & Hall/Crc Machine Learning & Pattern Recognition) Data Structures and Algorithms Made Easy: Data Structure and Algorithmic Puzzles Data Structures and Algorithms Made Easy in Java: Data Structure and Algorithmic Puzzles Algorithmic Puzzles Common Liver Diseases and Transplantation: An Algorithmic Approach to Work Up and Management Common Surgical Diseases: An Algorithmic Approach to Problem Solving Game Of Thrones: 10 Most Memorable moments from Game of thrones & 23 Facts about GOT you should Know, 26 Jokes only people who've finished GOT Season 5 Will understand (Game of Thrones Secrets) 101 Wild Game Recipes - Large Game: Large Game (The Hunter's Cookbook Book 3) Beat the Dealer: A Winning Strategy for the Game of Twenty-One The Golf Book: Twenty Years of the Players, Shots, and Moments That Changed the Game

[Dmca](#)