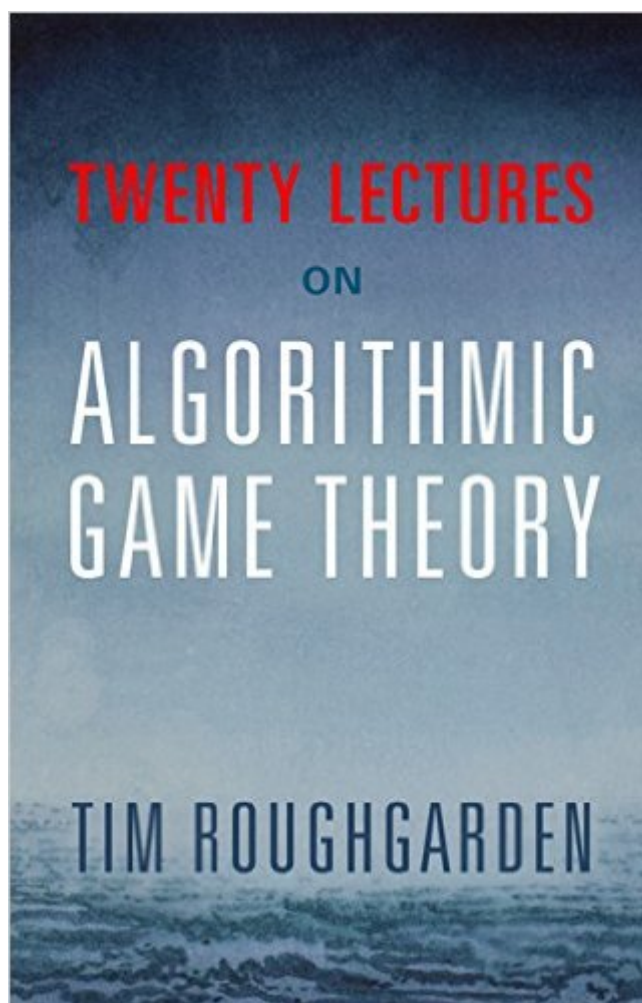


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# Twenty Lectures On Algorithmic Game Theory



## 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

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

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