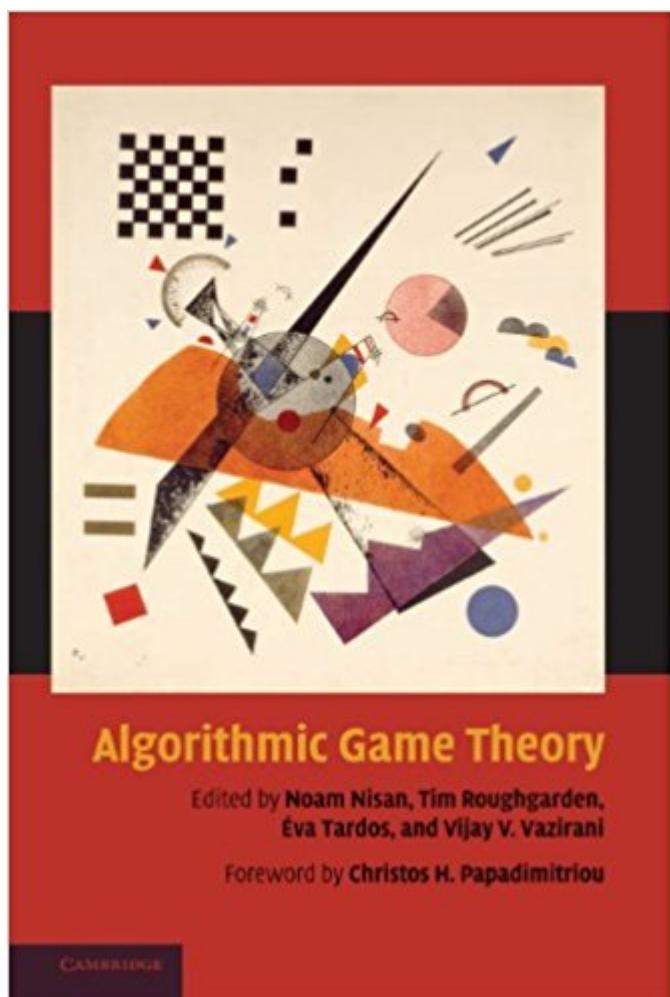


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Algorithmic Game Theory



Synopsis

In the last few years game theory has had a substantial impact on computer science, especially on Internet- and e-commerce-related issues. More than 40 of the top researchers in this field have written chapters that go from the foundations to the state of the art. Basic chapters on algorithmic methods for equilibria, mechanism design and combinatorial auctions are followed by chapters on incentives and pricing, cost sharing, information markets and cryptography and security. Students, researchers and practitioners alike need to learn more about these fascinating theoretical developments and their widespread practical application.

Book Information

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Customer Reviews

If you are looking for a gentle introduction to Game Theory, then look elsewhere. If, on the other hand, you need a fairly comprehensive overview of this complex subject, then this book offers a pretty good shotgun blast that is likely to address your specific areas of interest to some degree. As another reviewer pointed out, the theorems are not exhaustively proven (the authors seem to assume that you can fill-in the blanks they leave). The list of references for each chapter should be sufficient to help the more ignorant among us fill those gaps that are left. Readability is not excellent, but this is an otherwise fine addition to the library of any graduate level student or researcher in the field.

This is not a book for those who want to learn game theory. This is the book for those who have some knowledge of game theory and want to do computation of equilibria or are interested in

CS-related topics. Personally, I'm an economic major student but interested in tech related economic topics. before I read this book, I wrote a theoretical model popping out of my mind, which of course didn't reflect the real world. this book gives me clear ideas what cs scientists are doing, then I can incorporate into my economic models which I think is great and helpful.

This book talks with several informations about the importance of an efficient calculation for the game theory. The applications of this theory are explicated with particular view about the modern developpement of economy. The proofs are not hard, founded on the method of finite differences, but it is necessary to know the informatics for the calculation.

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