

Monday - Minmax

8:30-9:00 Welcome and presentation of participants

9:00-10:00 Uri Zwick
Local Improvement/Policy Iteration Algorithms

Coffee Break

10:30-11:00 Oliver Friedman
Exponential lower bounds for strategy iteration

11:00-11:30 Thomas Dueholm Hansen
A subexponential lower bound for the Random Facet algorithm for Parity Games

11:30-12:00 Peter Bro Miltersen
Doubly-exponential complexity of solving reachability games using value iteration and strategy iteration

Lunch Break

14:00-14.30 Marcin Jurdzinski
Lemke's algorithm for discounted games

14:30-15:30 Kousha Etessami
Adding Recursion to Markov Chains, Markov Decision Processes, and Stochastic Games Algorithms and Complexity

Coffee and Cake

16:30-16:55 Kristoffer Arnsfelt Hansen
Hardness of approximating minmax in 3-player games

16:55-17:35 Hugo Gimbert
Stochastic games with signals: decidable and undecidable problems

17.35-18:00 Florian Horn
Solving stochastic tail games

20:00 Open problem session 1
according to interest
- solutions and further problem sessions will be scheduled
ad hoc throughout



Tuesday-Markets

9:00-10:00 Mihalis Yannakakis
Complexity of Nash equilibria and
fixed points

Coffee Break

10:30-11:10 Vijay Vazirani
Market Equilibrium: the Quest for the
"Right" Model

11:10-11:35 Gagan Goel
A perfect price discrimination
market, its welfare theorems,
and an efficient algorithm for
computing its equilibria

11:35-12:05 Mike Todd
An algorithmic proof of Afriat's
theorem on consumer
behavior and related questions

Lunch Break

14:00-14:30 Walter Morris
The P-matrix linear complementarity
problem: A survey of complexity
results

14:30-15:00 Jim Orlin
A faster and simpler algorithm for
computing Fisher's market
equilibrium

15:00-15:30 Nikhil Devanur
A new convex program for Fisher
markets and convergence of
proportional response dynamics

Coffee and Cake

16:00-16:45 Richard Cole
Viewing Market Price Discovery as an
Algorithmic Process

16:45-17:30 Xiaotie Deng
Competitive Equilibrium at
Advertising Marketplaces

20:00 Open problem session 2



Wednesday - Equilibria and complexity

8:30-9:00 Julian Merschen
Finding Gale strings

9:00-9:30 Edith Elkind
Equilibria of Plurality Voting with
Abstentions

9:30-10:00 Constantinos Daskalakis
A generalization of the min-max
theorem to multiplayer games

Coffee Break

10:25 - 11:00 Kevin Leyton-Brown
Computational Mechanism Analysis:
Leveraging Equilibrium Computation to
Understand Real-World Mechanisms

11:00 - 12:00 Sergiu Hart
Dynamics and equilibrium

Lunch Break

13.00 Photo shoot!

13.15 Hike (roughly 8 kilometers -
break with cake at lake scheduled)

21.00 Wine party...



Thursday - Refinements, selection,
coalitions

9:00-9:30 Bjarke Røne
Maximum lattice free bodies

9:30-10:00 Boyu Zhang
Homotopy methods for finding quantal
response equilibria

Coffee Break

10:30-11:30 Christos Papadimitriou
Computing equilibria: the plot
thickens

11:30-12:00 Troels Bjerre Sørensen
NP- and SQRT-SUM-hardness of
verifying trembling hand perfection
and other equilibrium refinements

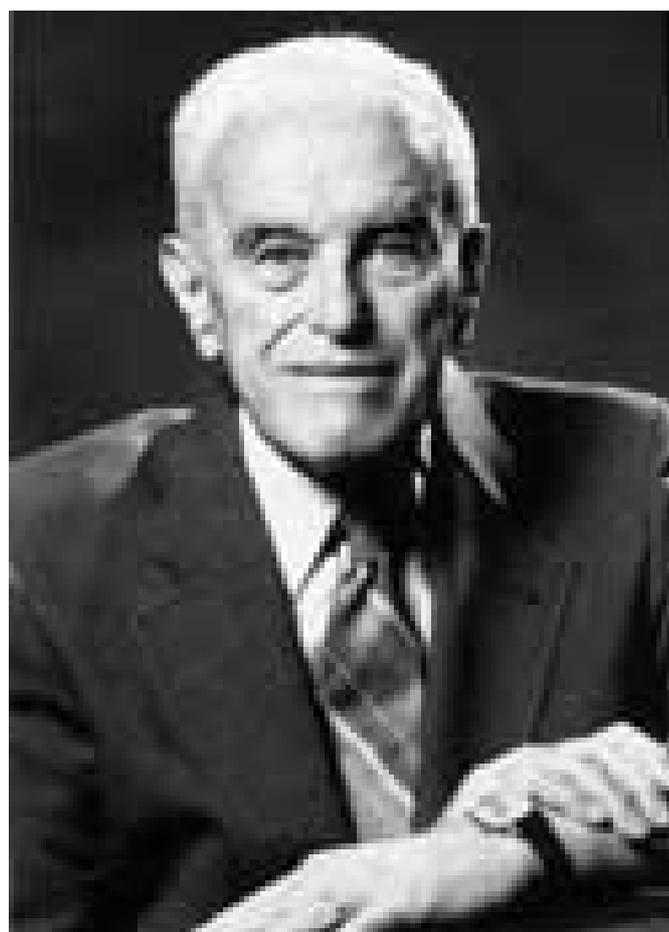
Lunch Break

14:30-15:00 Gianluigi Greco
Nucleolus Computation in Compact
Coalitional Games

15:00-15:30 Martin Gairing and Rahul
Savani
Finding stable outcomes in hedonic
games

Coffee and Cake

16:40-17:30 Andy McLennan
Coalitional Bargaining How Complex Is
It?



Friday - Congestion games

9:00-9:30 Maria Polukarov
Congestion-Averse Games

9:30-10:00 Alexander Skopalik
Computing Pure Nash and Strong
Equilibria in Bottleneck Congestion
Games

Coffee Break

10:30 Solution session

