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PSYCHOLOGY AND SOCIAL SCIENCES

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CISEPS Seminar

Computational Game Theory

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Thursday, January 26, 12:00pm
Room 372, Building U6, 3rd floor

Abstract

With the advent of the Internet, certain branches of Computer Science have imported tools from Game Theory. The characterizing feature of the interplay between Computer Science and Game Theory turns out to be the notion of Nash equilibrium, which is the key solution concept for noncooperative games. Its computational properties give rise to new complexity classes, and provide new insights into a wide variety of related mathematical problems. In this lecture, we will discuss some of the most relevant computational questions connected with Nash equilibria. We will also outline some connections with problems arising in other scientific fields.

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