

COMP 553. ALGORITHMIC GAME THEORY.

Credits: 4

Offered by: Computer Science (Faculty of Science)

This course is not offered this catalogue year.

Description

Foundations of game theory. Computation aspects of equilibria. Theory of auctions and modern auction design. General equilibrium theory and welfare economics. Algorithmic mechanism design. Dynamic games.

- Prerequisite: COMP 362 or MATH 350 or MATH 454 or MATH 487, or instructor permission
- Restriction: Not open to students who are taking or have taken MATH 553

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