

Ec 101, fall term

This course will equip students to engage with current topics of active research at the intersection of social and information sciences, including: algorithmic mechanism design; auctions; existence and computation of equilibria; and learning and games. This course is intended for graduate students and advanced undergraduates, regardless of whether they have taken CS/SS 241a (Topics in Algorithmic Game Theory) in past years. It is expected that students have the technical maturity to read and engage with original research and are comfortable with the basics of game theory, graph theory, and probability theory.