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Centrum Wiskunde & Informatica

*INVITATION*

Tuesday 27 May 2008

**Game Theory Day at CWI**

**Speakers:**

**Christos H. Papadimitriou**

**Dov Samet**

**Krzysztof R. Apt**

**Han La Poutré**



**Mathematical game theory** became a standard tool in economics, where it is used to study various economic processes, including competition, cooperation, strategic behaviour and bargaining. Game theory is fast becoming an important subject in computer science. There it is used to capture interaction in electronic commerce, in particular electronic auctions, strategic behaviour in distributed systems, rational decision making in competitive environments (like congestion) and the like, with new focus on computational complexity, implementation and simulation.

To mark the growing interaction between economics and computer science CWI organizes a day devoted to game theory in computer science and economics with four lectures by distinguished lecturers from abroad and CWI.

## Speakers

### **Christos H. Papadimitriou**

Christos Papadimitriou is C. Lester Hogan Professor of Computer Science at the University of California at Berkeley and member of the National Academy of Engineering and the American Academy of Arts and Sciences. He has published some 300 articles and several books on algorithms, computation theory, and database systems, and also the novel *Turing*. He is one of the founders of algorithmic game theory.

### **Dov Samet**

Dov Samet holds the Louise Lea Flack Chair in Game Theory and Interactive Decisions at the Faculty of Management at Tel Aviv University. He is the past Editor-in-Chief of the International Journal of Game Theory. Also, he is a Fellow of the Econometric Society and has been a member of the council of the Game Theory Society. He has published extensively on non-cooperative and cooperative game theory and in particular on the epistemic foundations of game theory.

### **Krzysztof R. Apt**

Krzysztof R. Apt is CWI Fellow and Professor at the Institute of Logic, Language and Computation, University of Amsterdam. He is a member of the Academia Europaea and founder and past Editor-in-Chief of the *ACM Transactions in Computational Logic*. He has published four books and numerous journal articles in computer science, mathematical logic and, more recently, game theory.

### **Han La Poutré**

Han La Poutré is head of the research group Computational Intelligence and Multi-agent Games at CWI and Professor at the Department of Technology Management, Eindhoven University of Technology. He is a member of the Editorial Board of the *ACM Transactions on Internet Technology*. He has published widely in complexity theory, neural networks and various aspects of multi-agent systems.



## Programme

10:00 hours	Welcome ( <i>foyer Turing room</i> )
10:30 - 10:45	Opening by Jan Karel Lenstra, general director CWI
10:45 - 11:30	Dov Samet, <i>On two two-envelope problems</i>
11:30 - 11:45	Break
11:45 - 12:30	Han La Poutré, <i>Multi-agent games and learning in logistics and economics</i>
12:30 - 13:30	Lunch (free to those who registered)
13:30 - 14:15	Krzysztof R. Apt, <i>The public project problem</i>
14:15 - 14:30	Break
14:30 - 15:15	Christos H. Papadimitriou, <i>Some recent results in Algorithmic Game Theory</i>
15:15 hours	Closing drinks

## You are cordially invited!

Please register by using the enclosed card or by filling out the online registration form at:  
[www.cwi.nl/events/2008/gtdform](http://www.cwi.nl/events/2008/gtdform)



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Founded in 1946, CWI is the Netherlands national research center for mathematics and computer science. Positioned at the crossroads of knowledge, it is an incubator for senior academic researchers. Our strength is the discovery and development of new ideas in mathematics and computer science, to bring them to The Netherlands, and to transfer them to science and industry.

CWI research is concentrated in four strategic research themes: earth and life sciences, the data explosion, societal logistics and software as service. Researchers study the strongly interrelated core of mathematics and computer science: algorithmic mathematics, including modelling, analysis, simulation and optimization, and fundamental informatics, including complexity theory and algorithms, software technology, and database systems.

CWI, Centrum Wiskunde & Informatica, is an institute of NWO, the Netherlands Organisation for Scientific Research.

**[www.cwi.nl](http://www.cwi.nl)**

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I will join the Game Theory Day at CWI Tuesday 27 May 2008

Name	Title	Initials	M/F
Organization			
Department			
Position			
Address			
Postal code	City		
Phone			
Email			

Lunch is offered by CWI to those who registered

