

Game Theory and Computational Social Choice

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Artificial Intelligence



Multiagent Systems



Economic Paradigms

Game Theory

Game theory is the study of mathematical models for the analysis of strategic interactions between rational agents. Example:

	Normal	High
Normal	$\begin{matrix} & 10 \\ 10 & \end{matrix}$	$\begin{matrix} & 20 \\ 0 & \end{matrix}$
High	$\begin{matrix} & 0 \\ 20 & \end{matrix}$	$\begin{matrix} & 5 \\ 5 & \end{matrix}$

Keywords: strategic games, mechanism design, coalitional games

Computational Social Choice

Social choice theory is concerned with the design and analysis of methods for collective decision making. Example:

2 *Germans*: Beer \succ Wine \succ Milk
3 *Frenchmen*: Wine \succ Beer \succ Milk
4 *Dutchmen*: Milk \succ Beer \succ Wine

Keywords: voting theory, fair allocation, judgment aggregation

Course Characteristics

- *Commonalities*
 - Analysis and discussion of formal models of real-world concepts
 - Lots of problem solving, mathematical maturity expected
 - Little or no programming required
- *Game Theory*
 - Focus on textbook material in mathematical economics
 - Assessment by homework
- *Computational Social Choice*
 - Focus on current research, topics change every year
 - Assessment: homework + group research project (paper/talk)