# **Game Theory and Computational Social Choice**

Ulle Endriss
Institute for Logic, Language and Computation
University of Amsterdam

**Artificial Intelligence** 

 $\Downarrow$ 

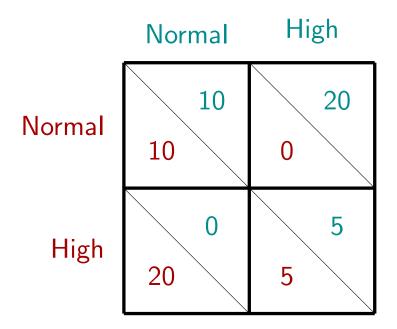
**Multiagent Systems** 

1

**Economic Paradigms** 

## **Game Theory**

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



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 ≻ Wine ≻ Milk
```

3 Frenchmen: Wine ≻ Beer ≻ Milk

4 Dutchmen: Milk ≻ Beer ≻ 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)