Economics & Computation

Overview session (Vorbesprechung)
29 Jan 2014

Florian Brandl   Christian Geist
Plan for Today

• Introduction
• Organization of the seminar
• Articles to be chosen from
  ‣ Mechanism design
  ‣ (Algorithmic) game theory
  ‣ Voting theory
  ‣ Randomized social choice
• Registration/application procedure
• Your questions
The Big Picture

Economic Theory

Game Theory

Social Choice

Algorithmic Game Theory

Computational Social Choice

Algorithmic Economics
Related Courses

• Summer semesters
  ‣ Course & Tutorial “Algorithmic Game Theory” (Brandt)
    - Utility theory, normal-form games, stable matchings
  ‣ Course & Tutorial “Operations Research (WI IV)” (Bichler)
    - Decision theory, linear programming, discrete optimization
  ‣ Seminar “Economics and Computation” (Brandt)
    - Advanced research seminar (master level)

• Winter semesters
  ‣ Course & Tutorial “Computational Social Choice” (Brandt)
    - Rational choice, voting rules, impossibility theorems,
  ‣ Course “Auction Theory & Market Design” (Bichler)
    - Combinatorial auctions, spectrum license auctions, procurement
  ‣ Seminar “Multiagent Systems” (Brandt)
    - Introductory seminar (bachelor level)
## Dates

<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Talks</th>
<th>Room</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tue, April 15</td>
<td>14.00 - 16.00</td>
<td>(first meeting)</td>
<td>01.10.011</td>
</tr>
<tr>
<td>Tue, May 13</td>
<td>14.00 - 17.00</td>
<td>1 &amp; 2</td>
<td>01.10.011</td>
</tr>
<tr>
<td>Tue, May 20</td>
<td>14.00 - 17.00</td>
<td>3 &amp; 4</td>
<td>01.12.035</td>
</tr>
<tr>
<td>Tue, May 27</td>
<td>14.00 - 17.00</td>
<td>5 &amp; 6</td>
<td>01.10.011</td>
</tr>
<tr>
<td>Tue, June 3</td>
<td>14.00 - 17.00</td>
<td>7 &amp; 8</td>
<td>01.10.011</td>
</tr>
</tbody>
</table>
Rough Schedule

• First session
  ‣ Talk (~45 min)
  ‣ Feedback (~10 min)
  ‣ Discussions (~20 min)

• Break

• Second session
  ‣ Talk
  ‣ Feedback
  ‣ Discussions
In order to pass you need to...

• Attend all meetings
  ‣ You may be absent once if you have a good reason

• Write an abstract/hand-out for your talk/topic
  ‣ To better prepare the audience for your talk
  ‣ E.g., general introduction, notation, theorem statements, etc.

• Give a good talk/presentation (in English)

• Read the papers and abstracts of your peers before the talk
  ‣ Prepare questions

• Participate in discussions

• Chair a session
  ‣ More than process moderation
  ‣ Including preparation of sessions
Do I have to meet my supervisor?

- No, but **we recommend it**
  - 3 weeks before your talk: discuss general plan of abstract & talk
  - 1 week before your talk: send slides (if you plan to use slides, which we also recommend)
  - **You** are the expert on your paper!


Mechanism Design (2/2)


(Algorithmic) Game Theory

Voting


Randomized Social Choice

Registration

• Email to brandlfl@in.tum.de and geist@in.tum.de
  ‣ Name, (brief) background (incl. relevant courses), motivation (up to 250 words)
  ‣ 2 - 5 papers you are interested in (from the list of articles)
    ‣ Additionally, you can also propose 1 - 2 papers of your own choice

• **Deadline: Wednesday, February 5, 11:59pm**
  ‣ Notifications until February 7 (including assignment of papers and supervisors)
  ‣ Registration in TUMonline will be taken care of (by February 26)

• **Seminar homepage:**
  ‣ http://dss.in.tum.de/teaching