Overview session (Vorbesprechung)
21 Jan 2015

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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)
<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Talks</th>
<th>Room</th>
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</thead>
<tbody>
<tr>
<td>Tue, April 21</td>
<td>14.00 - 16.00</td>
<td>(first meeting)</td>
<td>01.10.011</td>
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<tr>
<td>Tue, May 12</td>
<td>14.00 - 17.00</td>
<td>1 &amp; 2</td>
<td>01.10.011</td>
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<tr>
<td>Tue, June 2</td>
<td>14.00 - 17.00</td>
<td>3 &amp; 4</td>
<td>01.10.011</td>
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<tr>
<td>Tue, June 16</td>
<td>14.00 - 17.00</td>
<td>5 &amp; 6</td>
<td>01.10.011</td>
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<tr>
<td>Tue, June 23</td>
<td>14.00 - 17.00</td>
<td>7 &amp; 8</td>
<td>01.10.011</td>
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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

- 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 it is **highly recommended**
  ‣ 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 (1/2)


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
  ‣ Rank the seminar in the matching system (computer science)

• Deadline: Thursday, January 29, 11:59pm
  ‣ Notifications until January 30 (mathematics) and February 13 (computer science) (including assignment of papers and supervisors)
  ‣ Registration in TUMonline will be taken care of by the end of February

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