

1. Record Nr.	UNINA9910483748703321
Titolo	Algorithmic Game Theory : 9th International Symposium, SAGT 2016, Liverpool, UK, September 19–21, 2016, Proceedings // edited by Martin Gairing, Rahul Savani
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2016
ISBN	3-662-53354-5
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XI, 347 p. 38 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 9928
Disciplina	519.3
Soggetti	Computer simulation Electronic commerce Computer science Computers and civilization Numerical analysis Computer science - Mathematics Mathematical statistics Computer Modelling e-Commerce and e-Business Models of Computation Computers and Society Numerical Analysis Probability and Statistics in Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Computational Aspects of Games -- Congestion Games and Networks -- Matching and Voting -- Auctions and Markets -- Mechanism Design -- Abstracts.
Sommario/riassunto	This book constitutes the refereed proceedings of the 9th International Symposium on Algorithmic Game Theory, SAGT 2016, held in Liverpool, UK, in September 2016. The 26 full papers presented together with 2 one-page abstracts were carefully reviewed and selected from 62

submissions. The accepted submissions cover various important aspects of algorithmic game theory such as computational aspects of games, congestion games and networks, matching and voting, auctions and markets, and mechanism design.
