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Altri autori (Persone)	KontogiannisSpyros KoutsoupiasElias SpirakisP. G <1955-> (Paul G.)
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Nota di contenuto	When the Players Are Not Expectation Maximizers -- How Do You Like Your Equilibrium Selection Problems? Hard, or Very Hard? -- A Simplex-Like Algorithm for Fisher Markets -- Nash Equilibria in Fisher Market -- Partition Equilibrium Always Exists in Resource Selection Games -- Mixing Time and Stationary Expected Social Welfare of Logit

Dynamics -- Pareto Efficiency and Approximate Pareto Efficiency in Routing and Load Balancing Games -- On Nash-Equilibria of Approximation-Stable Games -- Improved Lower Bounds on the Price of Stability of Undirected Network Design Games -- On the Rate of Convergence of Fictitious Play -- On Learning Algorithms for Nash Equilibria -- On the Structure of Weakly Acyclic Games -- A Direct Reduction from k-Player to 2-Player Approximate Nash Equilibrium -- Responsive Lotteries -- On the Existence of Optimal Taxes for Network Congestion Games with Heterogeneous Users -- Computing Stable Outcomes in Hedonic Games -- A Perfect Price Discrimination Market Model with Production, and a (Rational) Convex Program for It -- The Computational Complexity of Trembling Hand Perfection and Other Equilibrium Refinements -- Complexity of Safe Strategic Voting -- Bottleneck Congestion Games with Logarithmic Price of Anarchy -- Single-Parameter Combinatorial Auctions with Partially Public Valuations -- On the Efficiency of Markets with Two-Sided Proportional Allocation Mechanisms -- Braess's Paradox for Flows over Time -- The Price of Anarchy in Network Creation Games Is (Mostly) Constant -- Truthful Fair Division -- No Regret Learning in Oligopolies: Cournot vs. Bertrand -- On the Complexity of Pareto-optimal Nash and Strong Equilibria -- 2-Player Nash and Nonsymmetric Bargaining Games: Algorithms and Structural Properties -- On the Inefficiency of Equilibria in Linear Bottleneck Congestion Games -- Minimal Subsidies in Expense Sharing Games.

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#### Sommario/riassunto

The present volume was devoted to the third edition of the International Symposium on Algorithmic Game Theory (SAGT), an interdisciplinary scientific event intended to provide a forum for researchers as well as practitioners to exchange innovative ideas and to be aware of each other's efforts and results. SAGT 2010 took place in Athens, on October 18-20, 2010. The present volume contains all contributed papers presented at SAGT 2010 together with the distinguished invited lectures of Amos Fiat (Tel-Aviv University, Israel), and Paul Goldberg (University of Liverpool, UK). The two invited papers are presented at the beginning of the proceedings, while the regular papers follow in alphabetical order (by the authors' names). In response to the call for papers, the Program Committee (PC) received 61 submissions. Among the submissions were four papers with at least one coauthor that was also a PC member of SAGT 2010. For these PC-coauthored papers, an independent subcommittee (Elias Koutsoupias, Paul G. Spirakis, and Xiaotie Deng) made the judgment, and eventually two of these papers were proposed for inclusion in the Scientific Program. For the remaining 57 (non-PC-coauthored) papers, the PC of SAGT 2010 conducted a thorough evaluation (at least 3, and on average 3.9 reviews per paper) and electronic discussion, and eventually selected 26 papers for inclusion in the Scientific Program. An additional tutorial, "Games Played in Physics", was also provided in SAGT 2010, courtesy of the academic research network AlgorGames (Aloia) of the University of Patras.

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