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Connectivity -- Assignment Problems in Rental Markets -- On Portfolio's Default-Risk-Adjusted Duration and Value: Model and Algorithm Based on Copulas -- Price Roll-Backs and Path Auctions: An Approximation Scheme for Computing the Market Equilibrium -- New Results on Rationality and Strongly Polynomial Time Solvability in Eisenberg-Gale Markets -- Making Economic Theory Operational -- Sparse Games Are Hard -- Market Equilibria with Hybrid Linear-Leontief Utilities -- Polynomial Algorithms for Approximating Nash Equilibria of Bimatrix Games -- A Note on Approximate Nash Equilibria -- Ranking Sports Teams and the Inverse Equal Paths Problem -- Price of Anarchy for Polynomial Wardrop Games -- Wardrop Equilibria and Price of Stability for Bottleneck Games with Splittable Traffic -- A Worm Propagation Model Based on People's Email Acquaintance Profiles -- Mixed Strategies in Combinatorial Agency -- The Sound of Silence: Mining Implicit Feedbacks to Compute Reputation -- Strongly Polynomial-Time Truthful Mechanisms in One Shot -- Secretary Problems with Competing Employers.
