Game Theory
0. Organizational Matters

Bernhard Nebel and Robert Mattmüller
Summer semester 2017
About the Course
People

Lecturers

Prof. Dr. Bernhard Nebel
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Dr. Robert Mattmüller
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People

Exercises

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Grigoris Mouratidis
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# Time & Place

<table>
<thead>
<tr>
<th>Lectures</th>
<th>Exercises</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>time:</strong> Monday 16:15-17:00, Wednesday 14:15-16:00</td>
<td><strong>time:</strong> Monday 17:15-18:00</td>
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<tr>
<td><strong>place:</strong> building 101, seminar room 01-016</td>
<td><strong>place:</strong> building 101, seminar room 01-016</td>
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<tr>
<td><strong>alternative time with more seats:</strong> Monday 18:15-19:00, Wednesday 14:15-16:00, building 101, 00-036</td>
<td><strong>perhaps alternative time or place</strong></td>
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<td><strong>alternative place:</strong> Monday: Kinohörsaal, Wednesday: 00-036</td>
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Website

Course website

http://gki.informatik.uni-freiburg.de/teaching/ss17/gametheory/

- **main page**: course description
- **lecture page**: slides, lecture notes
- **exercise page**: assignments, software
Teaching Materials: Books

- **Osborne & Rubinstein.**
  *A Course in Game Theory.*
  Main source for the first half of this course. Quite formal.

- **Osborne.**
  *An Introduction to Game Theory.*
  Similar content as Osborne & Rubinstein, but less formal.

- **Nisan, Roughgarden, Tardos, & Vazirani.**
  *Algorithmic Game Theory.*
  Main source for the second half of this course.
Teaching Materials: Lecture Notes and Slides

- lecture notes in English and German:
  - de: http://gki.informatik.uni-freiburg.de/teaching/ss17/gametheory/gametheory_de.pdf

  (PDFs updated regularly)

- open \LaTeX sources (read-only):
  https://gkigit.informatik.uni-freiburg.de/teaching.gametheory/gametheory-lecturenotes/tree/master

  You may use and modify them. If you improve them, we are happy to include and acknowledge your contributions.

- slides available on course website

- additional resources: literature list on course website + ask us!
Rules
Target Audience

Students of Computer Science:
- Master of Science, any year
- Bachelor of Science, ~3rd year

Other students:
- advanced study period (~4th year)
Prerequisites

Course prerequisites:

- no required prerequisites
- some familiarity with mathematical notation and theoretical computer science is helpful, familiarity with Python 3 is assumed for the exercises.
Credit Points & Exam

- 6 ECTS points
- special lecture in specialization field Cognitive Technical Systems
- oral exam of about 30 minutes for B.Sc. students
- written or oral exam for M.Sc. students (likely written)
Exercises

Successful participation (50% of points) prerequisite for exam admission.

Written assignments:

- handed out once a week
- due one week later, before the lecture
- discussed in the next exercise session
- may be solved in groups of two students ($2 \neq 3$)
- 8 points per exercise sheet
Didactic web-based experiments in game theory:

- See http://gametheory.tau.ac.il/.
- Course number and class password will be sent by email.
- Experiments conducted intermittently (three to five times throughout course).
- About one week time to complete.
- Discussed in the next exercise session.
- Must be solved alone (not in groups).
- 4 points per set of experiments.
Admission to Exam

- points can be earned for “reasonable” solutions to exercises and for participation in web-based experiments.
- at least 50% of points prerequisite for admission to final exam.
What is plagiarism?

- passing off solutions as your own that are not based on your ideas (work of other students, Internet, books, ...)
- http://en.wikipedia.org/wiki/Plagiarism is a good intro

**Consequence:** no admission to the final exam.

- We may (!) be generous on first offense.
- Don’t tell us “We did the work together.”
- Don’t tell us “I did not know this was not allowed.”