

Game Theory

0. Organizational Matters

Albert-Ludwigs-Universität Freiburg



**UNI
FREIBURG**

Bernhard Nebel and Robert Mattmüller

Summer semester 2017



About the Course

Lecturers

Prof. Dr. Bernhard Nebel

- **email:** `nebel@informatik.uni-freiburg.de`
- **office:** room 052-00-029

Dr. Robert Mattmüller

- **email:** `mattmuel@informatik.uni-freiburg.de`
- **office:** room 052-00-030

Exercises

Tim Schulte

- **email:** `schultet@informatik.uni-freiburg.de`
- **office:** room 052-00-044

Grigoris Mouratidis

- **email:** `Grmouras@hotmail.com`

Lectures

- **time:** Monday 16:15-17:00, Wednesday 14:15-16:00
- **place:** building 101, seminar room 01-016
- **alternative time with more seats:** Monday 18:15-19:00, Wednesday 14:15-16:00, building 101, 00-036
- **alternative place:** Monday: Kinohörsaal, Wednesday: 00-036.

Exercises

- **time:** Monday 17:15-18:00
- **place:** building 101, seminar room 01-016
- perhaps alternative time or place

Course website

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

- [main page](#): course description
- [lecture page](#): slides, lecture notes
- [exercise page](#): assignments, software



- 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



- lecture notes in English and German:

- en: http://gki.informatik.uni-freiburg.de/teaching/ss17/gametheory/gametheory_en.pdf
- de: http://gki.informatik.uni-freiburg.de/teaching/ss17/gametheory/gametheory_de.pdf

(PDFs updated regularly)

- open $\text{\LaTeX}$ 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



Students of Computer Science:

- Master of Science, any year
- Bachelor of Science, ~3rd year

Other students:

- advanced study period (~4th year)



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.



- 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)

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



- 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."