CSC 687/597: Auctions, Games and the Internet

This is a course in Game Theory with possible applications to problems in Computer Science and the context of the Internet. For the most part we will follow the text *A Course in Game Theory* by Martin J. Osborne and Ariel Rubinstein but will explore topics according to the students' interests. These interests might be,

1. Application of game theory to distributed algorithms, where the processors are given incentives to "play fairly"

2. An exploration of auctions with a survey of current practices on the Interent

3. The computational complexity of cheating

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Section H: MWF 3:35-4:25
Room: Memorial 300
Professor: Dr. Burton Rosenberg
For more information: http://www.cs.miami.edu/~burt/learning/Csc597.052/
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