Introduction to Game Theory

Preliminary schedule for Monday May 24, 13:15-17

1. Eric Sjöberg — Cooperation Under the Shadow of the Future
2. Axel Bernergård — Evolution and Cooperation in Noisy Repeated games
3. Rasmus Bokrantz — Nash Equilibrium Selection by Convention
4. Alberto Vesperoni — Is Language a Game?
5. Jonas Westin — Evolutionary Stability of Prospect -Theory Preferences
6. Mårten Marcus — Large Robust Games
7. Anders Möller — Potential Games
8. Ali Hamdi — Evolutionary Stability of Portfolio Rules in Incomplete Markets
9. Mikael Fallgren — Fairness vs. efficiency: Comparison of game theoretic criteria for OFDMA scheduling / Subcarrier and Power Allocation in Uplink OFDMA Systems Based on Game Theory / Power Allocation Based on Power Efficiency in Uplink OFDMA Systems: A Game Theoretic Approach"

Each participant is asked to prepare a **10 minutes presentation** of his own essay, and a **5 minutes discussion** of the preceding essay. (Speaker 2 thus discusses paper 1 etc. Speaker 1 discusses paper 9.) There will be a laptop and projector available for the presentations and discussions. All participants are asked to read all essays in advance and to pose questions and make suggestions during this session (if you wish to use the computer, please send your presentation/discussion to Anna Angermann by Monday 10 am.) All essays are available at the course web site (and hard-copies will be available at the beginning of the session).

After all of this, we will briefly discuss solutions to the last problem set.

Jorgen Weibull