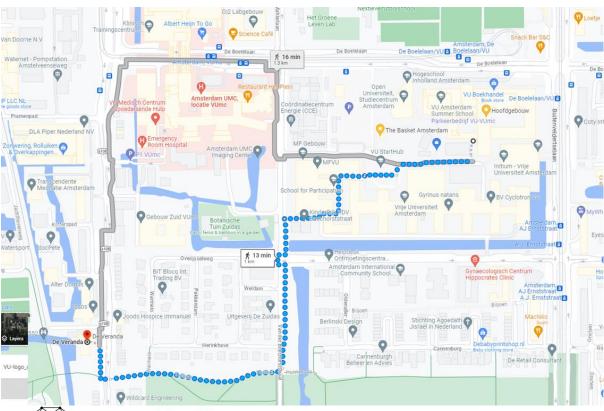


13th Day on Computational Game Theory

Thursday 15 June 2023: HG-12A00

Time	Activity
13.00	Registration and coffee
13.30	Welcome
13.40	Keynote talk Neil Olver: Understanding equilibria in flow-over-time traffic models
14.25	Break
14.40	Lukas Graf: Side-Constrained Dynamic Traffic Equilibria
	Wouter Fokkema: The Price of Anarchy for Matroid Congestion Games
	Svenja M. Griesbach: Information Design for Congestion Games with Unknown Demand
15.40	Break and group photo
16.15	Pieter Kleer: Optimal Stopping Theory for a Distributionally Robust Seller
	Elias Pitschmann: Prophet Inequalities over Time
	Anh Trieu: Matching maximizing mechanism in a two-sided auction setting
17.15	Break
17.30	Katharina Eickhoff: Walrasian Prices – Computation and Properties
	Niklas Rieken: Selling a Base of a Matroid
	Artem Tsikiridis: Fractional Budget-feasible Mechanism Design
18.30	End of program
19.00	Dinner at De Veranda

Dinner will be served at De Veranda, located at Amstelveenseweg 764, at 13 minutes walking:











13th Day on Computational Game Theory

Friday 16 June 2023: HG-02A00

Time	Activity
08.30	Coffee
09.00	Keynote talk Edith Elkind: Mind the gap: fair division with separation constraints
09.45	Break
10.00	Hannaneh Akrami: Breaking the 3/4 Barrier for Approximate Maximin Share Javier Cembrano: Improved Bounds for Single-Nomination Impartial Selection Konstantinos Varsos: Forward Looking Best-Response Multiplicative Weights Update Methods for Bilinear Zero-sum Games
11.00	Break
11.15	Gabriele Dragotto: Integer Programming Games: Do We Really Need Them? Maximilian Stahlberg: Complexity of equilibria in binary public goods games on undirected graphs Koosha Samieefar: The Computational Complexity of Mixed Constrained Equilibria and Applications.
12.30	Lunch at The Basket
13.45	Niklas Hahn: Online TSP with Predictions on Locations Golnoosh Shahkarami: A Novel Prediction Setup for Online Speed-Scaling Sophie Rain: Game Theory for Automated Verification of Protocols
14.45	Closing

Lunch will be served at The Basket, at 2 minutes walking from the main building:

