COURSE DETAIL

ALGORITHMS, GAMES, AND THE INTERNET
Country Germany
Host Institution Technical University Berlin
Program(s) Technical University Berlin
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Mathematics Computer Science
UCEAP Course Number 127
UCEAP Course Suffix
UCEAP Official Title ALGORITHMS, GAMES, AND THE INTERNET
UCEAP Transcript Title ALGORITHMS & GAMES
UCEAP Quarter Units 8.50
UCEAP Semester Units 5.70

Course Description
This course addresses theoretical problems at the interface of game theory and computer science, often inspired by internet applications such as sponsored search, crowdsourcing, and social computing platforms. Game theory studies strategic interactions of multiple agents in situations where the well-being of a single agent depends not only on the agent's own actions, but also on the actions of other agents. The course begins by discussing fundamental concepts from game theory and investigating algorithmic aspects of solution concepts. Then students analyze internet-inspired algorithmic problems from a game-theoretic perspective.

Language(s) of Instruction
English

Host Institution Course Number
04347 L 260

Host Institution Course Title
ALGORITHMS, GAMES, AND THE INTERNET

Host Institution Course Details

Host Institution Campus
FAKULTÄT IV ELEKTROTECHNIK UND INFORMATIK

Host Institution Faculty

Host Institution Degree

Host Institution Department
Softwaretechnik und Theoretische Informatik

Course Last Reviewed

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