Learning and bounded rationality
Networks
Information aggregation and transmission
Privacy and mechanism design
Large games
Algorithmic game theory
Congestion games and queues
Stochastic and dynamic games

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- G. ASHKENAZI-GOLAN, Tel Aviv University, IL
- Y. AZRIELI, Ohio State University, Columbus, OH, US
- P. BATTIGALLI, Università Bocconi, Milano, IT
- J. CORREA, Universidad de Chile, Santiago de Chile, CL
- B. DE KEIZZER, Centrum Wiskunde & Informatica, Amsterdam, NL
- J. ESCOBAR, Universidad de Chile, Santiago de Chile, CL
- J. FLESCH, Mastricht University, NL
- G. FOURNIER, Institute for Advanced Study in Toulouse, FR
- Y. HELLER, Bar-Ilan University, IL
- Z. HELLMAN, Bar Ilan University, IL
- J. HÖRNER, Yale University, New Haven, CT, US
- N. IMMOBILICA, Microsoft Research, Cambridge, MA, US
- R. JOHARI, Stanford University, CA, US

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- J. THIJSSEN, University of York, UK
- N. VIEILLE, HEC, Paris, FR
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POORUCE OF THE WORKSHOP

Many decision problems involve elements of uncertainty and of strategy. Most often the two elements cannot be easily disentangled. The aim of this workshop is to examine several aspects of the interaction between strategy and stochastics. Various game theoretic models will be presented, where stochastic elements are particularly relevant either in the formulation of the model itself or in the computation of its solutions. The attention will focus on theoretical results and their relevance with respect to other disciplines and on various applications in telecommunications, transportation science, operations management, algorithms.

The speakers will be scholars in different fields: stochastics, economics, operations research, computer science, mathematics, control engineering, etc.

APPLICATIONS

Persons wishing to attend the Workshop should apply by sending an e-mail to the Co-Director of the Workshop:
Professor Marco SCARSINI
Department of Economics and Finance – LUISS
Viale Romania 32 – 00197 Roma, Italy
E-mail: marco.scarsini@lui ss.it
Webpage of the workshop:
https://sites.google.com/site/ericegametheory2017
Closing Date for Applications: 15 April, 2017.

PLEASE NOTE

Participants must arrive on 5 May, not later than 6 p.m.

INTERNATIONAL SCHOOL OF MATHEMATICS «GUIDO STAMPACCHIA»

67th Workshop: STOCHASTIC METHODS IN GAME THEORY

ERICE-SICILY: 5 – 13 MAY 2017

Sponsored by the: • Italian Ministry of Education, University and Scientific Research • Sicilian Regional Government •

PROGRAMME AND LECTURERS

POETIC TOUCH

According to legend, Erice, son of Venus and Neptune, founded a small town on top of a mountain (750 metres above sea level) more than three thousand years ago. The founder of modern history – i.e. the recording of events in a methodic and chronological sequence as they really happened without reference to mythical causes – was the great Thucydides (~500 B.C.), writing about events connected with the conquest of Troy (1183 B.C.) said: «After the fall of Troy some Trojans on their escape from the Achaei arrived in Sicily by boat and as they settled near the border with the Sicantians all together they were named Elymi: their towns were Segesta and Erice.» This inspired Virgil to describe the arrival of the Trojan royal family in Erice and the burial of Anchise, by his son Enea, on the coast below Erice. Homer (~1000 B.C.), Theocritus (~300 B.C.), Polybius (~200 B.C.), Virgil (~50 B.C.), Horace (~20 B.C.), and others have celebrated this magnificent spot in Sicily in their poems. During seven centuries (XIII-XIX) the town of Erice was under the leadership of a local oligarchy, whose decision assured a long period of cultural development and economic prosperity which in turn gave rise to the many churches, monasteries and private palaces which you see today. In Erice you can admire the Castle of Venus, the Cyclopean Walls (~800 B.C.) and the Gothic Cathedral (~1300 A.D.). Erice is at present a mixture of ancient and medieval architecture. Other masterpieces of ancient civilization are to be found in the neighbourhood: at Motya (Phoenician), Segesta (Elymian), and Selinunte (Greek). On the Aeolian Islands – theatre of the decisive naval battle of the first Punic War (264-241 B.C.) – suggestive neolithic and paleolithic vestiges are still visible; the grotesque of Favignana, the carvings and murals of Levanzo. Splendid beaches are to be found at San Vito Lo Capo, Scopello, and Cornino, and a wild and rocky coast around Monte Cofano: all at less than one hour’s drive from Erice.

More information about the other activities of the “ETTORE MAJORANA” FOUNDATION AND CENTRE FOR SCIENTIFIC CULTURE can be found on the WWW at the following address:
http://www.evmoc.infn.it

J. RENAU T – M. SCARSINI – R. SMORODINSKY
DIRECTORS OF THE WORKSHOP

F. GIANNESI – M. THÉRA
DIRECTORS OF THE SCHOOL

A. ZICHICHI
PRESIDENT OF THE EMFSC