TARK 2003 – Tentative Program

• Friday, June 20:

- 9-10 NASSLLI tutorial: Games in informational form, Dov Monderer
- -10-10:30 break
- 10:30 12:10 4 talks

Rationalizability and Minimal Complexity in Dynamic Games, Andres Perea Iterated Backward Inference: An Algorithm for Proper Rationalizability, Oliver Schulte

Categorial Cognition: A Psychological Model of Categorization and Identification in Decision Making, Ronald G. Fryer and Matthew O. Jackson

Decision-theoretic entropy, Pierfrancesco La Mura

- 12:10 2 lunch break
- $-2-3:15\ 3\ talks$

Being polite is a handicap, Robert van Rooy

Towards a general theory of non-cooperative computation, R. McGrew, R. Porter, Y. Shoham

Incentive Compatible Multi Unit Combinatorical Auctions, Yair Bartal, Rica Gonen, Noam Nisan

- -3:15-4 break
- 4-5 NASSLLI tutorial: Algorithmic verification for epistemic logic, Ron von der Meyden
- 6-8 dinner
- 8:30-9:30 Invited talk: Michael Kearns (University of Pennsylvania) Structured Interaction in Game Theory

• Saturday, June 21:

- 9-10 Invited talk: Dov Monderer (Technion) Economic Efficiency versus Communication Complexity
- -10-10:30 break

- 10:30 11:45 3 talks
 - The semantics of preference-based belief operators, Geir B. Asheim, Ylva Sovik Knowledge in Quantum Systems, Ron van der Meyden and Manas Patra Probabilistic Algorithmic Knowledge, Joseph Y. Halpern, Riccardo Pucella
- 11:45 1:45 lunch break
- 1:45-2:45 Invited talk: Wolfgang Spohn (University of Konstanz)— Enumerative Induction
- -2:45-3:15 break
- -3:15-4:30 3 talks

Multi-Person Unawareness, Aviad Heifetz, Martin Meier, Burkhard C. Schipper Belief Liberation (and Retraction), Richard Booth, Samir Chopra, Aditya Ghose, Thomas Meyer

Iterated Abductions and Conditional Coherence, Horacio Arlo Costa

- -4:30-5 break
- 5-6: NASSLLI tutorial: Algorithmic verification for epistemic logic, Ron von der Meyden
- 8-9: Business meeting
- Sunday, June 22
 - 9-10 Invited talk: Steven Brams (NYU) Dynamic Models of Coalition Formation: Fallback Vs. Build-Up
 - -10-10:30 break
 - 10:30 11:45 3 talks

How many candidates are needed to make elections hard to manipulate? , Vincent $Conitzer,\ Jerome\ Lang,\ Tuomas\ Sandholm$

Pure Nash Equilibria: Hard and Easy Games, George Gottlob, Gianluigi Greco and Francesco Scarcello

Cooperation and Coordination in a Turn Taking Dilemma, Daniel B. Neill

- 11:45-12:30 rump session