

## NPTEL Video Lecture Topic List - Created by LinuXpert Systems, Chennai

NPTEL Video Course - Computer Science and Engineering - NOC:Introduction to Game Theory and Mechanism Design

Subject Co-ordinator - Prof. Swaprava Nath

Co-ordinating Institute - IIT - Bombay

Sub-Titles - Available / Unavailable | MP3 Audio Lectures - Available / Unavailable

- Lecture 1 - Introduction: Game Theory
- Lecture 2 - Introduction: Mechanism Design
- Lecture 3 - The game of chess
- Lecture 4 - Proof of the chess theorem
- Lecture 5 - Normal form games
- Lecture 6 - Dominance
- Lecture 7 - Nash equilibrium
- Lecture 8 - Maxmin strategies
- Lecture 9 - Elimination of dominated strategies
- Lecture 10 - Preservation of PSNE
- Lecture 11 - Matrix games
- Lecture 12 - Relation between Maxmin and PSNE in matrix
- Lecture 13 - Mixed strategies
- Lecture 14 - Mixed strategy Nash equilibrium (MSNE)
- Lecture 15 - Find MSNE
- Lecture 16 - MSNE characterization theorem proof
- Lecture 17 - Algorithm to find MSNE
- Lecture 18 - Correlated equilibrium (CE)
- Lecture 19 - Computing correlated equilibrium
- Lecture 20 - Extensive form games
- Lecture 21 - Subgame perfection
- Lecture 22 - Limitations of SPNE
- Lecture 23 - Imperfect Information Extensive Form Games (IIEFG)
- Lecture 24 - Strategies in IIEFGs
- Lecture 25 - Equivalence of Strategies in IIEFGs
- Lecture 26 - Perfect Recall
- Lecture 27 - Equilibrium in IIEFG
- Lecture 28 - Game Theory in Practice: P2P file sharing
- Lecture 29 - Bayesian Games

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- Lecture 30 - Strategy, Utility in Bayesian Games
- Lecture 31 - Equilibrium in Bayesian Games
- Lecture 32 - Examples of Bayesian Equilibrium
- Lecture 33 - Introduction to Mechanism Design
- Lecture 34 - Revelation Principle
- Lecture 35 - Introduction to Arrow's Impossibility Result
- Lecture 36 - Proof of Arrow's Result
- Lecture 37 - Introduction to the Social Choice Setup
- Lecture 38 - Introduction to Gibbard-Satterthwaite Theorem
- Lecture 39 - Proof of Gibbard-Satterthwaite Theorem
- Lecture 40 - Domain Restriction
- Lecture 41 - Median Voting Rule
- Lecture 42 - Median Voter Theorem - Part 1
- Lecture 43 - Median Voter Theorem - Part 2
- Lecture 44 - The Task Sharing Domain
- Lecture 45 - The Uniform Rule
- Lecture 46 - Mechanism Design with Transfers
- Lecture 47 - Examples of Quasi-linear Preferences
- Lecture 48 - Pareto Optimality and Groves Payments
- Lecture 49 - Introduction to VCG Mechanism
- Lecture 50 - VCG in Combinatorial Allocations
- Lecture 51 - Applications to Internet Advertising
- Lecture 52 - Slot Allocation and Payments in Position
- Lecture 53 - Pros and Cons of VCG Mechanism
- Lecture 54 - Affine Maximizers
- Lecture 55 - Single Object Allocation
- Lecture 56 - Myerson's Lemma
- Lecture 57 - Illustration of Myerson's Lemma
- Lecture 58 - Optimal Mechanism Design
- Lecture 59 - Single Agent Optimal Mechanism Design
- Lecture 60 - Multiple Agent Optimal Mechanism Design
- Lecture 61 - Examples of Optimal Mechanisms
- Lecture 62 - Endnotes and Summary