

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

NPTEL Video Course - Computer Science and Engineering - NOC:Algorithmic Game Theory

Subject Co-ordinator - Prof. Palash Dey

Co-ordinating Institute - IIT - Kharagpur

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

- Lecture 1 - Introduction
- Lecture 2 - Assumptions of Game Theory
- Lecture 3 - Examples of Games
- Lecture 4 - Equilibrium Concepts
- Lecture 5 - Nash Equilibrium
- Lecture 6 - Indifference Principle
- Lecture 7 - Security of Players
- Lecture 8 - Minmax Theorem
- Lecture 9 - Implications of Minmax Theorem
- Lecture 10 - MSNEs of Matrix Games
- Lecture 11 - Iterative Eliminations of Dominated Strategies
- Lecture 12 - Iterative Eliminations of Dominated Strategies (Continued...)
- Lecture 13 - Braess's paradox
- Lecture 14 - Yao's Lemma and its applications
- Lecture 15 - Support Enumeration Algorithm
- Lecture 16 - Succinct game
- Lecture 17 - Potential Games
- Lecture 18 - Best Response Dynamics
- Lecture 19 - Fast Convergence of Best Response Dynamics
- Lecture 20 - Computing ϵ -PSNE for Network Congestion Games
- Lecture 21 - PSNE for Congestion Games
- Lecture 22 - PSNE for Symmetric Congestion Games
- Lecture 23 - Functional NP
- Lecture 24 - PPAD Class
- Lecture 25 - Sperner's Lemma
- Lecture 26 - Approximate MSNE Computation
- Lecture 27 - Correlated Equilibrium
- Lecture 28 - Coarse Correlated Equilibrium
- Lecture 29 - External Regret Framework

Get DIGIMAT For High-Speed Video Streaming of NPTEL and Educational Video Courses in LAN

<http://www.digimat.in>

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

- Lecture 30 - Multiplicative Weight Algorithm
- Lecture 31 - Multiplicative Weight Algorithm (Continued....)
- Lecture 32 - Swap Regret and Correlated Equilibrium
- Lecture 33 - Swap Regret to External Regret Reduction
- Lecture 34 - Braess's paradox and Pigou's Network
- Lecture 35 - PoA of Selfish Routing Game
- Lecture 36 - PoA of Selfish Load Balancing Game
- Lecture 37 - Bayesian Game
- Lecture 38 - BNE of First Price Auction
- Lecture 39 - Extensive Form Game
- Lecture 40 - Mechanism Design Introduction
- Lecture 41 - Implementation of Social Choice Functions
- Lecture 42 - Revelation Principle
- Lecture 43 - Properties of Social Choice Function
- Lecture 44 - Gibbard-Satterthwaite Theorem
- Lecture 45 - Quasilinear Environment
- Lecture 46 - Ex-Post Efficiency
- Lecture 47 - VCG Mechanism
- Lecture 48 - Example of VCG Mechanism
- Lecture 49 - Weighted VCG
- Lecture 50 - Affine Maximizer
- Lecture 51 - Recap of Topics Discussed so Far
- Lecture 52 - Single Parameter Domain
- Lecture 53 - DSIC in Single Parameter Domain
- Lecture 54 - Myerson's Lemma
- Lecture 55 - Sponsored Search Auction
- Lecture 56 - Intermediate Domain
- Lecture 57 - Algorithmic Mechanism Design
- Lecture 58 - Stable Matching
- Lecture 59 - Gale-Shapley Algorithm
- Lecture 60 - Properties of Stable Matching