

Table of Contents

A Classification of Weakly Acyclic Games	1
<i>Krzysztof R. Apt and Sunil Simon</i>	
Selfishness Level of Strategic Games	13
<i>Krzysztof R. Apt and Guido Schäfer</i>	
Mechanisms for Scheduling with Single-Bit Private Values	25
<i>Vincenzo Auletta, George Christodoulou, and Paolo Penna</i>	
The Complexity of Decision Problems about Nash Equilibria in Win-Lose Games	37
<i>Vittorio Bilò and Marios Mavronicolas</i>	
An Optimal Bound to Access the Core in TU-Games	49
<i>Sylvain Béal, Eric Rémila, and Philippe Solal</i>	
Convergence of Ordered Improvement Paths in Generalized Congestion Games	61
<i>K. Ruben Brokkelkamp and Mees J. de Vries</i>	
Basic Network Creation Games with Communication Interests	72
<i>Andreas Cord-Landwehr, Martina Hüllmann, Peter Kling, and Alexander Setzer</i>	
Common Knowledge and State-Dependent Equilibria	84
<i>Nuh Aygun Dalkiran, Moshe Hoffman, Ramamohan Paturi, Daniel Ricketts, and Andrea Vattani</i>	
Approximating the Minmax Value of Three-Player Games within a Constant is as Hard as Detecting Planted Cliques	96
<i>Kord Eickmeyer, Kristoffer Arnstfelt Hansen, and Elad Verbin</i>	
Approximate Well-Supported Nash Equilibria Below Two-Thirds	108
<i>John Fearnley, Paul W. Goldberg, Rahul Savani, and Troels Bjerre Sørensen</i>	
Mechanisms and Impossibilities for Truthful, Envy-Free Allocations	120
<i>Michal Feldman and John Lai</i>	
Capacitated Network Design Games	132
<i>Michal Feldman and Tom Ron</i>	

Decentralized Dynamics for Finite Opinion Games	144
<i>Diodato Ferraioli, Paul W. Goldberg, and Carmine Ventre</i>	
On the Hardness of Network Design for Bottleneck Routing Games	156
<i>Dimitris Fotakis, Alexis C. Kaporis, Thanasis Lianeas, and Paul G. Spirakis</i>	
Ad Auctions with Data	168
<i>Hu Fu, Patrick Jordan, Mohammad Mahdian, Uri Nadav, Inbal Talgam-Cohen, and Sergei Vassilvitskii</i>	
Commodity Auctions and Frugality Ratios	180
<i>Paul W. Goldberg and Antony McCabe</i>	
On the Communication Complexity of Approximate Nash Equilibria . . .	192
<i>Paul W. Goldberg and Arnoud Pastink</i>	
Congestion Games with Capacitated Resources	204
<i>Laurent Gourvès, Jérôme Monnot, Stefano Moretti, and Nguyen Kim Thang</i>	
Network Bargaining: Using Approximate Blocking Sets to Stabilize Unstable Instances	216
<i>Jochen Könemann, Kate Larson, and David Steiner</i>	
Uniform Price Auctions: Equilibria and Efficiency	227
<i>Evangelos Markakis and Orestis Telelis</i>	
Minimizing Expectation Plus Variance	239
<i>Marios Mavronicolas and Burkhard Monien</i>	
A Theoretical Examination of Practical Game Playing: Lookahead Search	251
<i>Vahab Mirrokni, Nithum Thain, and Adrian Vetta</i>	
Author Index	263