

Table of Contents

Matching Theory

Social Welfare in One-Sided Matchings: Random Priority and Beyond .. 1
Aris Filos-Ratsikas, Søren Kristoffer Stiil Frederiksen, and Jie Zhang

Efficiency of Truthful and Symmetric Mechanisms in One-Sided Matching .. 13
Marek Adamczyk, Piotr Sankowski, and Qiang Zhang

Stable Marriage with General Preferences (Extended Abstract) .. 25
Linda Farczadi, Konstantinos Georgiou, and Jochen Könemann

Game Dynamics

The Convergence Time for Selfish Bin Packing .. 37
György Dósa and Leah Epstein

Short Sequences of Improvement Moves Lead to Approximate Equilibria in Constraint Satisfaction Games .. 49
Ioannis Caragiannis, Angelo Fanelli, and Nick Gravin

Paths to Stable Allocations .. 61
Ágnes Cseh and Martin Skutella

Self-stabilizing Uncoupled Dynamics .. 74
Aaron D. Jaggard, Neil Lutz, Michael Schapira, and Rebecca N. Wright

Games of Coordination

Profit Sharing with Thresholds and Non-monotone Player Utilities .. 86
Elliot Anshelevich and John Postl

Shared Resource Management via Reward Schemes .. 98
Shahar Dobzinski and Amir Ronen

Budget-Restricted Utility Games with Ordered Strategic Decisions .. 110
Maximilian Drees, Sören Riechers, and Alexander Skopalik

Networks/Social Choice

Influence Maximization in Switching-Selection Threshold Models 122
Dimitris Fotakis, Thodoris Lykouris, Evangelos Markakis, and Svetlana Obratzsova

Network Cost-Sharing without Anonymity 134
Tim Roughgarden and Okke Schrijvers

Recognizing 1-Euclidean Preferences: An Alternative Approach 146
Edith Elkind and Piotr Faliszewski

Markets and Auctions

Clearing Markets via Bundles 158
Michal Feldman and Brendan Lucier

Walrasian Equilibrium with Few Buyers 170
Reshef Meir and Moshe Tennenholtz

Multimarket Oligopolies with Restricted Market Access 182
Tobias Harks and Max Klimm

Value of Targeting 194
Kshipra Bhawalkar, Patrick Hummel, and Sergei Vassilvitskii

Price of Anarchy

Welfare Guarantees for Proportional Allocations 206
Ioannis Caragiannis and Alexandros A. Voudouris

Strong Price of Anarchy, Utility Games and Coalitional Dynamics 218
Yoram Bachrach, Vasilis Syrgkanis, Éva Tardos, and Milan Vojnović

Computational Aspects of Games

The Complexity of Approximating a Trembling Hand Perfect
 Equilibrium of a Multi-player Game in Strategic Form 231
*Kousha Etessami, Kristoffer Arnsfelt Hansen,
 Peter Bro Miltersen, and Troels Bjerre Sørensen*

Approximate Well-Supported Nash Equilibria in Symmetric Bimatrix
 Games 244
Artur Czumaj, Michail Fasoulakis, and Marcin Jurdzinski

Mechanism Design and Auctions

Mechanisms for Hiring a Matroid Base without Money	255
<i>Emmanouil Pountourakis and Guido Schäfer</i>	
Prediction and Welfare in Ad Auctions	267
<i>Mukund Sundararajan and Inbal Talgam-Cohen</i>	
On the Impossibility of Black-Box Transformations in Mechanism Design	279
<i>Rafael Pass and Karn Seth</i>	

Abstracts and Brief Announcements

Designing Matching Mechanisms under Constraints: An Approach from Discrete Convex Analysis (Extended Abstract)	291
<i>Fuhito Kojima, Akihisa Tamura, and Makoto Yokoo</i>	
Monotonicity, Revenue Equivalence and Budgets	292
<i>Ahuva Mu'alem</i>	
The Price of Spite in Spot-Checking Games (Brief Announcement)	293
<i>Guillaume Sagnol, Ralf Borndörfer, Thomas Schlechte, and Elmar Swarat</i>	
Brief Announcement: A Model for Multilevel Network Games	294
<i>Sebastian Abshoff, Andreas Cord-Landwehr, Daniel Jung, and Alexander Skopalik</i>	
Complexity of Optimal Lobbying in Threshold Aggregation (Brief Announcement)	295
<i>Ilan Nehama</i>	
Author Index	297