

Contents

Computational Aspects of Games

Logarithmic Query Complexity for Approximate Nash Computation in Large Games	3
<i>Paul W. Goldberg, Francisco J. Marmolejo Cossío, and Zhiwei Steven Wu</i>	
Lipschitz Continuity and Approximate Equilibria	15
<i>Argyrios Deligkas, John Fearnley, and Paul Spirakis</i>	
The Parallel Complexity of Coloring Games.	27
<i>Guillaume Ducoffe</i>	
Complexity and Optimality of the Best Response Algorithm in Random Potential Games	40
<i>Stéphane Durand and Bruno Gaujal</i>	
Deciding Maxmin Reachability in Half-Blind Stochastic Games	52
<i>Edon Kelmendi and Hugo Gimbert</i>	
The Big Match in Small Space (Extended Abstract)	64
<i>Kristoffer Arnsfelt Hansen, Rasmus Ibsen-Jensen, and Michal Koucký</i>	
History-Independent Distributed Multi-agent Learning	77
<i>Amos Fiat, Yishay Mansour, and Mariano Schain</i>	

Congestion Games and Networks

On the Robustness of the Approximate Price of Anarchy in Generalized Congestion Games	93
<i>Vittorio Bilò</i>	
Efficiency of Equilibria in Uniform Matroid Congestion Games	105
<i>Jasper de Jong, Max Klimm, and Marc Uetz</i>	
On the Price of Anarchy of Highly Congested Nonatomic Network Games . . .	117
<i>Riccardo Colini-Baldeschi, Roberto Cominetti, and Marco Scarsini</i>	
The Impact of Worst-Case Deviations in Non-Atomic Network Routing Games.	129
<i>Pieter Kleer and Guido Schäfer</i>	

On Selfish Creation of Robust Networks	141
<i>Ankit Chauhan, Pascal Lenzner, Anna Melnichenko, and Martin Münn</i>	
Dynamic Resource Allocation Games	153
<i>Guy Avni, Thomas A. Henzinger, and Orna Kupferman</i>	

Matching and Voting

Analyzing Power in Weighted Voting Games with Super-Increasing Weights	169
<i>Yoram Bachrach, Yuval Filmus, Joel Oren, and Yair Zick</i>	
Strong and Weak Acyclicity in Iterative Voting	182
<i>Reshef Meir</i>	
Stable Matching with Uncertain Linear Preferences	195
<i>Haris Aziz, Péter Biró, Serge Gaspers, Ronald de Haan, Nicholas Mattei, and Baharak Rastegari</i>	
The Stable Roommates Problem with Short Lists	207
<i>Ágnes Cseh, Robert W. Irving, and David F. Manlove</i>	
The Price of Stability of Simple Symmetric Fractional Hedonic Games	220
<i>Christos Kaklamanis, Panagiotis Kanellopoulos, and Konstantinos Papaioannou</i>	

Auctions and Markets

Truthfulness and Approximation with Value-Maximizing Bidders	235
<i>Salman Fadaei and Martin Bichler</i>	
Envy-Free Revenue Approximation for Asymmetric Buyers with Budgets	247
<i>Evangelos Markakis and Orestis Telelis</i>	
SBBA: A Strongly-Budget-Balanced Double-Auction Mechanism	260
<i>Erel Segal-Halevi, Avinatan Hassidim, and Yonatan Aumann</i>	
Revenue Maximization for Market Intermediation with Correlated Priors	273
<i>Matthias Gerstgrasser, Paul W. Goldberg, and Elias Koutsoupias</i>	

Mechanism Design

Bribeproof Mechanisms for Two-Values Domains	289
<i>Matúš Mihalák, Paolo Penna, and Peter Widmayer</i>	
The Anarchy of Scheduling Without Money	302
<i>Yiannis Giannakopoulos, Elias Koutsoupias, and Maria Kyropoulou</i>	

An Almost Ideal Coordination Mechanism for Unrelated Machine Scheduling	315
<i>Ioannis Caragiannis and Angelo Fanelli</i>	
Designing Cost-Sharing Methods for Bayesian Games	327
<i>George Christodoulou, Stefano Leonardi, and Alkmini Sgouritsa</i>	

Abstracts

Essential μ -Compatible Subgames for Obtaining a von Neumann-Morgenstern Stable Set in an Assignment Game	343
<i>Keisuke Bando and Yakuma Furusawa</i>	
Repeated Multimarket Contact with Observation Errors	344
<i>Atsushi Iwasaki, Tadashi Sekiguchi, Shun Yamamoto, and Makoto Yokoo</i>	
Author Index	347