

Monday, July 21					
9:15-10:00	Aumann: Rule Rationality Versus Act Rationality				
10:15-10:40	25 Herreiner: Envy as a Secondary Criterion of Fairness	93 Zapechelnyuk: Bargaining with a Ruler: Solution Implementation via Generalized Auction	43 Krishna: Absence of Commitment in Principal-Agent Games	30 Inarra: The Supercore for Normal Form Games	63 Ozkal-Sanver: Nash Implementation via Hyperfunctions
10:50-11:15		8 Berger: A General Model of Best Response Adaptation	65 Pelosse: Anonymous Competitive Contracts	79 Sekiguchi: Repeated Games with Observation Costs	73 Sanver: Almost all Social Choice Correspondences are Subject to the Gibbard-Satterthwaite Theorem
11:30-12:15	Turocy: The Gambit System for Computing in Finite Games				
<i>Lunch break</i>					
2:00-2:45	Shelton: Compact Structured Game Representations				
3:00-3:25	89 Watanabe: Asymptotic Properties of the Shapley Value of Patent Licensing Games	13 Catilina: Absent-Minded Driver's Paradox: An Experiment	7 Bergantiños: The Consistent Coalitional Value	80 Sengupta: Sealed Bid Second Price Auctions with Discrete Bidding	
3:35-4:00	67 Poulsen: Evolution of Preferences in a Simple Game of Life	2 Apestegui: Blowing the Whistle	29 Imhof: Stable Sequences of Political Coalitions	14 Chakraborty: Seller Cheap Talk in Common Value Auctions	
4:15-5:00	de Farias: Learning and Teaching in Repeated Games: A Machine Learning Approach to Long-Term Best-Response Play				

Tuesday, July 22

9:15-10:00	McLennan: Polyhedral Homotopy Computation of Extensive Form Nash Equilibrium Paths				
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10:50-11:15	23 Gorodeisky: Evolutionary Stability for Large Populations and Backward Induction	100 Marino: Continuous Versus Discrete Market Game	102 Orzach: Private Information and Nonbinding Arbitration: A Proposal for Reducing the Costs of Litigation	69 Ray: Observable Implications of Nash and Subgame-Perfect Behavior in Extensive Games	88 Wako: Two Examples in a Market with Two Types of Indivisible Good
11:30-12:15	Lehrer: No-Regret, Approachability and Excludability with Bounded Computational Capability				
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2:00-2:45	Zamir: On the Existence of Pure Strategy Monotone Equilibria in Asymmetric First-Price Auctions				
3:00-3:25	60 Neill: Cooperation and Coordination in the Turn-Taking Dilemma	10 Brams: Voter Sovereignty and Election Outcomes	31 Izmalkov: Multi-unit Open Ascending Price Efficient Auction	41 Koessler: Communication Equilibria with Partially Verifiable Types	75 Savani: Long Lemke-Howson Paths
3:35-4:00	9 Berger: Fictitious Play in 2xn Games	27 Hortala-Vallve: Qualitative Voting	84 Vidal-Puga: Forming Societies and the Shapley NTU Value	103 Shmaya: Two Player Non Zero-sum Stopping Games in Discrete Time	50 Luo: A Unified Approach to Information, Knowledge, and Stability
4:15-5:00	Canty: Computing Equilibrium Strategies for Timely Detection				

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9:15-10:00	Roughgarden: Selfish Routing and the Price of Anarchy				
10:15-10:40	87 von Stengel: Computationally Efficient Coordination in Game Trees	53 Mathews: Non-Binding Sequential Exchange Between Discounting Agents	72 Sanchez Sanchez: Decomposition Principle in Cost Games	62 Nieva: Enforcers and Induced Empty Core Games Derived From Any TU 2-Person Game: Ineffective Implementation or Not Agreed Upon Institutions?	98 Stamatopoulos: Innovation and Licensing in Models of Product Differentiation
10:50-11:15	85 Viossat: Properties of Dual Reduction	11 Breitmoser: Long-Term Equilibria of Repeated Consistently Competitive Games	78 Schlag: On the Value of Randomizing and Limiting Memory in Repeated Decision-Making Under Minimal Regret	97 Eguiazarova: Comparative Statics for the Private Provision of Public Goods	105 Sen: General Licensing Schemes for a Cost-Reducing Innovation
11:30-12:15	Gossner: Costly Communication in Repeated Interactions				
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2:00-2:45	Neyman: Kolmogorov Strategy Complexity				
3:00-3:25	16 Dragan: The Least Square Values and the Shapley Value	17 Dreisigmeyer: Discretizing Evolutionary Games	55 Mazalov: Location Game on the Plane	96 Polowczuk: On Two-Point Nash Equilibrium in Concave Bimatrix Games	95 Jaskiewicz: On the Equivalence of Two Expected Average Reward Criteria for Zero-Sum Semi-Markov Games
3:35-4:00	59 Napel: Power Measurement as Sensitivity Analysis - A Unified Approach	6 Belsky: Optimization Using Weighted Fictitious Play	32 Ju: A Compensation Rule for Project-Allocation Games	45 Kvassov: Non-Zero-Sum Blotto Games	91 Wiese: On the Application of an Outside-Option Value to the Gloves Game
4:15-5:00	Kalai: Large Robust Games				

Thursday, July 24

9:15-10:00	Simon: A Topological Approach to Quitting Games				
10:15-10:40	22 González Díaz: From Set-Valued Solutions to Single-Valued Solutions: the Centroid	74 Sarangi: The Role of Trust in Costly Network Formation	40 Kóczy: The Minimal Dominant Set is a Non-Empty Core-Extension	19 Haimanko: On Continuity of the Equilibrium and Core Correspondences in Economies with Differential Information	107 Birulin: Public Goods with Congestion: A Mechanism Design Approach
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11:30-12:15	Sudderth: Borel Stay-in-a-Set Games				
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4:15-5:00	Hart: Adaptive Heuristics: A Little Rationality Goes a Long Way				

Friday, July 25

9:15-10:00	Rosenberg: The MaxMin Value of Stochastic Games with Imperfect Monitoring				
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11:30-12:15	Schmeidler: Beliefs and Tastes in Context				
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2:00-2:45	Samet: One Observation Behind Two Puzzles				
End of Conference					