



**Workshop**

Game Theory  
and applications  
in Computer  
Science and  
Economics

@Ashoka  
University, Sonapat  
October 5-6, 2018

Chairs,  
Bhaskar Dutta, Dept. of  
Economics  
Ravi Kothari, Dept of  
Computer Science

For more information and  
registration contact,  
Anisha Arya  
([anisha.arya@ashoka.edu.in](mailto:anisha.arya@ashoka.edu.in))

# Workshop Program

## October 5, 2018

[11:00 – 11:15] Welcome and Introductory Remarks

[11:15 – 12:15] Swaprava Nath, IIT Kanpur

- Truthful peer grading with limited effort from teaching staff

[12:15-13:15] Palash Dey, IIT Kharagpur

- Eliciting preferences - Dual use of computational complexity

[13:15-14:30] Lunch

[14:30-15:30] Mallikarjuna Rao, IIT Mumbai

- Graph colouring and anti-coordination games

[15:30-16:30] Dinesh Garg, IBM Research

- Adversarial Approaches in Deep Learning

[16:30-17:00] Tea

[17:00-18:00] Bhaskar Dutta, Ashoka University

- A Game of Hide and Seek in Networks

[19:00 - ] Dinner

## October 6, 2018

[10:15 – 11:15] Arunava Sen, ISI Delhi

- When is checking a subset of incentive-compatibility constraints sufficient for strategy-proofness?

[11:15 – 12:15] Debasis Mishra, ISI Delhi

- Pareto efficient combinatorial auctions: dichotomous preferences without quasilinearity

[12:15-12:30] Tea

[12:30 – 13:30] Umang Bhaskar, TIFR

- Computation in Network Congestion Games

[13:30-14:30] Lunch

[14:30-15:30] Rajeev Tripathi, IIM Bangalore

- An analysis of cooperation under risk and externalities

[15:30-16:30] Ravi Kothari, Ashoka University

- Ants and a Flock of Birds: Making Decisions with locally available information and the Nash Equilibrium

[16:30 – 16:45] Concluding remarks