Distributed Optimization and Games (DOG)

Giovanni Neglia

Goal

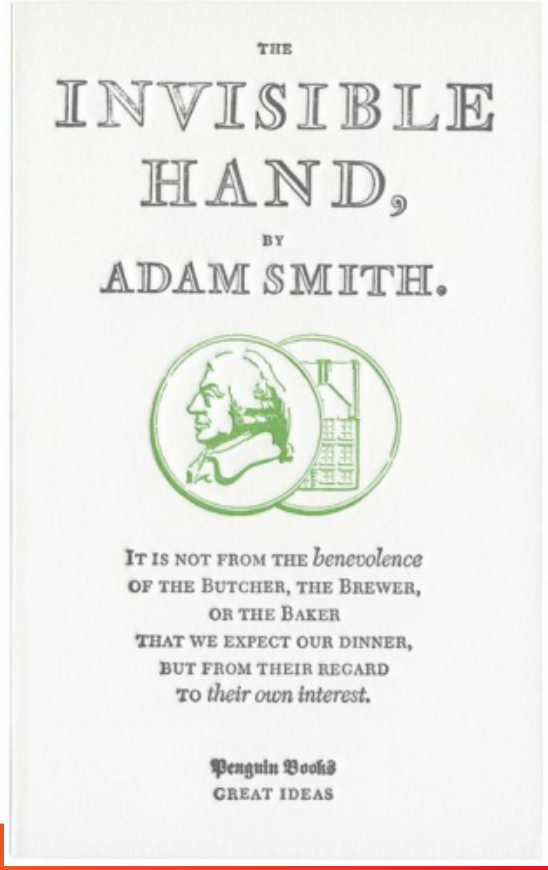
- Make you understand existing distributed algorithms in communication networks
- Provide you with some hints about how to engineer new distributed protocols

Goal

- Make you understand how local interactions among agents in a network have a global effect

Biology

Economy



Info

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Every lesson

- A short test (10-15 minutes) about the previous lesson
- Some specific examples/case studies
  - take-home lessons
  - Techniques/concepts to study similar problems

Resources

Books

- Kelly&Yudovina, Stochastic networks (available online)
- Straffin, Game theory and strategy
- …

Slides

Evaluation

- in-class closed-book tests, top 5 out of 6 marks will count for 10% of the final mark
- 3 homeworks (every 2 weeks), 30% of the final mark
- Final exam, 60% of the final mark