

# *Seminar Concept: Resource Buying Games*

*Christoph Welzel*

*November 16, 2016*

## *Introduction*

### *Preliminaries*

- Pure Nash equilibria
- Basic matroid theory

### *Matroid Games*

- Game definition
- Matroid game

### *Algorithm: PNE in Unweighted Matroid Games*

- Example (two interleaving spanning trees for two parties)
- Demonstrate algorithm on example
- Intuitive correctness

### *PNE in Weighted Matroid Games*

- Existence (maybe with proof?)
- Computation NP-hard

### *Non-Matroid Strategy Spaces*

- Construction of games without PNE (maybe graphically?)

### *Non-Decreasing Marginal Cost Functions*

### *The Price of Anarchy*