Algorithmic Game	Theory
CS 684 Fall 2005	

Project Proposal Due in class Wednesday, October 26, 2005

Submit a brief (1-2 paragraph) proposal for your final project by Wednesday October 26.

As a project you need to read and evaluate 1-2 papers that we did not cover in class. You may use one harder, or longer paper, or a couple shorter easier papers. If you are reading more papers, one of them may be a paper some parts of which we considered in class.

The final project should contain a summary of the problem and model considered in the paper(s), your critical evaluation of the problem (what you find interesting and why, and what you find unreasonable, or limiting, and why), summary of the result, and intuitive explanation and proof of why **some** of the results are true. For a longer paper, you do not need to understand all results in the paper. Rather, you should select a result, and understand it well enough that you can explain it in your own words.

To find papers you want to focus on, I suggest that you use the Web. If there is a result you liked in class, and want to know more about it, you may want to use Citeseer (http://citeseer.ist.psu.edu) or Google, to find other papers that reference this, and do some followup work. You may also ask for advice, especially if you plan on focusing on topics that we will only discuss later in the course.

As proposals please submit a possible paper (or papers) that you are considering, what aspect of the paper you find interesting, and plan to focus on. Proposals should be 1-2 paragraphs long. The goal of asking for the proposals is to get everyone started on thinking about the projects, and also to allow early feedback on the plans.

You may work in groups of 2 on the reading projects, but groups need to read correspondingly more papers.