Administrivia:

Topics: incentives and games. How bad are outcomes when participants are selfish. What happens when all participants try to learn what are good ways to interact. My favorite applications:
• Traffic routing
• Sharing
• Matching
• etc

Resources and expectations:
• Scribe notes
• TAs: Shawn Ong and Chido Onyeze
• More info https://www.cs.cornell.edu/courses/cs6840/2024fa/ including OH (subject to change)
• Prerequisites: 4820 basic knowledge of graphs/flows/algorithms. And proofs.
• Course is overfull: please drop now if you are not interested

time to get accross
x = amount of traffic