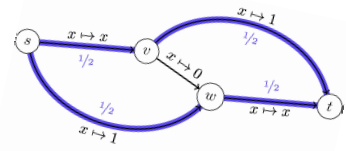
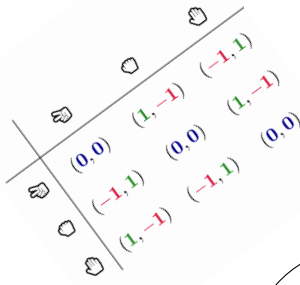


Computational Game Theory

winter semester 2026/27



Strategic Games

a model for game-like situations

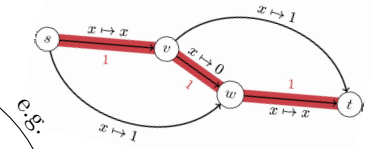
Question: What strategic choices will rational/selfish players make?

(Nash-)Equilibria

a situation where no player can improve by changing strategy

Congestion Games

players compete for resources with cost depending on load
e.g. cars in road networks



Question: What is the computational complexity of equilibria in this subclass?

Mechanism Design

design game to achieve certain desired outcomes

Questions: Auctions that incentivise truthful bidding?
Games that incentivise cooperation?

Who? Master students in Computational Mathematics, Informatik, AI Engineering
as well as students of Lehramt Gymnasium

When? Monday 12:15-13:45 and Tuesday 10:15-11:45 (lecture); Thursday 10:15-11:45 (exercise)

Where? IM, SR 008a and IM, SR 004 (lecture); IM, SR 033 (exercise)



A Game Theory Puzzle:

Once upon a time, there existed a kingdom wherein there existed many poisons which all had the following property: If one drinks any of those poisons, one dies within an hour. However, if during this hour one drinks another, stronger poison, one survives. Not all poisons were known, but it was known that there existed a strict order over all poisons and each poison belongs to one of two groups: Magical and medical.

One day, the King gave the master of medical poisons and the master of magical poisons the following task: “Within a week, bring me the strongest poison of your area you can find. Upon your return, each of you will first drink the other’s poison and then your own. Hence, whoever finds the strongest poison will survive, while the other will die. Do not try to cheat: If I find out about it, you both will be executed!”

A week later both returned with a flask in their hand. They proceeded to drink as ordered by the King. An hour later, *both* died.

Question: What happened?

What would your strategy be in the position of one of the masters?

This puzzle is taken from the paper “Cooking Poisons: Thinking Laterally with Game Theory” by Timothy Y. Chow, <https://arxiv.org/abs/2404.05053>

Spoiler-Warning: This paper not only provides the answer to this puzzle, but also a very nice introduction to several fundamental concepts of game theory (which we will also discuss in this lecture)

