

Preface

This volume contains the proceedings of the 9th International Symposium on Algorithmic Game Theory (SAGT), held in Liverpool, UK, in September 2016.

The program of SAGT 2016 consisted of 3 invited lectures and 28 presentations of refereed submissions. The invited speakers were Constantinos Daskalakis (MIT), Olivier Gossner (LSE and École Polytechnique), and Kurt Mehlhorn (Max-Planck-Institut für Informatik). After a careful reviewing process, the Program Committee selected 28 out of 62 submissions. To accommodate the publishing traditions of different fields, authors of accepted papers could ask that only a one-page abstract of the paper appears in the proceedings. Among the 28 accepted papers, the authors of two papers opted for publication as a one-page abstract. The accepted submissions cover various important aspects of algorithmic game theory such as computational aspects of games, congestion games and networks, matching and voting, auctions and markets, and mechanism design. This year, with financial support from Springer, we introduced a best paper award, which was given to “The Big Match in Small Space” by Hansen, Ibsen-Jensen, and Koucky.

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