



Algorithmic Game Theory and Graph Mining

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Deadline for manuscript
submissions:

closed (1 December 2022)

Message from the Guest Editors

This special issue solicits papers addressing original research on foundations, theory, development, analysis, and applications of algorithmic game theory and graph mining. Topics of interest include (non-exhaustive list):

- solution concepts in game theory
- efficiency of stable outcomes
- complexity classes in game theory
- algorithmic mechanism design
- coalitions, coordination, and collective action
- auction design and analysis
- economic paradigms
- cooperative and non-cooperative algorithmic game theory
- social choice and voting
- network games and graph-theoretic aspects of social networks
- supervised and unsupervised learning
- clustering, classification and link recommendation
- diffusion dynamics on networks
- analysis of time-evolving graphs





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Message from the Editor-in-Chief

Algorithms are the very core of Computer Science. The whole area has been considered from quite different perspectives, having led to the development of many sub-communities: Complexity theory (limitations), approximation or parameterized algorithms (types of problems), geometric algorithms (subject area), metaheuristics, algorithm engineering, medical imaging (applications), indicates the range of perspectives. Our journal welcomes submissions written from any of these perspectives, so that it may become a forum for exchange of ideas between the corresponding scientific subcommunities.

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