PRINCETON ACM / IEEE-CS CHAPTERS
MARCH 2010 JOINT MEETING

Using Large-Scale Computing to Find Equilibrium Solutions in Game Theory

John Nash

Equilibrium problems in game theory are very useful to the understanding of economics and many other technical fields. In this talk, we will get an introduction to some computational techniques using large scale computing and Mathematica to help us find solutions to equilibrium problems.

Dr. John F. Nash is a Senior Research Mathematician at Princeton University. Nash received the 1994 Nobel Prize in Economics for his work in equilibrium problems.

Date:	Thursday, March 18, 2010, 8:00 pm. (Refreshments and networking at 7:30 pm.)
Place:	Large Auditorium, Room CS 106 Computer Science Building, Princeton University Olden St. between William St. and Prospect Ave. +40.3502,–74.6522
Information:	Dennis Mancl (908) 582-7086, Jan Buzydlowski (610) 902-8343
On-line info:	**http://www.acm.org/chapters/princetonacm**

All ACM / IEEE-CS meetings are open to the public. Students and their parents are welcome. There is no admission charge, and refreshments are served.

A pre-meeting dinner with the speaker is held at 6:00 p.m. at Ruby Tuesday's Restaurant on Route 1. Please send email to **princetonacm@acm.org** in advance if you plan to attend the dinner.