

## WINE 2007 Accepted Regular Papers

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9 A Note on Equilibrium Pricing as Convex Optimization	Chen Lihua, Yinyu Ye and Jiawei Zhang
82 Bluffing and Strategic Reticence in Prediction Markets	Yiling Chen, Daniel Reeves, David Pennock, Robin D. Hanson, and Rica Gonen
75 Mechanism Design on Trust Networks	Arpita Ghosh, Mohammad Mahdian, Daniel Reeves, David Pennock and Ryan Fugger
74 Core Stability Of Vertex Cover Games	Qizhi FANG and Liang Kong
72 Weighted Boolean Formula Games	Marios Mavronicolas, Burkhard Monien and Klaus W. Wagner.
71 To be or not to be (served)	Yvonne Bleischwitz, Burkhard Monien and Florian Schoppmann
69 False-Name-Proof Mechanisms for Hiring a Team	Atsushi Iwasaki, David Kempe, Yasumasa Saito, Mahyar Salek and Makoto Yokoo
68 A Unified Approach to Congestion Games and Two-Sided Markets	Heiner Ackermann, Paul Goldberg, Vahab Mirrokni, Heiko Roeglin and Berthold Voecking
65 Information sharing communities	Gabrielle Demange
64 Equilibrium Analysis of Dynamic Bidding in Sponsored Search Auctions	Yevgeniy Vorobeychik
63 Stochastic Mechanism Design	Samuel Ieong, Anthony Man-Cho So and Mukund Sundararajan
60 The Stable Roommates Problem with Globally-Ranked Pairs	David Abraham, Ariel Levavi, David Manlove and Gregg O'Malley
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51 Stochastic Models for Budget Optimization in Search-Based Advertising	S Muthukrishnan, Martin Pal and Zoya Svitkina

50 Pari-mutuel Markets: Mechanisms and Performance	Mark Peters, Anthony Man-Cho So and Yinyu Ye
5 Competitive Safety Strategies in Position Auctions	Danny Kuminov and Moshe Tennenholtz
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30 Approximate Mechanisms for the Graphical TSP and other Graph Traversal Problems	Davide Bilò, Luca Forlizzi, Luciano Gualà and Guido Proietti
25 Maintaining Equilibria During Exploration in Sponsored Search Auctions	Jennifer Wortman, Yevgeniy Vorobeychik, Lihong Li and John Langford
24 A PSPACE-complete Sperner Triangle Game	Kyle Burke and Shang-Hua Teng
23 New Algorithms for Approximate Nash Equilibria in Bimatrix Games	Hartwig Bosse, Jaroslaw Byrka and Evangelos Markakis
19 Cost-Balancing Tolls for Atomic Network Congestion Games	Dimitris Fotakis and Paul Spirakis
18 Cooperative or Vindictive: Bidding Strategies in Sponsored Search Auction	Li Liang and Qi Qi
15 An Optimization Approach for Approximate Nash Equilibria	Haralampos Tsaknakis and Paul Spirakis