

## **Kinetic and mean-field game models of information propagation**

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The spread of 'information' in large systems of interacting agents is a topic of current interest which has been studied from a variety of perspectives: dynamics on networks and percolation, opinion formation, decentralized markets in financial economics, to name a few. In this talk we discuss some kinetic models of information propagation, and in particular, convergence to self-similar solutions. We also touch upon a mean-field game of optimal stopping, in which a collection of agents adopt strategies to maximally benefit themselves given the behavior of others. The broader perspective here is to analyze the role of particular forms of interaction laws in determining long-time behavior, neglecting the network geometry.