Computational Information Games, a mini-tutorial.
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This mini-tutorial will review recent results on the game theoretic approach to numerical analysis and algorithm design developed in http://epubs.siam.org/doi/abs/10.1137/15M1013894 and https://arxiv.org/abs/1703.10761 (with Clint Scovel) and describe their interplay/relation with Probabilistic Numerical Methods, Information Based Complexity and Numerical Analysis.