Monotonicity and Bayes-Nash implementation

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1. For one-dimensional type spaces, utilizing network theory yields a simple characterization of incentive compatible allocation rules with an easy proof. For multi-dimensional type spaces, it yields a not so simple characterization with a not so easy proof.
   (Chapters 2 and 3)

2. The characterization of Bayes-Nash incentive compatible allocation rules utilizes one network with an infinite number of nodes. The characterization of dominant strategy incentive compatible allocation rules on the other hand utilizes an infinite number of networks with a finite number of nodes.
   (Chapter 3)

3. In the considered multi-dimensional type space setting (see Theorems 3.2 and 3.3), all incentive compatible allocation rules satisfy revenue equivalence.
   (Chapter 3)

4. Finding practical applications for a theory can proof to be much harder than coming up with that theory in the first place. But as Kenneth Boulding puts it: "Theories without facts may be barren, but facts without theories are meaningless."
   (Chapter 4)

5. Game theory sounds much more playful than it actually is.

6. Positive results are great. Negative results at least provide closure. What really keeps you up at night is the resultless state of mathematical limbo.

7. Game theory is much more than just auctions. But if you have to explain to your parents what you are doing, it is really helpful to have an auction example at hand … and hand puppets.

8. Econometricians use computers to analyze decision making under uncertainty. I only used pen and paper.

9. "It is hoped that the results of this study stimulate further research in this field in the future." means "I quit."

10. Finally, an insightful statement about procrastination: *** coming soon ***

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