

A PRIMER IN GAME THEORY SOLUTIONS

A PRIMER IN GAME THEORY SOLUTIONS A PRIMER IN GAME THEORY SOLUTIONS UNDERSTANDING STRATEGIC DECISIONMAKING THIS BLOG POST SERVES AS AN INTRODUCTION TO GAME THEORY A POWERFUL MATHEMATICAL FRAMEWORK FOR ANALYZING STRATEGIC INTERACTIONS WELL EXPLORE ITS CORE CONCEPTS ESSENTIAL SOLUTION METHODS AND DELVE INTO REALWORLD APPLICATIONS HIGHLIGHTING CURRENT TRENDS AND ETHICAL CONSIDERATIONS GAME THEORY STRATEGIC DECISIONMAKING NASH EQUILIBRIUM PRISONERS DILEMMA PARETO EFFICIENCY EVOLUTIONARY GAME THEORY ETHICAL CONSIDERATIONS GAME THEORY PROVIDES A RIGOROUS APPROACH TO UNDERSTANDING HOW RATIONAL INDIVIDUALS MAKE DECISIONS WHEN THEIR OUTCOMES DEPEND ON THE ACTIONS OF OTHERS ITS A VERSATILE TOOL WITH APPLICATIONS ACROSS DIVERSE FIELDS FROM ECONOMICS AND POLITICS TO BIOLOGY AND COMPUTER SCIENCE THIS POST WILL INTRODUCE KEY CONCEPTS LIKE NASH EQUILIBRIUM ANALYZE THE COMPLEXITIES OF THE PRISONERS DILEMMA AND DISCUSS THE EVOLVING LANDSCAPE OF GAME THEORY WITH A FOCUS ON ETHICAL IMPLICATIONS 1

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 INCLUDE EXPLOITATION THE POTENTIAL FOR DOMINANT PLAYERS TO EXPLOIT WEAKER PLAYERS
 PARTICULARLY IN ASYMMETRICAL GAMES FAIRNESS THE DISTRIBUTION OF BENEFITS AND RISKS ACROSS
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DRAWING ON EXAMPLES FROM CURRENT ECONOMIC LITERATURE AND POLITICS THIS IS THE FIRST BOOK ON
GAME THEORY AT AN INTRODUCTORY BUT NOT ELEMENTARY LEVEL THE AUTHOR COVERS TOPICS OF GREAT
ACTUAL OR POTENTIAL USE IN ECONOMICS SUCH AS NONCOOPERATIVE GAMES INFINITELY REPEATED GAMES
FINITELY REPEATED GAMES TWO PERSON COOPERATIVE GAMES AND COOPERATIVE GAMES WITH AND WITHOUT
SIDE PAYMENTS THOROUGHLY REVISED THE NEW SECOND EDITION OF THIS AUTHORITATIVE BOOK INCLUDES
GREATLY EXPANDED COVERAGE OF EQUILIBRIUM REFINEMENTS AND THE FOLK THEOREM FOR REPEATED GAMES
AS WELL AS A NEW CHAPTER ON FINITE NONCOOPERATIVE GAMES

GAME THEORY IS A BRANCH OF MODERN APPLIED MATHEMATICS THAT AIMS TO ANALYSE VARIOUS PROBLEMS
OF CONFLICT BETWEEN PARTIES THAT HAVE OPPOSED SIMILAR OR SIMPLY DIFFERENT INTERESTS GAMES ARE
GROUPED INTO SEVERAL CLASSES ACCORDING TO SOME IMPORTANT FEATURES IN GAME THEORY 2ND EDITION
PETROSYAN AND ZENKEVICH CONSIDER ZERO SUM TWO PERSON GAMES STRATEGIC N PERSON GAMES IN
NORMAL FORM COOPERATIVE GAMES GAMES IN EXTENSIVE FORM WITH COMPLETE AND INCOMPLETE
INFORMATION DIFFERENTIAL PURSUIT GAMES AND DIFFERENTIAL COOPERATIVE AND NON COOPERATIVE N PERSON
GAMES THE 2ND EDITION UPDATES HEAVILY FROM THE 1ST EDITION PUBLISHED IN 1996

GAME THEORY IS A FASCINATING SUBJECT WE ALL KNOW MANY ENTERTAINING GAMES SUCH AS CHESS POKER
TIC TAC TOE BRIDGE BASEBALL COMPUTER GAMES THE LIST IS QUITE VARIED AND ALMOST ENDLESS IN
ADDITION THERE IS A VAST AREA OF ECONOMIC GAMES DISCUSSED IN MYERSON 1991 AND KREPS 1990
AND THE RELATED POLITICAL GAMES ORDESHOOK 1986 SHUBIK 1982 AND TAYLOR 1995 THE
COMPETITION BETWEEN FIRMS THE CONFLICT BETWEEN MANAGEMENT AND LABOR THE FIGHT TO GET BILLS
THROUGH CONGRESS THE POWER OF THE JUDICIARY WAR AND PEACE NEGOTIATIONS BETWEEN COUNTRIES
AND SO ON ALL PROVIDE EXAMPLES OF GAMES IN ACTION THERE ARE ALSO PSYCHOLOGICAL GAMES PLAYED

ON A PERSONAL LEVEL WHERE THE WEAPONS ARE WORDS AND THE PAYOFFS ARE GOOD OR BAD FEELINGS
BERNE 1964 THERE ARE BIOLOGICAL GAMES THE COMPETITION BETWEEN SPECIES WHERE NATURAL SELECTION
CAN BE MODELED AS A GAME PLAYED BETWEEN GENES SMITH 1982 THERE IS A CONNECTION BETWEEN GAME
THEORY AND THE MATHEMATICAL AREAS OF LOGIC AND COMPUTER SCIENCE ONE MAY VIEW THEORETICAL
STATISTICS AS A TWO PERSON GAME IN WHICH NATURE TAKES THE ROLE OF ONE OF THE PLAYERS AS IN
BLACKWELL AND GIRSHICK 1954 AND FERGUSON 1968 GAMES ARE CHARACTERIZED BY A NUMBER OF
PLAYERS OR DECISION MAKERS WHO INTERACT POSSIBLY THREATEN EACH OTHER AND FORM COALITIONS
TAKE ACTIONS UNDER UNCERTAIN CONDITIONS AND FINALLY RECEIVE SOME BENEFIT OR REWARD OR POSSIBLY
SOME PUNISHMENT OR MONETARY LOSS IN THIS TEXT WE PRESENT VARIOUS MATHEMATICAL MODELS OF
GAMES AND STUDY THE PHENOMENA THAT ARISE IN SOME CASES WE WILL BE ABLE TO SUGGEST WHAT
COURSES OF ACTION SHOULD BE TAKEN BY THE PLAYERS IN OTHERS WE HOPE SIMPLY TO BE ABLE TO
UNDERSTAND WHAT IS HAPPENING IN ORDER TO MAKE BETTER PREDICTIONS ABOUT THE FUTURE

GAME THEORY 5 QUESTIONS IS A COLLECTION OF SHORT INTERVIEWS BASED ON 5 QUESTIONS PRESENTED
TO SOME OF THE MOST INFLUENTIAL AND PROMINENT SCHOLARS IN THE FIELD WE HEAR THEIR VIEWS ON
GAME THEORY ITS AIM SCOPE USE THE FUTURE DIRECTION OF GAME THEORY AND HOW THEIR WORK FITS IN
THESE RESPECTS

WE LIVE IN A HIGHLY CONNECTED WORLD WITH MULTIPLE SELF INTERESTED AGENTS INTERACTING AND MYRIAD
OPPORTUNITIES FOR CONFLICT AND COOPERATION THE GOAL OF GAME THEORY IS TO UNDERSTAND THESE
OPPORTUNITIES THIS BOOK PRESENTS A RIGOROUS INTRODUCTION TO THE MATHEMATICS OF GAME THEORY
WITHOUT LOSING SIGHT OF THE JOY OF THE SUBJECT THIS IS DONE BY FOCUSING ON THEORETICAL
HIGHLIGHTS E G AT LEAST SIX NOBEL PRIZE WINNING RESULTS ARE DEVELOPED FROM SCRATCH AND BY
PRESENTING EXCITING CONNECTIONS OF GAME THEORY TO OTHER FIELDS SUCH AS COMPUTER SCIENCE
ALGORITHMIC GAME THEORY ECONOMICS AUCTIONS AND MATCHING MARKETS SOCIAL CHOICE VOTING THEORY
BIOLOGY SIGNALING AND EVOLUTIONARY STABILITY AND LEARNING THEORY BOTH CLASSICAL TOPICS SUCH
AS ZERO SUM GAMES AND MODERN TOPICS SUCH AS SPONSORED SEARCH AUCTIONS ARE COVERED ALONG
THE WAY BEAUTIFUL MATHEMATICAL TOOLS USED IN GAME THEORY ARE INTRODUCED INCLUDING CONVEXITY
FIXED POINT THEOREMS AND PROBABILISTIC ARGUMENTS THE BOOK IS APPROPRIATE FOR A FIRST COURSE IN
GAME THEORY AT EITHER THE UNDERGRADUATE OR GRADUATE LEVEL WHETHER IN MATHEMATICS ECONOMICS

COMPUTER SCIENCE OR STATISTICS THE IMPORTANCE OF GAME THEORETIC THINKING TRANSCENDS THE ACADEMIC SETTING FOR EVERY ACTION WE TAKE WE MUST CONSIDER NOT ONLY ITS DIRECT EFFECTS BUT ALSO HOW IT INFLUENCES THE INCENTIVES OF OTHERS

A COURSE IN GAME THEORY PRESENTS THE MAIN IDEAS OF GAME THEORY AT A LEVEL SUITABLE FOR GRADUATE STUDENTS AND ADVANCED UNDERGRADUATES EMPHASIZING THE THEORY'S FOUNDATIONS AND INTERPRETATIONS OF ITS BASIC CONCEPTS THE AUTHORS PROVIDE PRECISE DEFINITIONS AND FULL PROOFS OF RESULTS SACRIFICING GENERALITIES AND LIMITING THE SCOPE OF THE MATERIAL IN ORDER TO DO SO THE TEXT IS ORGANIZED IN FOUR PARTS STRATEGIC GAMES EXTENSIVE GAMES WITH PERFECT INFORMATION EXTENSIVE GAMES WITH IMPERFECT INFORMATION AND COALITIONAL GAMES IT INCLUDES OVER 100 EXERCISES

GAME THEORY AND APPLICATIONS OUTLINES GAME THEORY AND PROVES ITS VALIDITY BY EXAMINING IT ALONGSIDE THE NEOCLASSICAL PARADIGM THIS BOOK CONTENDS THAT THE NEOCLASSICAL THEORY IS THE EXCEPTIONAL CASE AND THAT GAME THEORY MAY INDEED BE THE RULE THE PAPERS AND ABSTRACTS COLLECTED HERE EXPLORE ITS RECENT DEVELOPMENT AND SUGGEST NEW RESEARCH DIRECTIONS EXPLAINS MANY OF THE RECENT CENTRAL DEVELOPMENTS IN GAME THEORY HIGHLIGHTS NEW RESEARCH DIRECTIONS IN ECONOMIC THEORY WHICH SURPASS THE NEOCLASSICAL PARADIGM INCLUDES GAME THEORETICAL ANALYSES IN ECONOMICS POLITICAL SCIENCE AND BIOLOGY WRITTEN BY LEADING GAME THEORISTS ECONOMISTS POLITICAL SCIENTISTS AND BIOLOGISTS

GAME THEORY IS THE MATHEMATICAL STUDY OF INTERACTION AMONG INDEPENDENT SELF INTERESTED AGENTS THE AUDIENCE FOR GAME THEORY HAS GROWN DRAMATICALLY IN RECENT YEARS AND NOW SPANS DISCIPLINES AS DIVERSE AS POLITICAL SCIENCE BIOLOGY PSYCHOLOGY ECONOMICS LINGUISTICS SOCIOLOGY AND COMPUTER SCIENCE AMONG OTHERS WHAT HAS BEEN MISSING IS A RELATIVELY SHORT INTRODUCTION TO THE FIELD COVERING THE COMMON BASIS THAT ANYONE WITH A PROFESSIONAL INTEREST IN GAME THEORY IS LIKELY TO REQUIRE SUCH A TEXT WOULD MINIMIZE NOTATION RUTHLESSLY FOCUS ON ESSENTIALS AND YET NOT SACRIFICE RIGOR THIS SYNTHESIS LECTURE AIMS TO FILL THIS GAP BY PROVIDING A CONCISE AND ACCESSIBLE INTRODUCTION TO THE FIELD IT COVERS THE MAIN CLASSES OF GAMES THEIR REPRESENTATIONS AND THE MAIN CONCEPTS USED TO ANALYZE THEM TABLE OF CONTENTS GAMES IN NORMAL

FORM ANALYZING GAMES FROM OPTIMALITY TO EQUILIBRIUM FURTHER SOLUTION CONCEPTS FOR NORMAL FORM GAMES GAMES WITH SEQUENTIAL ACTIONS THE PERFECT INFORMATION EXTENSIVE FORM GENERALIZING THE EXTENSIVE FORM IMPERFECT INFORMATION GAMES REPEATED AND STOCHASTIC GAMES UNCERTAINTY ABOUT PAYOFFS BAYESIAN GAMES COALITIONAL GAME THEORY HISTORY AND REFERENCES INDEX

A GAME IS AN EFFICIENT MODEL OF INTERACTIONS BETWEEN AGENTS FOR THE FOLLOWING BASIC REASON THE PLAYERS FOLLOW FIXED RULES HAVE INTERESTS ON ALL POSSIBLE FINAL OUTCOMES OF THE GAME AND THE FINAL RESULT FOR THEM DOES NOT DEPEND ONLY FROM THE CHOICES THEY INDIVIDUALLY MAKE BUT ALSO FROM THE CHOICES OF OTHER AGENTS THUS THE FOCUS IS ACTUALLY ON THE FACT THAT IN A GAME THERE ARE SEVERAL AGENTS INTERACTING IN FACT MORE RECENTLY THIS THEORY TOOK THE NAME OF INTERACTIVE DECISION THEORY IT IS RELATED TO CLASSICAL DECISION THEORY BUT IT TAKES INTO ACCOUNT THE PRESENCE OF MORE THAN ONE AGENT TAKING DECISIONS AS WE SHALL CONSTANTLY SEE THIS RADICALLY CHANGES THE BACKGROUND AND SOMETIMES EVEN THE INTUITION BEHIND CLASSICAL DECISION THEORY SO IN FEW WORDS GAME THEORY IS THE STUDY OF TAKING OPTIMAL DECISIONS IN PRESENCE OF MULTIPLE PLAYERS AGENTS THUS A GAME IS A SIMPLIFIED YET VERY EFFICIENT MODEL OF REAL LIFE EVERY DAY SITUA TIONS THOUGH THE FIRST AND PROBABLY MORE INTUITIVE APPLICATIONS OF THE THEORY WERE IN AN ECONOMICAL SETTING THEORETICAL MODELS AND TOOLS OF THIS THEORY NOWADAYS ARE SPREAD ON VARIOUS DISCIPLINES TO QUOTE SOME OF THEM WE CAN START FROM PSYCHOLOGY A MORE MODERN APPROACH THAN CLASSICAL PSYCHANALYSIS TAKES INTO ACCOUNT THAT THE HU MAN BEING IS MAINLY AN INTERACTIVE AGENT SO TO SPEAK WE PLAY EVERYDAY WITH OUR PROFESSORS STUDENTS WITH OUR PARENTS CHILDREN WITH OUR LOVER WHEN BARGAINING WITH SOMEBODY ALSO THE LAW AND THE SOCIAL SCIENCES ARE OBVIOUSLY INTERESTED IN GAME THEORY SINCE THE RULES PLAY A CRUCIAL ROLE IN INDUCING THE BEHAVIOUR OF THE AGENTS NOT MANY YEARS AFTER THE FIRST SYSTEMATIC STUDIES IN GAME THEORY INTERESTING AP PLICATIONS APPEARED TO ANIMALS STARTING WITH THE ANALYSIS OF COMPETING SPECIES IT IS MUCH MORE RECENT AND PROBABLY A LITTLE SURPRISING TO KNOW THAT RECENT APPLICATIONS OF THE THEORY DEAL WITH GENES IN MICROBIOLOGY OR COMPUTERS IN TELECOMMUNICATION PROBLEMS IN SOME SENSE TODAY MANY SCHOLARS DO BELIEVE THAT THESE WILL BE THE MORE INTERESTING APPLICATIONS IN THE FUTURE FOR REASONS THAT WE SHALL CONSTANTLY SEE LATER HUMANS IN SOME SENSE ARE NOT SO CLOSE TO THE RATIONAL PLAYER IMAGINED BY THE THEORY WHILE ANIMALS AND COMPUTERS ACT IN A MORE RATIONAL WAY THAN HUMAN BEINGS CLEARLY IN AN UNCONSCIOUS YET EFFICIENT MANNER

HERE ARE SOME FUNDAMENTAL CONCEPTS AND TERMS IN GAME THEORY AND ECONOMICS GAME THEORY A BRANCH OF MATHEMATICS AND ECONOMICS THAT STUDIES HOW PEOPLE MAKE DECISIONS IN STRATEGIC SITUATIONS WHERE THE OUTCOME OF ONE PERSON'S DECISION DEPENDS ON THE DECISIONS OF OTHERS PLAYERS INDIVIDUALS GROUPS OR ENTITIES MAKING DECISIONS IN A GAME EACH PLAYER TYPICALLY HAS A SET OF POSSIBLE ACTIONS THEY CAN TAKE STRATEGY A PLAN OF ACTION FOR A PLAYER THAT SPECIFIES WHAT THEY WILL DO IN EACH POSSIBLE SITUATION OR CONTINGENCY IN THE GAME PAYOFF THE OUTCOME OR RESULT THAT A PLAYER RECEIVES AS A CONSEQUENCE OF THEIR ACTIONS AND THE ACTIONS OF OTHERS IN THE GAME PAYOFFS ARE OFTEN REPRESENTED IN TERMS OF UTILITY PROFITS OR SOME OTHER MEASURABLE OUTCOME NASH EQUILIBRIUM A CONCEPT IN GAME THEORY WHERE NO PLAYER HAS AN INCENTIVE TO UNILATERALLY CHANGE THEIR STRATEGY GIVEN THE STRATEGIES CHOSEN BY THE OTHER PLAYERS IN OTHER WORDS EACH PLAYER'S STRATEGY IS OPTIMAL GIVEN THE STRATEGIES CHOSEN BY THE OTHER PLAYERS

THIS VOLUME CONTAINS TWELVE OF MY GAME THEORETICAL PAPERS PUBLISHED IN THE PERIOD OF 1956-80 IT COMPLEMENTS MY ESSAYS ON ETHICS SOCIAL BEHAVIOR AND SCIENTIFIC EXPLANATION REIDEL 1976 AND MY RATIONAL BEHAVIOR AND BARGAINING EQUILIBRIUM IN GAMES AND SOCIAL SITUATIONS CAMBRIDGE UNIVERSITY PRESS 1977 THESE TWELVE PAPERS DEAL WITH A WIDE RANGE OF GAME THEORETICAL PROBLEMS BUT THERE IS A COMMON INTELLECTUAL THREAD GOING THROUGH ALL OF THEM THEY ARE ALL PARTS OF AN ATTEMPT TO GENERALIZE AND COMBINE VARIOUS GAME THEORETICAL SOLUTION CONCEPTS INTO A UNIFIED SOLUTION THEORY YIELDING ONE POINT SOLUTIONS FOR BOTH COOPERATIVE AND NONCOOPERATIVE GAMES AND COVERING EVEN SUCH NON CLASSICAL GAMES AS GAMES WITH INCOMPLETE INFORMATION SECTION A THE FIRST THREE PAPERS DEAL WITH BARGAINING MODELS THE FIRST ONE DISCUSSES NASH'S TWO PERSON BARGAINING SOLUTION AND SHOWS ITS EQUIVALENCE WITH ZEUTHEN'S BARGAINING THEORY THE SECOND CONSIDERS THE RATIONALITY POSTULATES UNDERLYING THE NASH ZEUTHEN THEORY AND DEFENDS IT AGAINST SCHELLING'S OBJECTIONS THE THIRD EXTENDS THE SHAPLEY VALUE TO GAMES WITHOUT TRANSFERABLE UTILITY AND PROPOSES A SOLUTION CONCEPT THAT IS AT THE SAME TIME A GENERALIZATION OF THE SHAPLEY VALUE AND OF THE NASH BARGAINING SOLUTION

GAME THEORY HAS EVOLVED SINCE ITS INCEPTION BUT AT ITS ROOT IT IS THE MODELING OF STRATEGIC INTERACTIONS BETWEEN TWO OR MORE PLAYERS WHERE THERE IS A SET OF RULES AND OUTCOMES THIS

BASIC DEFINITION GETS TO THE HEART OF WHAT GAME THEORY IS AND THIS CAN BE APPLIED TO ALMOST ANY SITUATION IN YOUR LIFE AND YOUR BUSINESS REGARDLESS OF YOUR STATUS AS AN ENTREPRENEUR OR A PART OF THE EMPLOYED THIS THEORY CAN SERVE YOU WELL IT CAN HELP YOU DEVELOP STRATEGIC APPROACHES TO REAL LIFE SITUATIONS WHERE YOU PREDICT WITH REMARKABLE ACCURACY THE BEST POSSIBLE ROUTE TOWARDS THE BEST POSSIBLE OUTCOMES IF YOU WANTED TO HAVE A CRYSTAL BALL ONE THAT HELPS YOU PREDICT THE FUTURE THEN GAME THEORY WOULD BE AS CLOSE TO THAT CRYSTAL BALL AS YOU CAN GET IN REAL LIFE GAME THEORY AND STRATEGY GO HAND IN HAND IN FACT THEY ARE LIKE THE BIG BROTHER AND THE LITTLE BROTHER OF SOCIAL INTERACTION WHERE GAME THEORY IS THE BIG BROTHER USED TO GUIDE YOU ALONG THE WAY STRATEGY IS THE LITTLE BROTHER NEEDING GUIDANCE AND WHO CANNOT EXIST SUCCESSFULLY IN THE ABSENCE OF BIG BROTHER THEY THEREFORE HAVE A TANDEM AND RECIPROCAL RELATIONSHIP

CH 1 THE HI LO PARADOX CH 2 GROUPS CH 3 THE EVOLUTION OF GROUP ACTION CH 4 TEAM THINKING

THIS TEXT PROVIDES A DISCUSSION OF GAME THEORY THE READER IS ASSUMED TO HAVE BASIC GROUNDING IN GAME THEORY BIMATRIX GAMES NASH EQUILIBRIA OF THE MIXED EXTENSION BACKWARDS INDUCTION IN GAMES WITH PERFECT INFORMATION AND THE COALITIONAL FUNCTION

GAME THEORY OFFERS INSIGHT INTO ANY ECONOMIC POLITICAL OR SOCIAL SITUATION THAT INVOLVES PEOPLE WITH DIFFERENT GOALS OR PREFERENCES THE AUTHOR IN THIS BOOK PRESENTS SOME OF THE MOST IMPORTANT MODELS SOLUTION CONCEPTS AND METHODOLOGICAL PRINCIPLES THAT HAVE GUIDED THE DEVELOPMENT OF THE FIELD

THIS TEXTBOOK PRESENTS WORKED OUT EXERCISES ON GAME THEORY WITH DETAILED STEP BY STEP EXPLANATIONS WHILE MOST TEXTBOOKS ON GAME THEORY FOCUS ON THEORETICAL RESULTS THIS BOOK FOCUSES ON PROVIDING PRACTICAL EXAMPLES IN WHICH STUDENTS CAN LEARN TO SYSTEMATICALLY APPLY THEORETICAL SOLUTION CONCEPTS TO DIFFERENT FIELDS OF ECONOMICS AND BUSINESS THE TEXT INITIALLY PRESENTS GAMES THAT ARE REQUIRED IN MOST COURSES AT THE UNDERGRADUATE LEVEL AND GRADUALLY ADVANCES TO MORE CHALLENGING GAMES APPROPRIATE FOR MASTERS LEVEL COURSES THE FIRST SIX CHAPTERS COVER COMPLETE INFORMATION GAMES SEPARATELY ANALYZING SIMULTANEOUS MOVE AND SEQUENTIAL MOVE GAMES WITH APPLICATIONS IN INDUSTRIAL ECONOMICS LAW AND REGULATION

SUBSEQUENT CHAPTERS DEDICATE SPECIAL ATTENTION TO INCOMPLETE INFORMATION GAMES SUCH AS SIGNALING GAMES CHEAP TALK GAMES AND EQUILIBRIUM REFINEMENTS EMPHASIZING COMMON STEPS AND INCLUDING GRAPHICAL ILLUSTRATIONS TO FOCUS STUDENTS ATTENTION ON THE MOST RELEVANT PAYOFF COMPARISONS AT EACH POINT OF THE ANALYSIS IN ADDITION EXERCISES ARE RANKED ACCORDING TO THEIR DIFFICULTY WITH A LETTER A C NEXT TO THE EXERCISE NUMBER THIS ALLOWS STUDENTS TO PACE THEIR STUDIES AND INSTRUCTORS TO STRUCTURE THEIR CLASSES ACCORDINGLY BY PROVIDING DETAILED WORKED OUT EXAMPLES THIS TEXT GIVES STUDENTS AT VARIOUS LEVELS THE TOOLS THEY NEED TO APPLY THE TENETS OF GAME THEORY IN MANY FIELDS OF BUSINESS AND ECONOMICS THIS TEXT IS APPROPRIATE FOR INTRODUCTORY TO INTERMEDIATE COURSES IN GAME THEORY AT THE UPPER UNDERGRADUATE AND MASTER S LEVEL

THIS VOLUME PRESENTS A COLLECTION OF PAPERS ON GAME THEORY DEDICATED TO MICHAEL MASCHLER THROUGH HIS DEDICATION AND CONTRIBUTIONS TO GAME THEORY MASCHLER HAS BECOME AN IMPORTANT FIGURE PARTICULARLY IN THE AREA OF COOPERATIVE GAMES GAME THEORY HAS SINCE BECOME AN IMPORTANT SUBJECT IN OPERATIONS RESEARCH ECONOMICS AND MANAGEMENT SCIENCE AS BEFITS SUCH A VOLUME THE MAIN THEMES COVERED ARE COOPERATIVE GAMES COALITIONS REPEATED GAMES AND A COST ALLOCATION GAMES ALL THE CONTRIBUTIONS ARE AUTHORITATIVE SURVEYS OF A PARTICULAR TOPIC SO TOGETHER THEY WILL PRESENT AN INVALUABLE OVERVIEW OF THE FIELD TO ALL THOSE WORKING ON GAME THEORY PROBLEMS

THIS BOOK IS INTENDED AS AN INTRODUCTION TO GAME THEORY WHICH GOES BEYOND THE FIELD OF APPLICATION ECONOMICS AND WHICH INTRODUCES THE READER TO AS MANY DIFFERENT SIDES OF GAME THEORY AS POSSIBLE WITHIN THE LIMITATIONS OF AN INTRODUCTION THE MAIN GOAL IS TO GIVE AN IMPRESSION OF THE DIVERSITY OF GAME THEORETICAL MODELS WHILE AT THE SAME TIME COVERING THE STANDARD TOPICS THE BOOK HAS AN EQUAL COVERAGE OF NON COOPERATIVE AND COOPERATIVE GAMES AND IT COVERS SEVERAL TOPICS SUCH AS SELECTING NASH EQUILIBRIA NON TRANSFERABLE UTILITY GAMES APPLICATIONS OF GAME THEORY TO LOGIC COMBINATORIAL AND DIFFERENTIAL GAMES

GAME THEORY HAS BECOME INCREASINGLY POPULAR AMONG UNDERGRADUATE ASWELL AS BUSINESS SCHOOL STUDENTS THIS TEXT IS THE FIRST TO PROVIDEBOTH A COMPLETE THEORETICAL TREATMENT OF THE

SUBJECT AND A VARIETY OF REAL WORLD APPLICATIONS PRIMARILY IN ECONOMICS BUT ALSO IN BUSINESS POLITICAL SCIENCE AND THE LAW GAME THEORY HAS BECOME INCREASINGLY POPULAR AMONG UNDERGRADUATE AS WELL AS BUSINESS SCHOOL STUDENTS THIS TEXT IS THE FIRST TO PROVIDE BOTH A COMPLETE THEORETICAL TREATMENT OF THE SUBJECT AND A VARIETY OF REAL WORLD APPLICATIONS PRIMARILY IN ECONOMICS BUT ALSO IN BUSINESS POLITICAL SCIENCE AND THE LAW STRATEGIES AND GAMES GREW OUT OF PRAJIT DUTTA'S EXPERIENCE TEACHING A COURSE IN GAME THEORY OVER THE LAST SIX YEARS AT COLUMBIA UNIVERSITY THE BOOK IS DIVIDED INTO THREE PARTS STRATEGIC FORM GAMES AND THEIR APPLICATIONS EXTENSIVE FORM GAMES AND THEIR APPLICATIONS AND ASYMMETRIC INFORMATION GAMES AND THEIR APPLICATIONS THE THEORETICAL TOPICS INCLUDE DOMINANCE SOLUTIONS NASH EQUILIBRIUM BACKWARD INDUCTION SUBGAME PERFECT EQUILIBRIUM REPEATED GAMES DYNAMIC GAMES BAYES NASH EQUILIBRIUM MECHANISM DESIGN AUCTION THEORY AND SIGNALING AN APPENDIX PRESENTS A THOROUGH DISCUSSION OF SINGLE AGENT DECISION THEORY AS WELL AS THE OPTIMIZATION AND PROBABILITY THEORY REQUIRED FOR THE COURSE EVERY CHAPTER THAT INTRODUCES A NEW THEORETICAL CONCEPT OPENS WITH EXAMPLES AND ENDS WITH A CASE STUDY CASE STUDIES INCLUDE GLOBAL WARMING AND THE INTERNET POISON PILLS TREASURY BILL AUCTIONS AND FINAL JEOPARDY EACH PART OF THE BOOK ALSO CONTAINS SEVERAL CHAPTER LENGTH APPLICATIONS INCLUDING BANKRUPTCY LAW THE NASDAQ MARKET OPEC AND THE COMMONS PROBLEM THIS IS ALSO THE FIRST TEXT TO PROVIDE A DETAILED ANALYSIS OF DYNAMIC STRATEGIC INTERACTION

THIS TEXTBOOK PRESENTS THE BASICS OF GAME THEORY BOTH ON AN UNDERGRADUATE LEVEL AND ON A MORE ADVANCED MATHEMATICAL LEVEL IT IS THE SECOND REVISED VERSION OF THE SUCCESSFUL 2008 EDITION THE BOOK COVERS MOST TOPICS OF INTEREST IN GAME THEORY INCLUDING COOPERATIVE GAME THEORY PART I PRESENTS INTRODUCTIONS TO ALL THESE TOPICS ON A BASIC YET FORMALLY PRECISE LEVEL IT INCLUDES CHAPTERS ON REPEATED GAMES SOCIAL CHOICE THEORY AND SELECTED TOPICS SUCH AS BARGAINING THEORY EXCHANGE ECONOMIES AND MATCHING PART II GOES DEEPER INTO NONCOOPERATIVE THEORY AND TREATS THE THEORY OF ZEROSUM GAMES REFINEMENTS OF NASH EQUILIBRIUM IN STRATEGIC AS WELL AS EXTENSIVE FORM GAMES AND EVOLUTIONARY GAMES PART III COVERS BASIC CONCEPTS IN THE THEORY OF TRANSFERABLE UTILITY GAMES SUCH AS CORE AND BALANCEDNESS SHAPLEY VALUE AND VARIATIONS AND NUCLEOLUS SOME MATHEMATICAL TOOLS ON DUALITY AND CONVEXITY ARE COLLECTED IN PART IV EVERY CHAPTER IN THE BOOK CONTAINS A PROBLEM SECTION HINTS ANSWERS AND SOLUTIONS ARE

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