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Page. 1 / 685

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Synopsis. About this title. An

Page 12/66

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exposition of modern game theory suitable for advanced undergraduates. The book emphasizes the ideas behind the theory rather than their mathematical expression, but defines all concepts precisely. Covers strategic, extensive, and coalitional games, and includes the topics of

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An introduction to game theory is published by Oxford University Press. A Greek translation, a Chinese

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translation, and an International Edition are available. The table of contents indicates the scope of the book. The following sample chapters are taken from the penultimate draft of the book. Frontmatter and Preface; Introduction; Nash equilibrium: theory

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An Introduction to Game Theory:
Osborne, Martin J ...

Martin J. Osborne, An introduction to game theory (Oxford University Press, August 2003; Chinese and Greek translations are available)

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Martin J. Osborne Please send
comments to Martin J. Osborne
Department of Economics 150 St.
George Street University of Toronto
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This text emphasizes the ideas behind modern game theory rather than their mathematical expression, but defines all concepts precisely. It covers strategic, extensive and coalitional games and includes the topics of

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repeated games, bargaining theory and evolutionary equilibrium.

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

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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

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with imperfect information, and coalitional games. It includes over 100 exercises.

A fundamental introduction to modern game theory from a mathematical viewpoint Game theory arises in almost every fact of human and

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in human interaction since oftentimes during these communications objectives are opposed or cooperation is viewed as an option. From economics and finance to biology and computer science, researchers and practitioners are often put in complex decision-making

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scenarios, whether they are interacting with each other or working with evolving technology and artificial intelligence. Acknowledging the role of mathematics in making logical and advantageous decisions, Game Theory: An Introduction uses modern software applications to create,

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analyze, and implement effective decision-making models. While most books on modern game theory are either too abstract or too applied, this book provides a balanced treatment of the subject that is both conceptual and hands-on. Game Theory introduces readers to the basic theories behind

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games and presents real-world examples from various fields of study such as economics, political science, military science, finance, biological science as well as general game playing. A unique feature of this book is the use of Maple to find the values and strategies of games, and

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In addition, it aids in the implementation of algorithms for the solution or visualization of game concepts. Maple is also utilized to facilitate a visual learning environment of game theory and acts as the primary tool for the calculation of complex non-cooperative and cooperative games.

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Important game theory topics are presented within the following five main areas of coverage: Two-person zero sum matrix games Nonzero sum games and the reduction to nonlinear programming Cooperative games, including discussion of both the Nucleolus concept and the Shapley

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value Bargaining, including threat strategies Evolutionary stable strategies and population games Although some mathematical competence is assumed, appendices are provided to act as a refresher of the basic concepts of linear algebra, probability, and statistics. Exercises

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are included at the end of each section along with algorithms for the solution of the games to help readers master the presented information. Also, explicit Maple and Mathematica® commands are included in the book and are available as worksheets via the book's related Website. The use of this

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software allows readers to solve many more advanced and interesting games without spending time on the theory of linear and nonlinear programming or performing other complex calculations. With extensive examples illustrating game theory's wide range of relevance, this classroom-tested book is ideal for

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game theory courses in mathematics, engineering, operations research, computerscience, and economics at the upper-undergraduate level. It is alsoan ideal companion for anyone who is interested in the applicationsof game theory.

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This book introduces one of the most powerful tools of modern economics to a wide audience: those who will later construct or consume game-theoretic models. Robert Gibbons addresses scholars in applied fields within economics who want a serious and thorough discussion of game theory

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but who may have found other works overly abstract. Gibbons emphasizes the economic applications of the theory at least as much as the pure theory itself; formal arguments about abstract games play a minor role. The applications illustrate the process of model building--of translating an

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informal description of a multi-person decision situation into a formal game-theoretic problem to be analyzed.

Also, the variety of applications shows that similar issues arise in different areas of economics, and that the same game-theoretic tools can be applied in each setting. In order to emphasize

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the broad potential scope of the theory, conventional applications from industrial organization have been largely replaced by applications from labor, macro, and other applied fields in economics. The book covers four classes of games, and four corresponding notions of equilibrium:

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static games of complete information and Nash equilibrium, dynamic games of complete information and subgame-perfect Nash equilibrium, static games of incomplete information and Bayesian Nash equilibrium, and dynamic games of incomplete information and perfect Bayesian

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This advanced text introduces the principles of noncooperative game theory in a direct and uncomplicated style that will acquaint students with the broad spectrum of the field while highlighting and explaining what they

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need to know at any given point. This advanced text introduces the principles of noncooperative game theory—including strategic form games, Nash equilibria, subgame perfection, repeated games, and games of incomplete information—in a direct and uncomplicated style that will acquaint

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students with the broad spectrum of the field while highlighting and explaining what they need to know at any given point. The analytic material is accompanied by many applications, examples, and exercises. The theory of noncooperative games studies the behavior of agents in any situation

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where each agent's optimal choice may depend on a forecast of the opponents' choices. "Noncooperative" refers to choices that are based on the participant's perceived selfinterest. Although game theory has been applied to many fields, Fudenberg and Tirole focus on the kinds of game

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theory that have been most useful in the study of economic problems. They also include some applications to political science. The fourteen chapters are grouped in parts that cover static games of complete information, dynamic games of complete information, static games of

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incomplete information, dynamic games of incomplete information, and advanced topics.

Now in its second edition, this popular textbook on game theory is unrivalled in the breadth of its coverage, the thoroughness of technical

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explanations and the number of worked examples included. Covering non-cooperative and cooperative games, this introduction to game theory includes advanced chapters on auctions, games with incomplete information, games with vector payoffs, stable matchings and the

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This edition contains new material on stochastic games, rationalizability, and the continuity of the set of equilibrium points with respect to the data of the game. The material is presented clearly and every concept is illustrated with concrete examples from a range of disciplines.

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With numerous exercises, and the addition of a solution manual with this edition, the book is an extensive guide to game theory for undergraduate through graduate courses in economics, mathematics, computer science, engineering and life sciences, and will also serve as useful reference

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for researchers.

The objective of the third edition of *Game Theory: A Nontechnical Introduction to the Analysis of Strategy* is to introduce the ideas of game theory in a way that is approachable, intuitive, and interdisciplinary. Relying

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on the Karplus Learning Cycle, the book is intended to teach by example. Noncooperative equilibrium concepts such as Nash equilibrium play the central role. In this third edition, increased stress is placed on the concept of rationalizable strategies, which has proven in teaching practice

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to assist students in making the bridge from intuitive to more formal concepts of noncooperative equilibrium. The Instructor Manual and PowerPoint Slides for the book are available upon request for all instructors who adopt this book as a course text. Please send your request to

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sales@wspc.com.

At age twenty-eight, when Tom Osborne agreed to join Bob Devaney's full-time coaching staff at the University of Nebraska, he resolved to be a head coach by the time he reached age thirty-five. Little

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did he know that this goal would chart his course toward becoming one of the nation's premier football coaches. Six years later in 1972, Devaney named Osborne as head coach of the Nebraska Cornhuskers. ø In high school and college, Osborne had been an outstanding athlete in his own right.

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He went on to play professional football and to earn his master's and doctorate degrees in educational psychology. Throughout all these years in sports and academics, he was developing his unusual and inspiring philosophy of coaching, which above all emphasizes the process of

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athletics. In *More Than Winning*, Osborne gives an in-depth personal account of his life—the forces that shaped his values, his own accomplishments in sports, and his experiences as a coach at Nebraska. He describes his philosophy of coaching, shares personal

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perspectives on football greats, and gives his view of key Nebraska games up through the 1984 Orange Bowl.

Eminently suited to classroom use as well as individual study, Roger Myerson's introductory text provides a clear and thorough examination of the

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models, solution concepts, results, and methodological principles of noncooperative and cooperative game theory. Myerson introduces, clarifies, and synthesizes the extraordinary advances made in the subject over the past fifteen years, presents an overview of decision theory, and

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comprehensively reviews the development of the fundamental models: games in extensive form and strategic form, and Bayesian games with incomplete information.

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Page 65/66

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