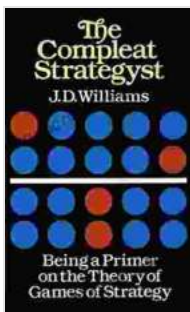# Being Primer On The Theory Of Games Of Strategy Dover On Mathematics

Game theory is the study of how individuals make decisions in situations where their choices affect the outcomes of others. It is a branch of mathematics that has applications in a wide variety of fields, including economics, political science, and biology.

The Compleat Strategyst: Being a Primer on the Theory of Games of Strategy (Dover Books on Mathematics)

by J. D. Williams

★★★★☆ 4.3 out of 5

Language	: English
File size	: 26391 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Print length	: 478 pages
Lending	: Enabled

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This book is a primer on the theory of games of strategy. It provides a clear and concise to the basic concepts of game theory, including:

- The different types of games

- The strategies that players can use

- The payoffs that players receive

The book also includes a number of examples and exercises to help readers understand the concepts of game theory. It is an excellent resource for students, researchers, and anyone else who is interested in learning about game theory.

Chapter 1: The Basics of Game Theory

This chapter introduces the basic concepts of game theory. It explains the different types of games, the strategies that players can use, and the payoffs that players receive. It also provides a number of examples to illustrate the concepts of game theory.

Chapter 2: Non-Cooperative Games

This chapter discusses non-cooperative games. Non-cooperative games are games in which players cannot communicate or cooperate with each other. They must make their decisions independently, and their payoffs depend on the decisions of the other players.

This chapter introduces the Nash equilibrium concept. The Nash equilibrium is a set of strategies, one for each player, such that no player can improve their payoff by unilaterally changing their strategy.
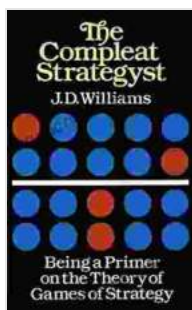
Chapter 3: Cooperative Games

This chapter discusses cooperative games. Cooperative games are games in which players can communicate and cooperate with each other. They can make binding agreements, and their payoffs depend on the decisions of all of the players.

This chapter introduces the core concept. The core is the set of all payoffs that can be achieved by a group of players who cooperate with each other.

Chapter 4: Applications of Game Theory

This chapter discusses the applications of game theory. Game theory has been used to study a wide variety of problems in economics, political science, and biology. This chapter provides a number of examples of how game theory has been used to solve real-world problems.

This book is a comprehensive to the theory of games of strategy. It provides a clear and concise explanation of the basic concepts of game theory, and it includes a number of examples and exercises to help readers understand the material. The book is an excellent resource for students, researchers, and anyone else who is interested in learning about game theory.

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