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Introduction. Game theory is a branch of decision theory focusing on interactive decisions, applicable whenever the actions of two or more decision makers jointly determine an outcome that affects them all. Strategic reasoning amounts to deciding how to act to achieve a desired objective, taking into account how others will act and the fact that they will also reason strategically.

"The best book available for non-mathematicians." — Contemporary Psychology. Superb nontechnical introduction to game theory and related disciplines, primarily as applied to the social sciences. Clear, comprehensive coverage of utility theory, 2-person zero-sum games, 2-person non-zero-sum games, n-person games, individual and group decision-making, much more. Appendixes. Bibliography. Graphs and figures.

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making, more. Bibliography.

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.

This well-respected introduction to statistics and statistical theory covers data processing, probability and random variables, utility and descriptive statistics, computation of Bayes strategies, models, testing hypotheses, and much more. 1959 edition.

A problem-oriented text for evaluating statistical procedures through decision and game theory. First-year graduates in statistics, computer experts and others will find



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this highly respected work best introduction to growing field.

Praised by Entertainment Weekly as “ the man who put the fizz into physics, ” Dr. Len Fisher turns his attention to the science of cooperation in his lively and thought-provoking book. Fisher shows how the modern science of game theory has helped biologists to understand the evolution of cooperation in nature, and investigates how we might apply those lessons to our own society. In a series of experiments that take him from the polite confines of an English dinner party to crowded supermarkets, congested Indian roads, and the wilds of outback Australia, not to mention baseball strategies and the intricacies of quantum mechanics, Fisher sheds light on the problem of global cooperation. The outcomes are sometimes hilarious, sometimes alarming, but always revealing. A witty romp through a serious science, Rock, Paper, Scissors will both teach and delight anyone interested in what it takes to get people to work together.

Game Theory and the Law promises to be the definitive guide to the field. It provides a highly sophisticated yet exceptionally clear explanation of game theory, with a host of applications to legal issues. The authors have not only synthesized the existing scholarship, but also created the foundation for the next generation of research in law and economics."

This text offers an exceptionally clear presentation of the mathematical theory of

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games of strategy and its applications to many fields including economics, military, business, and operations research.

Robert Aumann's groundbreaking career in game theory has spanned over 35 years. These two volumes provide convenient access to all of his major research—from his doctoral dissertation in 1956 to papers as recent as January 1995. Threaded through all of Aumann's work (symbolized in his thesis on knots) is the study of relationships between different ideas, between different phenomena, and between ideas and phenomena. "When you look closely at one scientific idea," writes Aumann, "you find it hitched to all others. It is these hitches that I have tried to study." The papers are organized in several categories: general, knot theory, decision theory (utility and subjective probability), strategic games, coalitional games, and mathematical methods. Aumann has written an introduction to each of these groups that briefly describes the content and background of each paper, including the motivation and the research process, and relates it to other work in the collection and to work by others. There is also a citation index that allows readers to trace the considerable body of literature which cites Aumann's own work.

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