

Game Theory A Very Short Introduction Ken Binmore

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Game Theory A Very Short

This Very Short Introduction introduces the fascinating world of game theory, showing how it can be understood without mathematical equations, and revealing that everything from how to play poker optimally to the sex ratio among bees can be understood by anyone willing to think seriously about the problem.

Game Theory: A Very Short Introduction (Very Short ...

A very poorly written book. What is needed in a short introduction is a text that does not need extensive analysis to extract the meaning. The examples do not seem to illustrate the essentials of game theory in a clear way and are in any case not clearly described.

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Ken Binmore's Very Short Introduction (VSI #173) to Game Theory is my second selection of Oxford's

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huge, gigantic VSI series (quickly approaching 500 books). It was probably closer to 3.5 stars, but mainly because of the structural problems with surveying Game Theory in less than 200 pages. At less than 200 pages Binmore is abl

Game Theory: A Very Short Introduction by Ken Binmore

Abstract. Game Theory: A Very Short Introduction provides insights into the games that are all around us. Game theory is about how to play such games in a rational way. Game theory has seen spectacular successes in evolutionary biology and economics, and is beginning to revolutionize other disciplines from psychology to political science.

Game Theory: A Very Short Introduction - Very Short ...

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Game Theory: A Very Short Introduction. Ken Binmore. Games are everywhere: Drivers maneuvering in heavy traffic are playing a driving game. Bargain hunters bidding on eBay are playing an auctioning game. The supermarket's price for corn flakes is decided by playing an economic game. This Very Short Introduction offers a succinct tour of the fascinating world of game theory, a ground-breaking field that analyzes how to play games in a rational way.

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de fi nition of game theory: The subject of game theory are situations, where the re-sult for a player does not only depend on his own decisions, but also on the behaviour of the other players. Game theory has its historical origin in 1928. By analysing parlour games, John von Neumann realised very quickly the practicability of his approaches for the

A Short Introduction to Game Theory - uni-muenchen.de

This Very Short Introduction offers a succinct tour of the fascinating world of game theory, a ground-breaking field that analyzes how to play games in a rational way. Ken Binmore, a renowned game theorist, explains the theory in a way that is both entertaining and non-mathematical yet also deeply insightful, revealing how game theory can shed light on everything from social gatherings, to ethical decision-making, to successful card-playing strategies, to calculating the sex ratio among bees.

Game Theory: A Very Short Introduction: Binmore, Ken ...

Very Short Introductions. Explores the hot topic of Game theory--a relatively new discipline that has

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seen spectacular successes in evolutionary biology and economics, and is beginning to revolutionize other disciplines from psychology to political science. Written by a renowned game theorist and mathematician, who explains the theory in a way that is both fun and non-mathematical yet also deeply insightful.

Game Theory: A Very Short Introduction - Ken Binmore ...

This Very Short Introduction introduces the fascinating world of game theory, showing how it can be understood without mathematical equations, and revealing that everything from how to play poker optimally to the sex ratio among bees can be understood by anyone willing to think seriously about the problem.

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Games are everywhere: Drivers maneuvering in heavy traffic are playing a driving game. Bargain hunters bidding on eBay are playing an auctioning game. The supermarket's price for corn flakes is decided by playing an economic game. This Very Short Introduction offers a succinct tour of the fascinating world of game theory, a ground-breaking field that analyzes how to play games in a rational way. Ken Binmore, a renowned game theorist, explains the theory in a way that is both entertaining and non-mathematical yet also deeply insightful, revealing how game theory can shed light on everything from social gatherings, to ethical decision-making, to successful card-playing strategies, to calculating the sex ratio among bees. With mini-biographies of many fascinating, and occasionally eccentric, founders of the subject--including John Nash, subject of the movie A Beautiful Mind--this book offers a concise overview of a cutting-edge field that has seen spectacular successes in evolutionary biology and economics, and is beginning to revolutionize other disciplines from psychology to political science. About the Series: Oxford's Very Short Introductions offers concise and original introductions to a wide range of

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Games are everywhere: Drivers manoeuvring in heavy traffic are playing a driving game. Bargain hunters bidding on eBay are playing an auctioning game. A firm negotiating next year's wage is playing a bargaining game. The opposing candidates in an election are playing a political game. The supermarket's price for corn flakes is decided by playing an economic game. Game theory is about how to play such games in a rational way. Even when the players have not thought everything out in advance, game theory often works for the same reason that mindless animals sometimes end up behaving very cleverly: evolutionary forces eliminate irrational play because it is unfit. Game theory has seen spectacular successes in evolutionary biology and economics, and is beginning to revolutionize other disciplines from psychology to political science. This Very Short Introduction introduces the fascinating world of game theory, showing how it can be understood without mathematical equations, and revealing that everything from how to play poker optimally to the sex ratio among bees can be understood by anyone willing to think seriously about the problem. ABOUT THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles in almost every subject area. These pocket-sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.

Games are played everywhere: from economics to evolutionary biology, and from social interactions to online auctions. This title shows how to play such games in a rational way, and how to maximize their outcomes.

We make choices all the time - about trivial matters, about how to spend our money, about how to spend our time, about what to do with our lives. And we are also constantly judging the decisions other people make as rational or irrational. But what kind of criteria are we applying when we say that a choice is rational? What guides our own choices, especially in cases where we don't have complete information about the outcomes? What strategies should be applied in making decisions which affect a lot of people, as in the case of government policy? This book explores what it means to be rational in all these contexts. It introduces ideas from economics, philosophy, and other areas, showing how the theory applies to decisions in everyday life, and to particular situations such as gambling and the allocation of resources. ABOUT THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles in almost every subject area. These pocket-sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.

The definitive introduction to game theory This comprehensive textbook introduces readers to the principal ideas and applications of game theory, in a style that combines rigor with accessibility. Steven Tadelis begins with a concise description of rational decision making, and goes on to discuss strategic and extensive form games with complete information, Bayesian games, and extensive form games with imperfect information. He covers a host of topics, including multistage and repeated games, bargaining theory, auctions, rent-seeking games, mechanism design, signaling games, reputation building, and information transmission games. Unlike other books on game theory, this one begins with the idea of rationality and explores its implications for multiperson decision problems through concepts like dominated strategies and rationalizability. Only then does it present the subject of Nash equilibrium and

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its derivatives. Game Theory is the ideal textbook for advanced undergraduate and beginning graduate students. Throughout, concepts and methods are explained using real-world examples backed by precise analytic material. The book features many important applications to economics and political science, as well as numerous exercises that focus on how to formalize informal situations and then analyze them. Introduces the core ideas and applications of game theory Covers static and dynamic games, with complete and incomplete information Features a variety of examples, applications, and exercises Topics include repeated games, bargaining, auctions, signaling, reputation, and information transmission Ideal for advanced undergraduate and beginning graduate students Complete solutions available to teachers and selected solutions available to students

This is a light-hearted introduction to game theory suitable for advanced undergraduate students or beginning graduate students. It answers three questions. What is game theory? How is game theory applied? Why is game theory right?

Modern statistics is very different from the dry and dusty discipline of the popular imagination. In its place is an exciting subject which uses deep theory and powerful software tools to shed light and enable understanding. And it sheds this light on all aspects of our lives, enabling astronomers to explore the origins of the universe, archaeologists to investigate ancient civilisations, governments to understand how to benefit and improve society, and businesses to learn how best to provide goods and services. Aimed at readers with no prior mathematical knowledge, this Very Short Introduction explores and explains how statistics work, and how we can decipher them. ABOUT THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles in almost every subject area. These pocket-sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.

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.

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

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games. 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 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 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 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 game theory courses in mathematics, engineering, operations research, computer science, and economics at the upper-undergraduate level. It is also an ideal companion for anyone who is interested in the applications of game theory.

Game Theory: A Simple Introduction offers an accessible and enjoyable guide to the basic principles and extensive applications of game theory. Understand a game matrix, the prisoners' dilemma, dominant and mixed strategies, zero-sum games, Pareto efficiency, the Nash equilibrium, and the power of asymmetric information. Calculate payoffs and outcomes in games involving characters such as Jack and Jill, or Frodo and Gollum. Look at the effects of altruism and hatred on games, and see how games can change over time. Explore examples looking at gang members, free riders, global governance, a long-term relationship, competing corporations, advertisers and their customers, along with familiar hawk-dove and chicken games. See game players use every trick in the book to get what they want, with over 50 images to guide through the steps they use to play the game.

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