The book was found

An Introduction To Linear Programming And Game Theory

AN INTRODUCTION TO LINEAR PROGRAMMING AND GAME THEORY

Third Edition

PAUL R. THIE
GERARD E. KEOUGH

WILEY
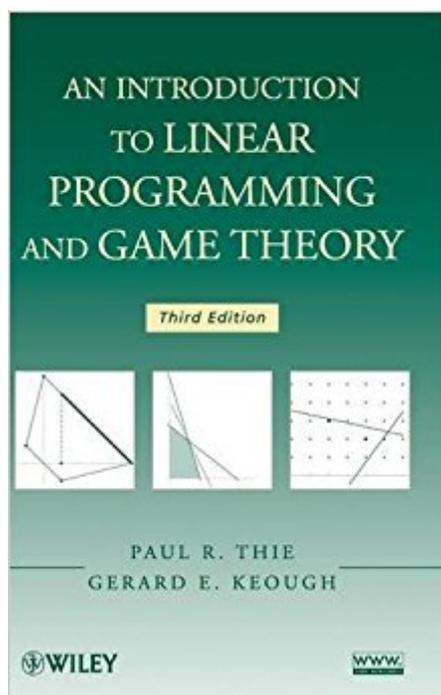
Synopsis

Praise for the Second Edition: "This is quite a well-done book: very tightly organized, better-than-average exposition, and numerous examples, illustrations, and applications." â ”Mathematical Reviews of the American Mathematical Society An Introduction to Linear Programming and Game Theory, Third Edition presents a rigorous, yet accessible, introduction to the theoretical concepts and computational techniques of linear programming and game theory. Now with more extensive modeling exercises and detailed integer programming examples, this book uniquely illustrates how mathematics can be used in real-world applications in the social, life, and managerial sciences, providing readers with the opportunity to develop and apply their analytical abilities when solving realistic problems. This Third Edition addresses various new topics and improvements in the field of mathematical programming, and it also presents two software programs, LP Assistant and the Solver add-in for Microsoft Office Excel, for solving linear programming problems. LP Assistant, developed by coauthor Gerard Keough, allows readers to perform the basic steps of the algorithms provided in the book and is freely available via the book's related Web site. The use of the sensitivity analysis report and integer programming algorithm from the Solver add-in for Microsoft Office Excel is introduced so readers can solve the book's linear and integer programming problems. A detailed appendix contains instructions for the use of both applications. Additional features of the Third Edition include: A discussion of sensitivity analysis for the two-variable problem, along with new examples demonstrating integer programming, non-linear programming, and make vs. buy models Revised proofs and a discussion on the relevance and solution of the dual problem   A section on developing an example in Data Envelopment Analysis An outline of the proof of John Nash's theorem on the existence of equilibrium strategy pairs for non-cooperative, non-zero-sum games   Providing a complete mathematical development of all presented concepts and examples, Introduction to Linear Programming and Game Theory, Third Edition is an ideal text for linear programming and mathematical modeling courses at the upper-undergraduate and graduate levels. It also serves as a valuable reference for professionals who use game theory in business, economics, and management science.

Book Information

Customer Reviews

The first part of this book is a good introduction to linear programming and the simplex method. Easy reading, tries to give insight, and with lots of examples. My personal favorite when it comes to refreshing my intuition on duality and how simplex works.Regarding the game theory material, it seems to be a little crowded. Don't expect any in-depth coverage there, but as a brief overview it might be appropriate.

After spending much of the summer reading and trying to learn linear programming on my own using this book, I feel that I'm qualified write this review.This book suffers from persistent disorganization which I suspect is due to pressure put on the author to reduce the number of pages in the book as much as possible. Consequently, formatting shortcuts are taken wherever possible. Some of these shortcuts do not seriously inhibit learning this material.But when one wishes to complete a problem which requires that you refer to a problem 2 chapters before; which requires that you refer to a problem one chapter before, and so on. And when a specific example refers to a problem two sections before, which refers to a table two sections before that, which...well you get the point. The reader is then required to focus more on what page what table is then on the material.The other major difficulties with this book arise from the authors lack of good punctuation and his lack of emphasis (through formatting on the page itself) of important points, often contained deep within examples. Most of the topics of the first 5 chapters are taught in the form of an example. And so a single sentence within a half-page paragraph of information that is critical to understanding the problem at hand ought to be emphasized some how. Some people prefer bold such things, others prefer to center. Dr Thie prefers to have you reread a huge paragraph of information on a page you can't remember to find out if such and such number was required to be positive or negative.That's my take. You get the picture. Don't buy this book unless your prof makes you.

Very good book. Very thorough in its explanations. Good price.

Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) An Introduction to Linear Programming and Game Theory DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding) FORTRAN Programming success in a day:Beginners guide to fast, easy and efficient learning of FORTRAN programming (Fortran, Css, C++, C, C programming, ... Programming, MYSQL, SQL Programming) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java) Parallel Programming: Success in a Day: Beginners' Guide to Fast, Easy, and Efficient Learning of Parallel Programming (Parallel Programming, Programming, ... C++ Programming, Multiprocessor, MPI) Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) R Programming: Learn R Programming In A DAY! - The Ultimate Crash Course to Learning the Basics of R Programming Language In No Time (R, R Programming, ... Course, R Programming Development Book 1) Studies in linear and non-linear programming, (Stanford mathematical studies in the social sciences) VBScript: Programming Success in a Day: Beginner's Guide to Fast, Easy and Efficient Learning of VBScript Programming

(VBScript, ADA, ASP.NET, C#, ADA ... ASP.NET Programming, Programming, C++, C) XML Programming Success in a Day: Beginner's Guide to Fast, Easy, and Efficient Learning of XML Programming (XML, XML Programming, Programming, XML Guide, ... XSL, DTD's, Schemas, HTML5, JavaScript) Android Programming BOX SET: ANDROID PROGRAMMING and ANDROID GAME PROGRAMMING - 2 Books in 1 (Second Edition) MYSQL Programming Professional Made Easy 2nd Edition: Expert MYSQL Programming Language Success in a Day for any Computer User! (MYSQL, Android programming, ... JavaScript, Programming, Computer Software) Programming Raspberry Pi 3: Getting Started With Python (Programming Raspberry Pi 3, Raspberry Pi 3 User Guide, Python Programming, Raspberry Pi 3 with Python Programming)