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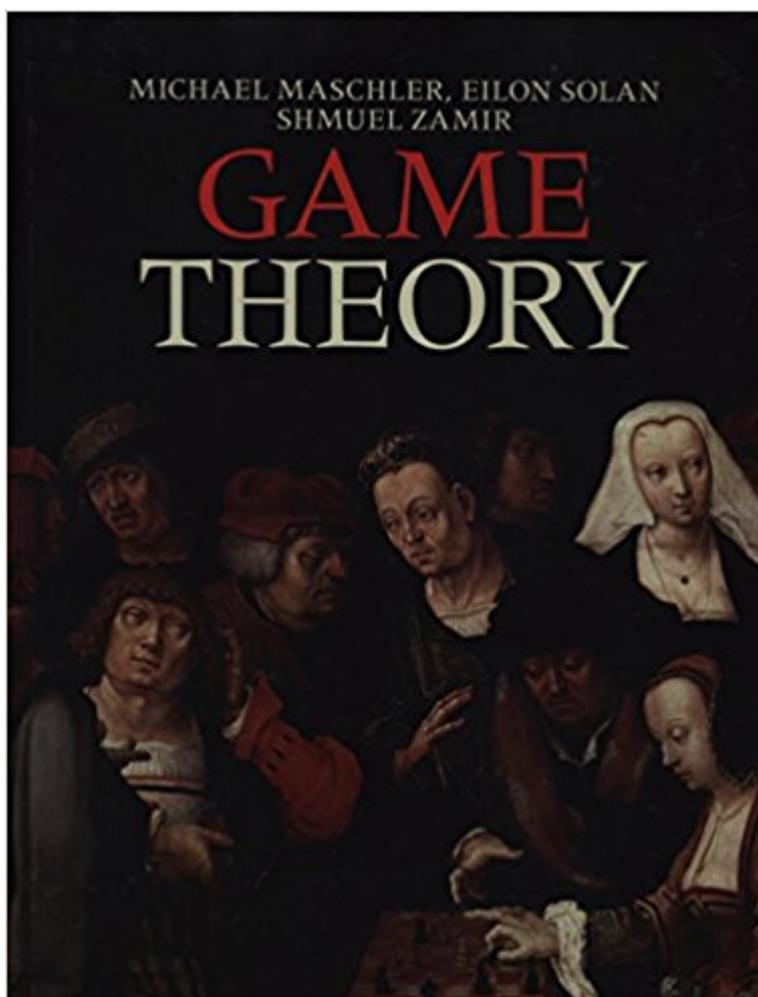
Game Theory

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GAME THEORY

Synopsis

Covering both noncooperative and cooperative games, this comprehensive introduction to game theory also includes some advanced chapters on auctions, games with incomplete information, games with vector payoffs, stable matchings and the bargaining set. Mathematically oriented, the book presents every theorem alongside a proof. The material is presented clearly and every concept is illustrated with concrete examples from a broad range of disciplines. With numerous exercises the book is a thorough and extensive guide to game theory from undergraduate through graduate courses in economics, mathematics, computer science, engineering and life sciences to being an authoritative reference for researchers.

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Customer Reviews

This text, over 7 years in the making (the main author sadly passed away before completion), is a 1,000 page definitive guide to game theory-- from an applied mathematical perspective. The audience is claimed to be undergrads, grads and researchers, but the math tends to the graduate level unless you've taken and done well in group theory, linear programming and linear algebra, for example, in undergrad, or via self study. There ARE numerous exercises, some undergrad level (most MBA type in applied), but the wonderful exercises pale in comparison to the more formal proofs and research value of this text.The bib, citations and notes are a cornucopia of VERY CURRENT research in countless fields, and when the publisher's hype calls this a reference work for researchers, it is right!Game theory used to be almost a stepchild of probability and statistics, because even deterministic games were handled stochastically (games without dice, like chess) for

a long time, due to complexity and covariates. Then, zero sum concepts, cooperation vs. competition, derivative trading, dynamical systems such as the rabbit vs. coyote models, etc. gradually made mathematicians begin to think that game theory might be an important and even broader field of math.Until Ruse and Conway! Those two geniuses, ala the Matrix, Tron, The 13th floor, Avatar, etc. began to posit (especially Conway) that math ITSELF is a SUBSET of game theory, and at its extreme, the essence of an actual unifying field theory. Conway explained this in terms that non math pros can understand-- this fine text takes those ideas (in the sense of the almost limitless applications of game theory) to a much more advanced level of math.

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