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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
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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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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 Page 13/91

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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Game Theory is my second selection of Oxford's 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 Page 17/91

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biology and economics, and is beginning to revolutionize other disciplines from psychology to political science.

Introduction - Very Short
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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 Page 21/91

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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-Page 24/91

breaking field that analyzes how to play games in a rational way.

Game Theory: A Very Short Introduction | Ken Binmore

Page 25/91

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behaviour of the other players. Game theory has its historical origin in1928. Byanalysingparlourgames, John von Neumann realised very quickly the practicability of his approaches for the Page 29/91

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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, Page 31/91

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.

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Game Theory: A Very Short Introduction: Binmore, Ken

Very Short Introductions.
Explores the hot topic of
Game theory—a relatively
new discipline that has seen
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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, Page 34/91

who explains the theory in a way that is both fun and non-mathematical yet also deeply insightful.

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This Very Short Introduction introduces the fascinating world of game theory, showing how it can be understood without mathematical equations, and revealing that everything Page 36/91

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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Drivers maneuvering in heavy
traffic are playing a
driving game. Bargain
hunters bidding on eBay are
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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-Page 46/91

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, Page 47/91

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 Page 48/91

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 Page 49/91

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 Page 50/91

Short Introductions offers concise and original introductions to a wide range of subjects--from Islam to Sociology, Politics to Classics, and Literary Theory to History. Not simply a textbook of Page 51/91

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affordable guide that will likely prove indispensable.

Games are everywhere:
Drivers manoeuvring in heavy
traffic are playing a
driving game. Bargain
hunters bidding on eBay are
Page 54/91

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 Page 55/91

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 Page 56/91

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 Page 57/91

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 Page 58/91

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. Page 59/91

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Games are played everywhere:
Page 61/91

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.

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 Page 63/91

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 Page 64/91

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 Page 65/91

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 Page 66/91

main concepts used to analyze them.

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 Page 67/91

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, Page 68/91

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 Page 69/91

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 Page 70/91

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 Page 71/91

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topics highly readable.

Game Theory: A Simple
Introduction offers an
accessible and enjoyable
guide to the basic
principles and extensive
applications of game theory.
Page 73/91

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 Page 74/91

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 Page 75/91

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 Page 76/91

the book to get what they want, with over 50 images to guide through the steps they use to play the game.

Making good decisions under conditions of uncertainty - which is the norm - requires

Page 77/91

a sound appreciation of the way random chance works. As analysis and modelling of most aspects of the world, and all measurement, are necessarily imprecise and involve uncertainties of varying degrees, the Page 78/91

understanding and management of probabilities is central to much work in the sciences and economics. In this Very Short Introduction, John Haigh introduces the ideas of probability and different philosophical approaches to Page 79/91

probability, and gives a brief account of the history of development of probability theory, from Galileo and Pascal to Bayes, Laplace, Poisson, and Markov. He describes the basic probability Page 80/91

distributions, and goes on to discuss a wide range of applications in science, economics, and a variety of other contexts such as games and betting. He concludes with an intriguing discussion of coincidences Page 81/91

and some curious paradoxes. 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 Page 82/91

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.

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 Page 84/91

game theory right?

Few branches of mathematics have been more influential in the social sciences than game theory. In recent years, it has become an essential tool for all Page 85/91

social scientists studying the strategic behaviour of competing individuals, firms and countries. However, the mathematical complexity of game theory is often very intimidating for students who have only a basic Page 86/91

understanding of mathematics. Insights into Game Theory addresses this problem by providing students with an understanding of the key concepts and ideas of game theory without using formal Page 87/91

mathematical notation. The authors use four very different topics (college admission, social justice and majority voting, coalitions and co-operative games, and a bankruptcy problem from the Talmud) to Page 88/91

investigate four areas of game theory. The result is a fascinating introduction to the world of game theory and its increasingly important role in the social sciences.

This fascinating, newly
Page 89/91

revised edition offers an overview of game theory, plus lucid coverage of twoperson zero-sum game with equilibrium points; general, two-person zero-sum game; utility theory; and other topics.

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