

The book was found

Introduction To Game Theory (Universitext)





Synopsis

This advanced textbook covers the central topics in game theory and provides a strong basis from which readers can go on to more advanced topics. The subject matter is approached in a mathematically rigorous, yet lively and interesting way. New definitions and topics are motivated as thoroughly as possible. Coverage includes the idea of iterated Prisoner's Dilemma (super games) and challenging game-playing computer programs.

Book Information

Series: Universitext Paperback: 252 pages Publisher: Springer; 1994 edition (July 28, 1994) Language: English ISBN-10: 038794284X ISBN-13: 978-0387942841 Product Dimensions: 6.1 x 0.6 x 9.2 inches Shipping Weight: 1 pounds (View shipping rates and policies) Average Customer Review: 4.4 out of 5 stars 3 customer reviews Best Sellers Rank: #749,375 in Books (See Top 100 in Books) #154 inà Â Books > Science & Math > Mathematics > Pure Mathematics > Combinatorics #196 inà Â Books > Science & Math > Evolution > Game Theory #279 inà Â Books > Science & Math > Mathematics > Pure Mathematics > Discrete Mathematics

Customer Reviews

This is a good introductory book on game theory. It has good examples and exercises. But I felt that it is a bit out dated and does not cover many topics that has become important in the last decade. Infact, repeated prisoner dilemma is one of the advanced topics in the book even though it is a topic covered in first month in any contemporary game theory course. That said, I still believe that it is well written and is useful as a good intro to undergrads.

Though it is an excellent introductory book to be used inGame Theory courses, it is not suggested for self study incase the reader lacks on a mathematics background. The provided material seems to be the result of the author's hard work on issues related to teaching GT. The final chapter devoted to Programming algorithms and techniques sounds more as an addendum or appendix, than as a "sine qua non" component of the book. Adamantios Koumpis BSc in Computer Science Institute of Computer Science, Foundation for Research and Technology-Hellas Crete, Greece

This is an enjoyable book even if you don't know much about mathematics. I took it with me to Capri last summer, and got a sunburn when I was too absorbed in the text to move into the shade! The plot moves quickly, there are plenty of interesting characters and exotic locales, and though the equations can be hard to follow (for me, anyway!), the author never lets you get bogged down in them. Like Lewis Carroll, another author/mathematician, Morris knows how to make you think without realizing you're thinking. That sounds like exalted company, but I, for one, am anxious for the sequel.

Download to continue reading...

Introduction to Game Theory (Universitext) Problems from the Discrete to the Continuous: Probability, Number Theory, Graph Theory, and Combinatorics (Universitext) Game of Thrones: 100 Question Trivia Game For True Fans (Epic Fantasy Series, Game of Thrones Books, Game of Thrones, Fantasy Books) (Epic Fantasy, Fantasy ... TV, TV Guide, Game of Thrones Book) The Pillars of Computation Theory: State, Encoding, Nondeterminism (Universitext) Representation Theory of Finite Groups: An Introductory Approach (Universitext) Complex Geometry: An Introduction (Universitext) Dynamical Systems: An Introduction (Universitext) An Introduction to Manifolds (Universitext) An Introduction to Riemannian Geometry: With Applications to Mechanics and Relativity (Universitext) Stochastic Differential Equations: An Introduction with Applications (Universitext) Differential Forms and Applications (Universitext) An Invitation to Algebraic Geometry (Universitext) Arithmetics (Universitext) Lectures on Hyperbolic Geometry (Universitext) A First Course in Discrete Dynamical Systems (Universitext) Numerical Treatment of Partial Differential Equations (Universitext) Functional Analysis, Sobolev Spaces and Partial Differential Equations (Universitext) Groups and Symmetries: From Finite Groups to Lie Groups (Universitext) Number Fields (Universitext) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books)

Contact Us

DMCA

Privacy

FAQ & Help