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Essentials Of Game Theory A

Abstract. 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.

Essentials of Game Theory: A Concise Multidisciplinary ...

1.0 out of 5 stars worst book on game theory. Reviewed in the United Kingdom on 5 January 2012. I was tempted by its presumably concise, short and easy introduction to game theory. Yet, the book is an awful failure.

Essentials of Game Theory: A Concise, Multidisciplinary ...

The origin of Essentials of Game Theory is our much longer book, Multiagent Systems: Algorithmic, Game-Theoretic, and Logical Foundations, which covers diverse theories relevant to the broad area of Multiagent Systems within Artificial Intelligence and other areas of Computer Science.

Essentials of Game Theory

30 ESSENTIALS OF GAME THEORY. without a fight, hence a payoff of 3 to each one. When two hawks meet a fight breaks out, costing each player 5 (or, equivalently, yielding -5). In addition, each player has a 50% chance of ending up with the prize, adding an expected benefit of 3, for an overall payoff of -2.

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