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Ken Binmore's Very Short Introduction
(VSI # 173) to 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 less than

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Abstract. Game Theory: A Very Short Introduction provides insights into the

Ken Binmore games that are all around us. Game theory is about how to play such games in a rational way. Game theory has seen spectacular successes in evolutionary biology and economics, and is beginning to revolutionize other disciplines from psychology to political science.

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Brief Summary of Book: Game Theory: A Very Short Introduction by Ken Binmore.

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definition of game theory: The subject of game theory are situations, where the result for a player does not only depend on his own decisions, but also on the behaviour of the other players. Game

theory has its historical origin in 1928. By analysing parlour games, John von Neumann realised very quickly the practicability of his approaches for the

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A Short Introduction to Game Theory - uni-muenchen.de

This Very Short Introduction offers a succinct tour of the fascinating world of game theory, a ground-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, 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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Binmore, Ken ...

Very Short Introductions. Explores the hot topic of Game theory--a relatively new discipline that has seen 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, 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 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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Games are everywhere: Drivers

Ken Binmore maneuvering in heavy traffic are playing a driving game. Bargain hunters bidding on eBay are 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-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, 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 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 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 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 definitions, each volume provides trenchant and provocative--yet always balanced and complete--discussions of the central issues in a given topic. Every Very Short Introduction gives a readable evolution of the subject in question, demonstrating how it has developed and

influenced society. Whatever the area of study, whatever the topic that fascinates the reader, the series has a handy and 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 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 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 reason that mindless animals sometimes end up behaving very cleverly: evolutionary forces eliminate irrational play because it is unfit. Game theory has seen spectacular

Ken Binmore successes in evolutionary biology and 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 understood without mathematical equations, and revealing

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sized books are the perfect way to 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.

Games are played everywhere: 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.

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 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, 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 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 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 area. These pocket-sized books are the perfect way to 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.

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. What has been missing is a relatively short introduction to the 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 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 main concepts used to analyze them.

Game Theory: A Simple Introduction offers an accessible and enjoyable guide to the basic principles and extensive applications of game theory. 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 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 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 the book to get what they want, with over 50 images to guide through the steps they use

Making good decisions under conditions of uncertainty - which is the norm - requires 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 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 probability, and gives a brief account of

Ken Binmore the history of development of probability theory, from Galileo and Pascal to Bayes, Laplace, Poisson, and Markov. He describes the basic probability 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

Ken Binmore with an intriguing discussion of coincidences 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 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 fascinating, newly revised edition offers an overview of game theory, plus lucid coverage of two-person zero-sum

game with equilibrium points; general, two-person zero-sum game; utility theory; and other topics.

Modern statistics is very different from the dry and dusty discipline of the popular imagination. In its place is an exciting subject which uses deep theory and

powerful software tools to shed light and enable understanding. And it sheds this light on all aspects of our lives, enabling astronomers to explore the origins of the universe, archaeologists to investigate ancient civilisations, governments to understand how to benefit and improve society, and businesses to learn how best to

provide goods and services. Aimed at readers with no prior mathematical knowledge, this Very Short Introduction explores and explains how statistics work, and how we can decipher them. ABOUT THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles

Ken Binmore in almost every subject area. These pocket-sized books are the perfect way to 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.

A fundamental introduction to modern game theory from amathematical viewpoint Game theory arises in almost every fact of human and inhumaninteraction since oftentimes during these communications objectivesare opposed or cooperation is viewed as an option. From economicsand

finance to biology and computer science, researchers andpractitioners are often put in complex decision-making scenarios,whether they are interacting with each other or working withevolving technology and artificial intelligence. Acknowledging therole of mathematics in making logical and advantageous

decisions,Game Theory: An Introduction uses modern software applications tocreate, analyze, and implement effective decision-makingmodels. While most books on modern game theory are either too abstractor too applied, this book provides a balanced treatment of thesubject that is both conceptual and hands-on. Game

Theoryintroduces readers to the basic theories behind games and presentsreal-world examples from various fields of study such as economics, political science, military science, finance, biological science aswell as general game playing. A unique feature of this book is theuse of Maple to find the values and strategies of games,

and inaddition, it aids in the implementation of algorithms for thesolution or visualization of game concepts. Maple is also utilizedto facilitate a visual learning environment of game theory and actsas the primary tool for the calculation of complex non-cooperativeand cooperative games.

Ken Binmore Important game theory topics are presented within the followingfive main areas of coverage: Two-person zero sum matrix games Nonzero sum games and the reduction to nonlinear programming Cooperative games, including discussion of both the Nucleolusconcept and the Shapley value Bargaining, including threat

Ken Binmore strategies Evolutionary stable strategies and population games Although some mathematical competence is assumed, appendices areprovided to act as a refresher of the basic concepts of linearalgebra, probability, and statistics. Exercises are included at theend of each section along with algorithms for the

solution of the games to help readers master the presented information. Also, explicit Maple and Mathematica® commands are included in the book and are available as worksheets via the book's related Website. The use of this software allows readers to solve many more advanced and interesting games

without spending time on the theoryof linear and nonlinear programming or performing other complexcalculations. With extensive examples illustrating game theory's wide range ofrelevance, this classroom-tested book is ideal for game theorycourses in mathematics, engineering, operations research,

Ken Binmore computerscience, and economics at the upper-undergraduate level. It is alsoan ideal companion for anyone who is interested in the applicationsof game theory.

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