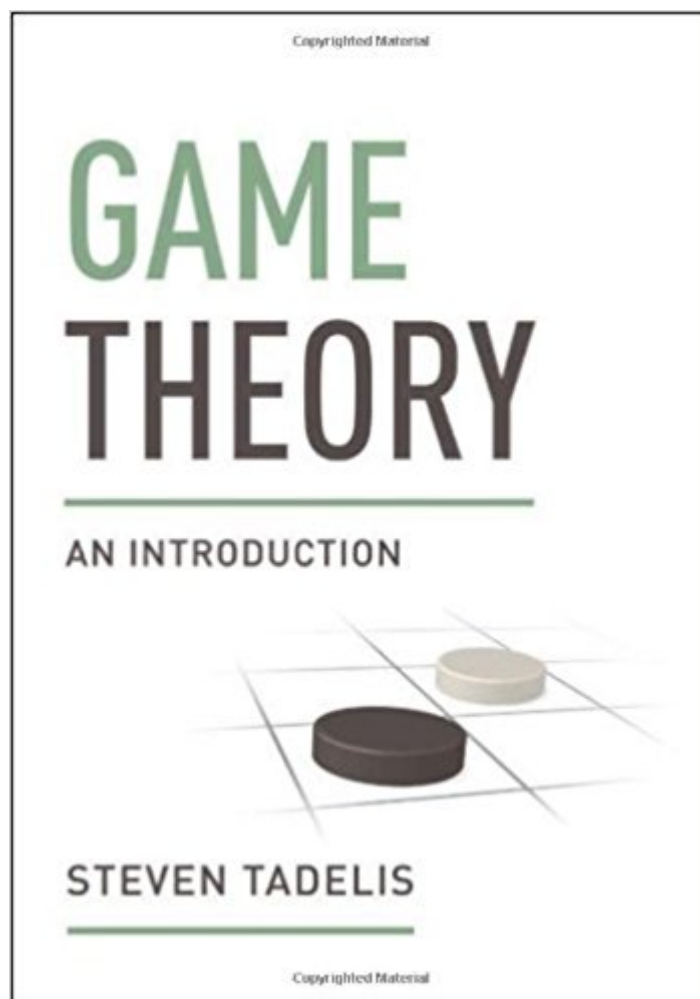# Game Theory: An Introduction

DOWNLOAD EBOOK

Synopsis

This comprehensive textbook introduces readers to the principal ideas and applications of game theory, in a style that combines rigor with accessibility. Steven Tadelis begins with a concise description of rational decision making, and goes on to discuss strategic and extensive form games with complete information, Bayesian games, and extensive form games with imperfect information. He covers a host of topics, including multistage and repeated games, bargaining theory, auctions, rent-seeking games, mechanism design, signaling games, reputation building, and information transmission games. Unlike other books on game theory, this one begins with the idea of rationality and explores its implications for multiperson decision problems through concepts like dominated strategies and rationalizability. Only then does it present the subject of Nash equilibrium and its derivatives.Game Theory is the ideal textbook for advanced undergraduate and beginning graduate students. Throughout, concepts and methods are explained using real-world examples backed by precise analytic material. The book features many important applications to economics and political science, as well as numerous exercises that focus on how to formalize informal situations and then analyze them. Introduces the core ideas and applications of game theory Covers static and dynamic games, with complete and incomplete information Features a variety of examples, applications, and exercises Topics include repeated games, bargaining, auctions, signaling, reputation, and information transmission Ideal for advanced undergraduate and beginning graduate students Complete solutions available to teachers and selected solutions available to students

Book Information

Hardcover: 416 pages

Publisher: Princeton University Press; 1St Edition edition (January 6, 2013)

Language: English

ISBN-10: 0691129088

ISBN-13: 978-0691129082

Product Dimensions: 10.1 x 7.2 x 1.1 inches

Shipping Weight: 2.3 pounds (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars See all reviews (23 customer reviews)

Best Sellers Rank: #55,265 in Books (See Top 100 in Books)   #7 in Books > Science & Math > Evolution > Game Theory   #90 in Books > Business & Money > Economics > Theory   #354 in Books > Science & Math > Mathematics > Applied

Customer Reviews

This is a review from a person who prefer writing summaries over doing problem sets and read only one book per topic for interest. To be fair, I will mostly talk about the shortcomings because that's how mind usually orients when encountering books that consume excessive brainpower. This book is certainly excellent; I have built my understanding of game theory upon it. One simply does not love a book (of this type) if he/she doesn't hate it at some point of time. Well, here it goes:- Too many "It's easy to see that"'s: Yes, some results can be derived from the concepts of previous chapters, and they may be unnecessary to be derived in the current content. But this does not mean the result are "easy to see"; don't really like such tone. Also, it will be nice to mention where (which concept) the results come from when not deriving them.- A static pure 2-player Nash equilibrium is NOT easy to find (the most basic Nash equilibrium): Yes, in an example it may look like a child play with the pretty looking "matrix" (normal-form). Nonetheless, the three arbitrary conventions: whether payoff of a player, say player 1, is on the right or left, whether player 1's action is on the row or the column, and whether the line drawn for player 1's best response is on the top or bottom, these conventions added up to 8 combinations. It's very confusing which direction to pick the best response without following the convention.- I think sometimes the convention of the payoffs of the players are swapped. I know one in an extensive-form (annoying but not fatal) and remember one in a normal-form (this would be horrible because of the previous point), but I may not have remembered it correctly.

Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Game-Changer: Game Theory and the Art of Transforming Strategic Situations Introduction to Computer Game Programming with DirectX 8.0 (Wordware Game Developer's Library) Game Theory: An Introduction An Introduction to Game Theory Games and Information: An Introduction to Game Theory The Amazing Family Game Board Book (Amazing Game Board Books) My First Amazing Game Board Book (Amazing Game Board Books) Wizard Junior Card Game (Wizard Card Game) Game Developer's Open Source Handbook (Charles River Media Game Development) Cross Platform Game Development (Wordware Game Developer's Library) Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design The Game Maker's Apprentice: Game Development for Beginners Advanced 3D Game Programming

with DirectX 9 (Wordware Game Developer's Library) Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library) Advanced 3D Game Programming With Directx 10.0 (Wordware Game and Graphics Library) Isometric Game Programming with DirectX 7.0 w/CD (Premier Press Game Development (Software))