



Two Person Game Theory: The Essential Ideas (Paperback)

By Anatol Rapoport

Dover Publications Inc., United States, 1999. Paperback. Book Condition: New. New edition. 211 x 137 mm. Language: English . Brand New Book. Game theory is an intellectual X-ray. It reveals the skeletal structure of those systems where decisions interact, and it reveals, therefore, the essential structure of both conflict and cooperation. -- Kenneth Boulding This fascinating and provocative book presents the fundamentals of two-person game theory, a mathematical approach to understanding human behavior and decision-making, Developed from analysis of games of strategy such as chess, checkers, and Go, game theory has dramatic applications to the entire realm of human events, from politics, economics, and war, to environmental issues, business, social relationships, and even the game of love. Typically, game theory deals with decisions in conflict situations. Written by a noted expert in the field, this clear, non-technical volume introduces the theory of games in a way which brings the essentials into focus and keeps them there. In addition to lucid discussions of such standard topics as utilities, strategy, the game tree, and the game matrix, dominating strategy and minimax, negotiated and nonnegotiable games, and solving the two-person zero-sum game, the author includes a discussion of gaming theory, an important link...

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