

Introduction to Game Theory.

Game Theory and Strategy. P. Straffin The third edition.

- Two-person zero-sum games.
 - Matrix games: dominance and saddle points.
 - Mixed strategies.
 - Application to anthropology: Jamaican fishing.
 - Application to warfare: guerrillas, police and missiles.
 - Game trees.
 - Application to business: competitive decision making.
 - Elements of utility theory.

- Two-person non-zero-sum games.
 - Nash equilibria and non-cooperative solutions.
 - Prisoner's dilemma.
 - Strategic moves.
 - Application to biology: evolutionary stable strategies.
 - The Nash arbitration scheme and cooperative solutions.
 - Proof of Nash's theorem.
 - Application to business: management-labor arbitration.