

# Contents

<b>Preface</b>	<b>vii</b>
<b>List of Figures</b>	<b>xv</b>
<b>1. Games in Extensive Form</b>	<b>1</b>
1.1. Trees	3
1.2. Game Trees	7
1.2.1. Information Sets	11
1.3. Choice Functions and Strategies	12
1.3.1. Choice Subtrees	13
1.4. Games with Chance Moves	20
1.4.1. A Theorem on Payoffs	22
1.5. Equilibrium $N$ -tuples of Strategies	24
1.6. Normal Forms	29
<b>2. Two-Person Zero-Sum Games</b>	<b>35</b>
2.1. Saddle Points	36
2.2. Mixed Strategies	40
2.2.1. Row Values and Column Values	43
2.2.2. Dominated Rows and Columns	48
2.3. Small Games	52
2.3.1. $2 \times n$ and $m \times 2$ Games	55
2.4. Symmetric Games	59
2.4.1. Solving Symmetric Games	60

<b>3. Linear Programming</b>	<b>65</b>
3.1. Primal and Dual Problems	65
3.1.1. Primal Problems and Their Duals	67
3.2. Basic Forms and Pivots	71
3.2.1. Pivots	72
3.2.2. Dual Basic Forms	75
3.3. The Simplex Algorithm	78
3.3.1. Tableaus	78
3.3.2. The Simplex Algorithm	81
3.4. Avoiding Cycles and Achieving Feasibility	85
3.4.1. Degeneracy and Cycles	85
3.4.2. The Initial Feasible Tableau	88
3.5. Duality	91
3.5.1. The Dual Simplex Algorithm	92
3.5.2. The Duality Theorem	95
<b>4. Solving Matrix Games</b>	<b>99</b>
4.1. The Minimax Theorem	99
4.2. Some Examples	104
4.2.1. Scissors-Paper-Stone	104
4.2.2. Three-Finger Morra	106
4.2.3. Colonel Blotto's Game	107
4.2.4. Simple Poker	108
<b>5. Non-Zero-Sum Games</b>	<b>115</b>
5.1. Noncooperative Games	116
5.1.1. Mixed Strategies	117
5.1.2. Maximin Values	119
5.1.3. Equilibrium $N$ -tuples of Mixed Strategies	120
5.1.4. A Graphical Method for Computing Equilibrium Pairs	121
5.2. Solution Concepts for Noncooperative Games	124
5.2.1. Battle of the Buddies	126
5.2.2. Prisoner's Dilemma	127
5.2.3. Another Game	127
5.2.4. Supergames	128
5.3. Cooperative Games	132
5.3.1. Nash Bargaining Axioms	134
5.3.2. Convex Sets	136
5.3.3. Nash's Theorem	138

5.3.4. Computing Arbitration Pairs	143
5.3.5. Remarks	145
<b>6. N-Person Cooperative Games</b>	<b>149</b>
6.1. Coalitions	149
6.1.1. The Characteristic Function	150
6.1.2. Essential and Inessential Games	154
6.2. Imputations	156
6.2.1. Dominance of Imputations	158
6.2.2. The Core	159
6.2.3. Constant-Sum Games	163
6.2.4. A Voting Game	165
6.3. Strategic Equivalence	167
6.3.1. Equivalence and Imputations	169
6.3.2. $(0,1)$ -Reduced Form	170
6.3.3. Classification of Small Games	172
6.4. Two Solution Concepts	174
6.4.1. Stable Sets of Imputations	174
6.4.2. Shapley Values	178
<b>7. Game-Playing Programs</b>	<b>185</b>
7.1. Three Algorithms	186
7.1.1. The Naive Algorithm	186
7.1.2. The Branch and Bound Algorithm	187
7.1.3. The Alpha-Beta Pruning Algorithm	189
7.2. Evaluation Functions	191
7.2.1. Depth-Limited Subgames	192
7.2.2. Mancala	194
7.2.3. Nine-Men's Morris	197
<b>Appendix. Solutions</b>	<b>201</b>
<b>Bibliography</b>	<b>223</b>
<b>Index</b>	<b>227</b>