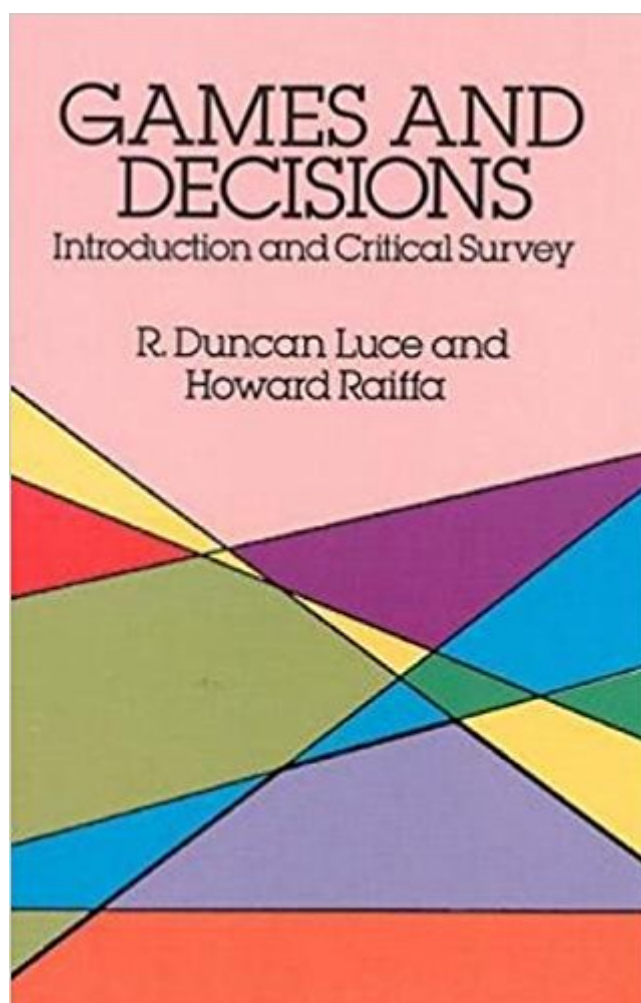


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Games And Decisions: Introduction And Critical Survey (Dover Books On Mathematics)



Synopsis

Superb non-technical introduction to game theory, primarily applied to social sciences. Clear, comprehensive coverage of utility theory, 2-person zero-sum games, 2-person non-zero-sum games, n-person games, individual and group decision-making, more. Bibliography.

Book Information

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Customer Reviews

This book could be described as an overview of Von Neumann's and Morgenstern's masterpiece of "Theory of Games and Economic Behavior". It does a very good job of this if one is not interested in reading their behemoth of a book. And even if one has read TGEB, or a lot of it, it is still insightful enough to make it worth your while

This book should be on the shelf of anyone interested in the decision sciences. Two of the founding fathers of branch of applied mathematics take us to task in this introduction to the science.

The book is fundamental to study games and decisions. It is also well written and i suggest to buy it.

Excellent

it's a classic in game theory, totally worth it to have in your shelf, no one should avoid reading it

The book talks in an interesting way about the role of the game theory in the actual economy. The arguments are formally very good. The student can make easy the proofs and the applications are clear. I am interesting particularly about cooperative games and I'm sorry that it here lack the relation with the projective geometry.

I had this book for a number of years before I could appreciate its use. The reading in the main text can be very low yield at times, as he is often simply musing, explaining the implications of certain ideas without much mathematical analysis. This is basically a very long primer on game theory, which ends up often explaining what is intuitively obvious based on his previous expositions. So why 5 stars? For starters the book is quite comprehensive, but where I found this book really shines is the appendices, which comprise roughly a fourth of the book and are really interesting. They address topics in high yield fashion simply getting to the mathematical methods: A probabilistic theory of utility, The minimax theorem, Geometrical Interpretation of Games, Linear Programming and Games, Methods for solving Games, Recursive Games, and Games of Survival. A mathematician may not find anything in this book that is new to him other than an explanation of what game theory is and a vocabulary for reading and writing about game theory, but a non-mathematician (like me) will likely find some very interesting topics presented in the appendices.

Authors Luce and Raiffa have assembled a well-written and easy to understand introduction to game theory. The author assume no prior knowledge of game theory and therefore explain each concept in sufficient detail. The authors also assume a very modest mathematical background on the part of the reader so that a knowledge of calculus and matrix algebra is unnecessary. A knowledge of limits and other aspects of pre-calculus analysis is also unnecessary. A facility with algebra is assumed, up to the level of perhaps high school Algebra II. In addition, the reader would do well to have benefited from a high school level course in probability theory. It should also be said that in spite of these modest requirements regarding the reader's mathematical background, this book is, nevertheless, mathematically intensive and replete with proofs that would overwhelm the reader who does not enjoy closely-reasoned mathematical arguments. This development of game theory also benefits from the authors' discussion of the history of game theory and their explicit reference to those who have contributed to the field such as John von Neumann and John Nash. The authors also supplement the text with very useful appendices, which include an easy to read motivation for Nash equilibrium. Of particular interest to me is the authors' lucid treatment of Minimax

theory and two-person zero-sum and non-zero-sum games.

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