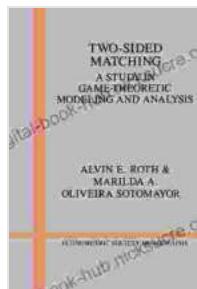


Study in Game Theoretic Modeling and Analysis: Econometric Society Monographs

18

Game theory is a branch of mathematics that studies strategic decision-making. It has applications in a wide variety of fields, including economics, political science, and biology. This book provides a rigorous and comprehensive treatment of game theory, covering both theoretical foundations and applications to a variety of economic problems.



Two-Sided Matching: A Study in Game-Theoretic Modeling and Analysis (Econometric Society Monographs Book 18) by Alvin E. Roth

 5 out of 5

Language : English

File size : 5100 KB

Text-to-Speech : Enabled

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Theoretical Foundations

The first part of the book covers the theoretical foundations of game theory. This includes chapters on the following topics:

- Basic concepts of game theory, such as players, strategies, and payoffs

- The Nash equilibrium concept and its applications
- Cooperative game theory and the theory of bargaining
- Evolutionary game theory

Applications

The second part of the book applies game theory to a variety of economic problems. This includes chapters on the following topics:

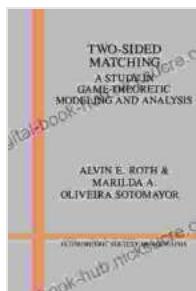
- Oligopoly and competition
- Auctions
- Bargaining
- Information economics
- Mechanism design

This book is a valuable resource for students, researchers, and practitioners in the field of game theory. It provides a rigorous and comprehensive treatment of the subject, and it is accessible to readers with a variety of backgrounds.

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