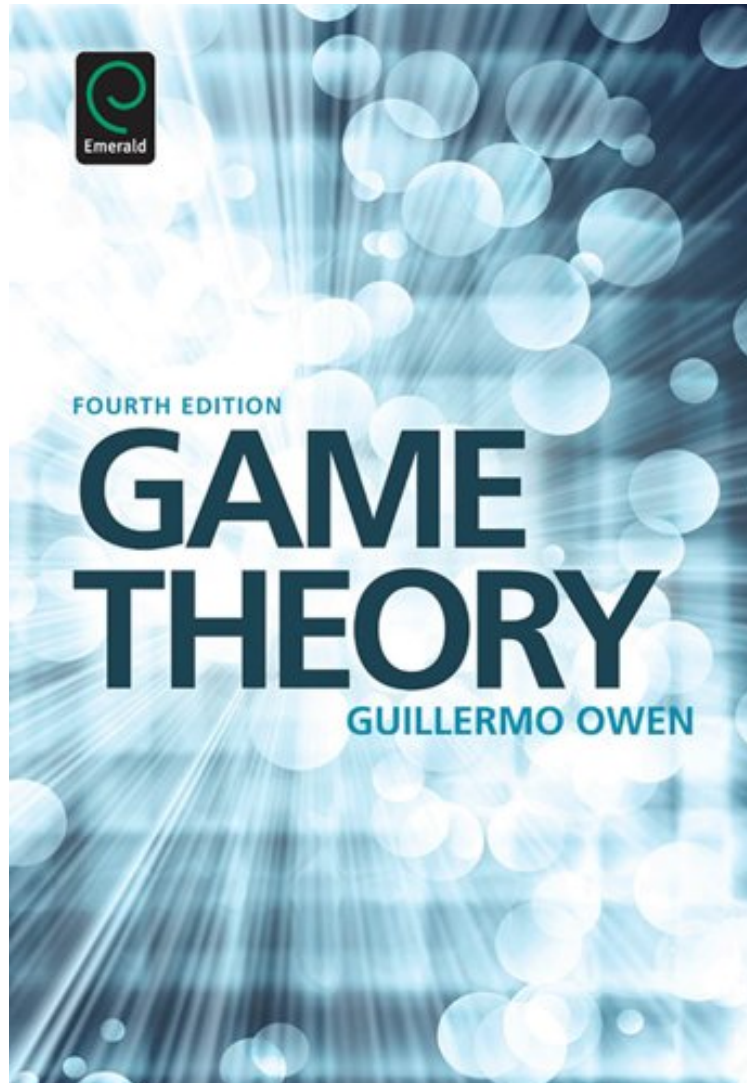


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Game Theory: 4th Edition

Guillermo Owen

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Game Theory has served as a standard text for game theory courses since the publication of the First Edition in 1968. The Fourth Edition updates several recently developed subfields. It has been enlarged by adding a new section dealing with the controversial 'Monty Hall Problem', showing how the solution can be easily obtained by using game theoretic methods; rather than those of conditional probability theory. A new chapter discusses the work of recent Noble laureates: this includes, on the one hand, Hurwicz, Maskin and Myerson's work on mechanism design, and, on the other hand, Roth's work on auctions and two-sided matchings.

This fourth edition updates several recently developed subfields and has a new section on the 'Monty Hall Problem,' showing how game theory can be used to find the solution. There is additional new material on Hurwicz's, Maskin's and Myerson's work on mechanism design and Roth's work on auctions and two-sided matchings. Other chapters include the definition of a 'game,' two-person zero-sum games, linear programming, infinite games, multistage games, games with incomplete information, utility theory, two-person general-sum games, two-person cooperative games, n-person games, stable sets, indices of power, the bargaining set and related concepts, nonatomic games, games without side payments, and spatial games. Distributed in North America by Turpin Distribution. --Annotation copy;2014 Ringgold, Inc., Portland, OR (ProtoView.com)About the AuthorGuillermo Owen - Naval Postgraduate School, Monterey, CA, USA