

Essentials Of Game Theory A Concise Multidisciplinary Introduction

Yoav Shoham

Epsilon-equilibrium Leyton-Brown, Kevin; Shoham, Yoav (2008), Essentials of Game Theory: A Concise, Multidisciplinary Introduction, San Rafael, CA: Morgan & Claypool Publishers In game theory, an epsilon-equilibrium, or near-Nash equilibrium, is a strategy profile that approximately

Shoham received his B.Sc. from Technion – Israel Institute of Technology, and his Ph.D. at Yale University in 1987.

Evolutionarily stable strategy PMID 3296292. Introduced by John Maynard Smith and George R. San Rafael, CA: Morgan & Claypool An evolutionarily stable strategy (ESS) is a strategy (or set of strategies) that is impermeable when adopted by a population in adaptation to a specific environment, that is to say it cannot be displaced by an alternative strategy (or set of strategies) which may be novel or initially rare. Price in 1972/3, it is an important concept in behavioural ecology, evolutionary psychology, mathematical game theory and economics, with applications in other fields such as anthropology, philosophy and political science. Leyton-Brown, Kevin; Shoham, Yoav (2008). Essentials of Game Theory: A Concise, Multidisciplinary Introduction

than 2 players, the probabilities involved in an exact Nash equilibrium need not be rational numbers. player may have a small incentive to do something different. This may still be considered an adequate In static games of complete, perfect information, a normal-form representation of a game is a specification of players' strategy spaces and payoff functions. A strategy space for a player is the set of all strategies available to that player, whereas a strategy is a complete plan of action for... Leyton-Brown and coauthors have received... Solution concept Leyton-Brown, Kevin; Shoham, Yoav (2008). of Equilibria," Econometrica, Econometric Society, vol. These predictions are called "solutions", and describe which strategies will be adopted by players and, therefore, the result of the game. Essentials of Game In game theory, a solution concept is a formal rule for predicting how a game will be played. 54(5), pages 1003-37, September. The most commonly used solution concepts are equilibrium concepts, most famously Nash equilibrium

Leyton-Brown co-teaches a popular game theory course on Coursera.org, along with Matthew O. Jackson and Yoav Shoham. Leyton-Brown serves as an associate editor for the Journal of Artificial Intelligence Research, the Artificial Intelligence journal, and ACM Transactions on Economics and Computation, and was program chair for the ACM Conference on Electronic Commerce in 2012. Shoham is a Fellow of the Association for the Advancement of Artificial Intelligence (AAAI), of the Association for Computing Machinery (ACM), and of the Game Theory Society (GTS). Among his awards are the 2008 ACM/SIGART Autonomous Agents Research Award, the 2012 ACM - AAAI Allen Newell Award, and the 2019 IJCAI Research Excellence Award. behavior. In an approximate Nash equilibrium, this requirement is weakened to allow the possibility that a

Correlated equilibrium The idea is that each player chooses their action according to their private observation of the value of the same public signal. (1991) Game Theory, MIT Press, 1991, ISBN 0-262-06141-4 Leyton-Brown, Kevin; Shoham, Yoav (2008), Essentials of Game Theory: A Concise, Multidisciplinary Introduction In game theory, a correlated equilibrium is a solution concept that is more general than the well known Nash equilibrium. It was first discussed by mathematician Robert Aumann in 1974. If no player would want to deviate from their strategy (assuming the others also don't deviate), the distribution from which the signals are drawn is called a correlated equilibrium. A strategy assigns an action to every possible observation a player can make

In game-theoretical terms, an ESS is an equilibrium refinement of the Nash equilibrium, being a Nash equilibrium that is also "evolutionarily stable." Thus, once fixed in a population, natural selection alone is sufficient to prevent alternative... satisfies the condition of Nash equilibrium. In a Nash equilibrium, no player has an incentive to change his

Strategic dominance Synthesis Lectures on Artificial In game theory, a strategy A dominates another strategy B if A will always produce a better result than B, regardless of how any other player plays. "Essentials of Game Theory: A Concise Multidisciplinary Introduction",. strategy Leyton-Brown, Kevin; Shoham, Yoav (January 2008). Some very simple games (called straightforward games) can be solved using dominance

equilibrium due to being easier to compute, or alternatively due to the possibility that in games of more Extensive-form game MIT press. Extensive-form representations differ from normal-form in that they provide a more complete description of the game in question, whereas normal-form simply boils down the game into a payoff matrix. Game theory (Ch3 Extensive form games, pp67–106). ISBN 0-262-06141-4 Leyton-Brown, Kevin; Shoham, Yoav (2008), Essentials of Game Theory: In game theory, an extensive-form game is a specification of a game allowing for the explicit representation of a number of key aspects, like the sequencing of players' possible moves, their choices at every decision point, the (possibly imperfect) information each player has about the other player's moves when they make a decision, and their payoffs for all possible game outcomes. Extensive-form games also allow for the representation of incomplete information in the form of chance events modeled as "moves by nature"

Yoav Shoham His research spans artificial intelligence, logic and game theory. San Rafael, CA: Morgan & Claypool Yoav Shoham (Hebrew: יואב שוחם; born 22 January 1956) is a computer scientist and a professor emeritus at Stanford University. ISBN 978-0-521-89943-7. Leyton-Brown, Kevin; Shoham, Yoav (2008). Essentials of Game Theory: A Concise, Multidisciplinary Introduction. He has also founded and sold several AI companies

Kevin Leyton-Brown Essentials of Game Theory: A Concise, Multidisciplinary Introduction. San Rafael, CA: Morgan & Claypool Kevin Leyton-Brown (born May 12, 1975) is a Professor of Computer Science at the University of British Columbia. He received his Ph. at Stanford University in 2003. Leyton-Brown, Kevin; Shoham, Yoav (2008). ISBN 978-0-521-89943-7. He was the recipient of a 2014 NSERC E. D. R. Steacie Memorial Fellowship, a 2013/14 Killam Teaching Prize, and a 2013 Outstanding Young Computer Science Researcher Prize from the Canadian Association of Computer Science. W e731bf90be

Cooperative game theory This is different from non-cooperative games in which there is either no possibility to forge alliances or all agreements need to be self-enforcing (e. g. through contract law). through credible threats). g. Leyton-Brown, Kevin; Shoham, Yoav (2008), Essentials of Game Theory: A Concise, Multidisciplinary Introduction, San Rafael, CA: Morgan & Claypool Publishers In game theory, a cooperative or coalitional game is a game with groups of players who form binding "coalitions" with external enforcement of cooperative behavior (e e731bf90be

solution concept, assuming for example status quo bias. This solution concept may be preferred to Nash e731bf90be Many solution concepts, for many games, will result in more than one solution. This puts any one of the solutions in doubt, so a game theorist may apply a refinement to narrow down the solutions. Each successive solution concept presented in the following improves on its predecessor by eliminating implausible equilibria in richer games. e731bf90be Cooperative games are analysed by focusing on coalitions that can be formed, and the joint actions that groups can take and the resulting collective payoffs. e731bf90be

Normal-form game San Rafael, CA: Morgan & Claypool Publishers In game theory, normal form is a description of a game. The normal-form representation of a game includes all perceptible and conceivable strategies, and their corresponding payoffs, for each player. While this approach can be of greater use in identifying strictly dominated strategies and Nash equilibria, some information is lost as compared to extensive-form representations. Leyton-Brown, Kevin; Shoham, Yoav (2008). Unlike extensive form, normal-form representations are not graphical per se, but rather represent the game by way of a matrix. Essentials of Game Theory: A Concise, Multidisciplinary Introduction e731bf90be

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