

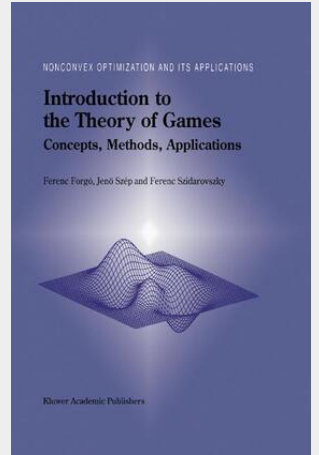
Forgó / Szidarovszky / Szép

## Introduction to the Theory of Games

Concepts, Methods, Applications

Game theory, defined in the broadest sense, is a collection of mathematical models designed for the analysis of strategic aspects of situations of conflict and cooperation in a broad spectrum of fields including economics, politics, biology, engineering, and operations research. This book, besides covering the classical results of game theory, places special emphasis on methods of determining 'solutions' of various game models. Generalizations reaching beyond the 'convexity paradigm' and leading to nonconvex optimization problems are enhanced and discussed in more detail than in standard texts on this subject. The development is theoretical-mathematical interspersed with elucidating interpretations and examples. Audience: The material in the book is accessible to PhD and graduate students and will also be of interest to researchers. Solid knowledge of standard undergraduate mathematics is required to read the book.

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**160,49 €**

149,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

**Artikelnummer:** 9781441948113

**Medium:** Buch

**ISBN:** 978-1-4419-4811-3

**Verlag:** Springer US

**Erscheinungstermin:** 19.11.2010

**Sprache(n):** Englisch

**Auflage:** 1. Auflage. Softcover version of original hardcover Auflage 1999

**Serie:** Nonconvex Optimization and Its Applications

**Produktform:** Kartoniert

**Gewicht:** 534 g

**Seiten:** 340

**Format (B x H):** 155 x 235 mm

