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Smart Choices - John S. Hammond 2015-07-21
Become confident in your choices. Where should I live? Is it time to get a new job? Which job candidate should I hire? What business strategy should I pursue? We spend the majority of our lives making decisions, both big and small. Yet, even though our success is largely determined by the choices that we make, very few of us are equipped with useful decision-making skills. Because of this, we often approach our choices tentatively, or even fearfully, and avoid giving them the time and thought required to put our best foot forward. In Smart Choices, John Hammond, Ralph Keeney, and Howard Raiffa—experts with over 100 years of experience resolving complex decision problems—offer a proven, straightforward, and flexible roadmap for making better and more impactful decisions, and offer the tools to achieve your goals in every aspect of your life. Their step-by-step, divide-and conquer approach will teach you how to: • Evaluate your plans • Break your potential decision into its key elements • Identify the key drivers that are most relevant to your goals • Apply systematic thinking • Use the right information to make the smartest choice Smart Choices doesn't tell you what to decide; it tells you how. As you routinely use the process, you'll become more confident in your ability to make decisions at work and at home. And, more importantly, by applying its time-tested methods, you'll make

better decisions going forward. Be proactive. Don't wait until a decision is forced on you—or made for you. Seek out decisions that advance your long-term goals, values, and beliefs. Take charge of your life by making Smart Choices a lifetime habit.
Games, Strategies and Decision Making - Joseph Harrington 2009
This book on game theory introduces and develops the key concepts with a minimum of mathematics. Students are presented with empirical evidence, anecdotes and strategic situations to help them apply theory and gain a genuine insight into human behaviour. The book provides a diverse collection of examples and scenarios from history, literature, sports, crime, theology, war, biology, and everyday life. These examples come with rich context that adds real-world meat to the skeleton of theory. Each chapter begins with a specific strategic situation and is followed with a systematic treatment that gradually builds understanding of the concept.
Two-person Game Theory - Anatol Rapoport 1999-01-20
This fascinating and provocative book presents the fundamentals of two-person game theory, a mathematical approach to understanding human behavior and decision-making.
Game Theory and Politics - Steven J. Brams 2011-11-24
This illuminating and instructive survey demonstrates both the insights

and the pitfalls that result from applying game theoretic models to the analysis of problems in political science. Using real-life examples, it shows how game theory can explain and elucidate complex political situations, from warfare to presidential vetoes. 1975 edition. 24 figures.

Problem Solving Through Recreational Mathematics - Bonnie Averbach 2012-03-15
Fascinating approach to mathematical teaching stresses use of recreational problems, puzzles, and games to teach critical thinking. Logic, number and graph theory, games of strategy, much more. Includes answers to selected problems. Free solutions manual available for download at the Dover website.

Introducing Game Theory - Ivan Pastine 2017-03-02
When should you adopt an aggressive business strategy? How do we make decisions when we don't have all the information? What makes international environmental cooperation possible? Game theory is the study of how we make a decision when the outcome of our moves depends on the decisions of someone else. Economists Ivan and Tuvana Pastine explain why, in these situations, we sometimes cooperate, sometimes clash, and sometimes act in a way that seems completely random. Stylishly brought to life by award-winning cartoonist Tom Humberstone, Game Theory will help readers understand behaviour in everything from our social lives to business, global politics to evolutionary biology. It provides a thrilling new perspective on the world we live in.

Good Thinking - Irving J. Good 2009-11-18
These sparkling essays by a gifted thinker offer philosophical views on the roots of statistical interference. A pioneer in the early development of computing, Irving J. Good made fundamental contributions to the theory of Bayesian inference and was a key member of the team that broke the German Enigma code during World War II. Good maintains that a grasp of probability is essential to answering both practical and philosophical questions. This compilation of his most accessible works concentrates on philosophical rather than mathematical subjects, ranging from rational decisions, randomness, and the nature of probability to operational research, artificial intelligence, cognitive psychology, and chess. These twenty-three self-contained articles represent the author's work in a variety of fields but are unified by a consistently rational approach. Five closely related sections explore Bayesian rationality; probability; corroboration, hypothesis testing, and simplicity; information and surprise; and causality and explanation. A comprehensive index, abundant references, and a bibliography refer readers to classic and modern literature. Good's thought-provoking observations and memorable examples provide scientists, mathematicians, and historians of science with a coherent view of probability and its applications.

Monkey Girl - Edward Humes 2007-01-30
What should we teach our children about where we come from? Is evolution good science? Is it a lie? Is it incompatible with faith? Did Charles Darwin really say man came from monkeys? Have scientists really detected "intelligent design"—evidence of a creator—in nature? What happens when a town school board decides to confront such questions head-on, thrusting its students, then an entire community, onto the front lines of America's culture wars? From bestselling author and Pulitzer Prize– winning journalist Edward Humes comes a dramatic story of faith, science, and courage unlike any since the famous Scopes Monkey Trial. Monkey Girl takes you behind the scenes of the recent war on evolution in Dover, Pennsylvania, the epic court case on teaching "intelligent design" it spawned, and the national struggle over what Americans believe about human origins. Told from the perspectives of all sides of the battle, Monkey Girl is about what happens when science and religion collide.

Learn Game Theory - Albert Rutherford 2021-03-27
Master strategic thinking and gain competitive advantage. Have you ever wondered how to make better decisions and solve problems with more ease? Learn Game Theory shares the well-hidden secrets of great decision-makers. Use Logic and Reason to Manage Uncertainty. Life is full of uncertainty. You don't know what lies ahead. But you can learn to control the controllable by using logic and reason. With the help of this book, you'll discover new ways to think about - and solve - problems more

efficiently than ever before. Discover how strategic games model real-life behavior. You would be surprised how many game theory concepts affect your life. Game theory is a management device that helps rational decision-making. Game Theory is a branch of mathematics dedicated to the study of rational, strategic decision-making. You can apply it in many different fields, from psychology, economics, and politics to military strategy, business, and even retail pricing! It focuses on conflict and cooperation between intelligent, rational players, analyzing how to optimize one's decisions, taking into account others' actions. This book won't just give you theoretical knowledge. It will teach you practical life skills! The logical deductions used in game theory can help you learn superior decision-making skills based on strategic analysis. Become Confident in Your Decision-Making Skills. Albert Rutherford is an internationally bestselling author and a retired corporate executive. His books draw on various sources, from corporate system building, strategic analysis, scientific research, and his life experience. He has been building and improving systems his whole adult life and brings his proven advice to you. Predict the future with more accuracy. What's the best way to ask for a raise? How to choose a date spot with your partner avoiding friction? How do top athletes choose their best moves? How do companies optimize their sales strategy? Extraordinary decisions will lead to outstanding success. Use the principles of game theory to have more confidence in your choices. Learn Game Theory is written in a casual, easy-to-follow way, with an abundance of relevant examples. It will help you get shrewd by applying strategic thinking and make better decisions based on logic and analysis. Learn Game Theory and make better business decisions, improve your relationships, understand people around you, and get out of sticky situations more effectively!

Optimization Theory for Large Systems - Leon S. Lasdon 2013-01-17
Important text examines most significant algorithms for optimizing large systems and clarifying relations between optimization procedures. Initial chapter on linear and nonlinear programming provide the foundation for the rest of the book. Appendixes.

Individual Choice Behavior - R. Duncan Luce 2012-06-22
This treatise presents a mathematical analysis of choice behavior. Starting with a general axiom, it then examines applications of the theory to substantive problems: psychophysics, utility, and learning. 1959 edition.

The Direction of Time - Hans Reichenbach 2012-10-10
Distinguished physicist examines emotive significance of time, time order of mechanics, time direction of thermodynamics and microstatistics, time direction of macrostatistics, time of quantum physics, more. 1971 edition.

Probability, Statistics, and Decision for Civil Engineers - Jack R Benjamin 2014-07-16
"This text covers the development of decision theory and related applications of probability. Extensive examples and illustrations cultivate students' appreciation for applications, including strength of materials, soil mechanics, construction planning, and water-resource design. Emphasis on fundamentals makes the material accessible to students trained in classical statistics and provides a brief introduction to probability. 1970 edition"--

Game Theory - James N. Webb 2007-03-06
The outstanding feature of this book is that it provides a unified account of three types of decision problem. It covers the basic ideas of decision theory, classical game theory, and evolutionary game theory in one volume. No background knowledge of economics or biology is required as examples have been carefully selected for their accessibility. Detailed solutions to the numerous exercises are provided at the back of the book, making it ideal for self-study. This introduction to game theory is intended as a first course for undergraduate students of mathematics, but it will also interest advanced students or researchers in biology and economics.

Rules of Play - Katie Salen Tekinbas 2003-09-25
An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play

Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

Essentials of Game Theory - Kevin Leyton-Brown 2008-07-08
Game theory is the mathematical study of interaction among independent, self-interested agents. The audience for game theory has grown dramatically in recent years, and now spans disciplines as diverse as political science, biology, psychology, economics, linguistics, sociology, and computer science, among others. What has been missing is a relatively short introduction to the field covering the common basis that anyone with a professional interest in game theory is likely to require. Such a text would minimize notation, ruthlessly focus on essentials, and yet not sacrifice rigor. This Synthesis Lecture aims to fill this gap by providing a concise and accessible introduction to the field. It covers the main classes of games, their representations, and the main concepts used to analyze them.

The Compleat Strategyst - John D. Williams 2007-09-01
Classic game theory primer from 1954 that discusses basic concepts of game theory and its applications, and which popularized the subject for amateurs, professionals, and students throughout the world.

Political Game Theory - Nolan McCarty 2007-01-08
Political Game Theory is a self-contained introduction to game theory and its applications to political science. The book presents choice theory, social choice theory, static and dynamic games of complete information, static and dynamic games of incomplete information, repeated games, bargaining theory, mechanism design and a mathematical appendix covering, logic, real analysis, calculus and probability theory. The methods employed have many applications in various disciplines including comparative politics, international relations and American politics. Political Game Theory is tailored to students without extensive backgrounds in mathematics, and traditional economics, however there are also many special sections that present technical material that will appeal to more advanced students. A large number of exercises are also provided to practice the skills and techniques discussed.

A Beautiful Math - Tom Siegfried 2006-09-21
Millions have seen the movie and thousands have read the book but few have fully appreciated the mathematics developed by John Nash's beautiful mind. Today Nash's beautiful math has become a universal language for research in the social sciences and has infiltrated the realms of evolutionary biology, neuroscience, and even quantum physics. John Nash won the 1994 Nobel Prize in economics for pioneering research published in the 1950s on a new branch of mathematics known as game theory. At the time of Nash's early work, game theory was briefly popular among some mathematicians and Cold War analysts. But it remained obscure until the 1970s when evolutionary biologists began applying it to their work. In the 1980s economists began to embrace game theory. Since then it has found an ever expanding repertoire of applications among a wide range of scientific disciplines. Today neuroscientists peer into game players' brains, anthropologists play games with people from primitive cultures, biologists use games to explain the evolution of human language, and mathematicians exploit games to better understand social networks. A common thread connecting much of this research is its relevance to the ancient quest for a science of human social behavior, or a Code of Nature, in the spirit of the fictional science of psychohistory described in the famous Foundation novels by the late Isaac Asimov. In A Beautiful Math, acclaimed science

writer Tom Siegfried describes how game theory links the life sciences, social sciences, and physical sciences in a way that may bring Asimov's dream closer to reality.

Games and Decisions - R. Duncan Luce 2012-09-20
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.

Introduction to Probability - John E. Freund 2012-05-11
Featured topics include permutations and factorials, probabilities and odds, frequency interpretation, mathematical expectation, decision making, postulates of probability, rule of elimination, much more. Exercises with some solutions. Summary. 1973 edition.

A Gamut of Games - Sid Sackson 1992
An expert on game history selects 38 of his favorite amusements, all of which can be played by children or adults with common items such as cards, dice, checkerboards, and pencil and paper.

Democracy and Education - John Dewey 1916
John Dewey's Democracy and Education addresses the challenge of providing quality public education in a democratic society. In this classic work Dewey calls for the complete renewal of public education, arguing for the fusion of vocational and contemplative studies in education and for the necessity of universal education for the advancement of self and society. First published in 1916, Democracy and Education is regarded as the seminal work on public education by one of the most important scholars of the century.

Nicomachean Ethics - Aristotle 2021-11-13
Nicomachean Ethics Aristotle - The Nicomachean Ethics is one of Aristotle's most widely read and influential works. Ideas central to ethics—that happiness is the end of human endeavor, that moral virtue is formed through action and habituation, and that good action requires prudence—found their most powerful proponent in the person medieval scholars simply called "the Philosopher." Drawing on their intimate knowledge of Aristotle's thought, Robert C. Bartlett and Susan D. Collins

have produced here an English-language translation of the Ethics that is as remarkably faithful to the original as it is graceful in its rendering. Aristotle is well known for the precision with which he chooses his words, and in this elegant translation his work has found its ideal match. Bartlett and Collins provide copious notes and a glossary providing context and further explanation for students, as well as an introduction and a substantial interpretive essay that sketch central arguments of the work and the seminal place of Aristotle's Ethics in his political philosophy as a whole. The Nicomachean Ethics has engaged the serious interest of readers across centuries and civilizations—of peoples ancient, medieval, and modern; pagan, Christian, Muslim, and Jewish—and this new edition will take its place as the standard English-language translation.

Roped In - L.P. Dover 2018-08-30
STANDALONE NOVEL Who says a wild heart can't be tamed? For years, I lived for the job and let it control me. Violence was all I knew. I protected, killed, and served. My name is Blake Evans, one of the best undercover cops in the country. I thought I was about to live a quiet life on my ranch in Wyoming until an old friend showed up and changed everything. He brought me her, Hadley Rivers, country music sensation and the one woman I couldn't have. I didn't want her but she had me completely roped in. My job is to protect her, to keep her away from some psycho who wants her for himself. However, there's more to her story than I was led to believe. I promised to keep her safe and I won't back down . . . even if I have to die trying. I can't let him have her.

Mathematical Methods of Game and Economic Theory - Jean-Pierre Aubin 2007-01-01
Mathematical economics and game theory approached with the fundamental mathematical toolbox of nonlinear functional analysis are the central themes of this text. Both optimization and equilibrium theories are covered in full detail. The book's central application is the fundamental economic problem of allocating scarce resources among competing agents, which leads to considerations of the interrelated applications in game theory and the theory of optimization. Mathematicians, mathematical economists, and operations research

specialists will find that it provides a solid foundation in nonlinear functional analysis. This text begins by developing linear and convex analysis in the context of optimization theory. The treatment includes results on the existence and stability of solutions to optimization problems as well as an introduction to duality theory. The second part explores a number of topics in game theory and mathematical economics, including two-person games, which provide the framework to study theorems of nonlinear analysis. The text concludes with an introduction to non-linear analysis and optimal control theory, including an array of fixed point and subjectivity theorems that offer powerful tools in proving existence theorems.

Dynamic programming - Rutherford Aris 1963

The Mathematics of Games of Strategy - Melvin Dresher 2012-11-14
This text offers an exceptionally clear presentation of the mathematical theory of games of strategy and its applications to many fields including economics, military, business, and operations research.
Theory of Games and Statistical Decisions - David A. Blackwell 2012-06-14
A problem-oriented text for evaluating statistical procedures through decision and game theory. First-year graduates in statistics, computer experts and others will find this highly respected work best introduction to growing field.
Theory of Games and Economic Behavior - John Von Neumann 1980

Elementary Decision Theory - Herman Chernoff 2012-04-26
This well-respected introduction to statistics and statistical theory covers data processing, probability and random variables, utility and descriptive statistics, computation of Bayes strategies, models, testing hypotheses, and much more. 1959 edition.
Dangerous Game - L.P. Dover 2019-11-19
From New York Times and USA Today bestselling author L.P. Dover comes the crossover fans having been waiting for! Beloved characters from her Armed & Dangerous and Circle of Justice novels come together

in this tantalizing new series! For years, my family was on top. Ruthless. Respected. Feared. That all changed with the death of my father. As I moved into the position of power over the Corsino empire, enemies to the family tried to take over my city. They thought I would be weakened by my loss. They don't know me. My name is Dominic Corsino, and I have a ravenous appetite for money, power, and women. The last of which I pushed aside when Faith Hilliard, a close family friend, turned up in need of help. I've always wanted her, yet couldn't bring myself to involve her in the dark savagery of my world. Now, she's within my grasp once more. If I didn't fear her running from my brutal truth, I would have already tasted her sweet temptation. But the time for hesitation passes when a fighter in my underground ring is murdered. With my family name at stake, I can no longer hide who I am and what I'm capable of. It's all coming down to a one winner-takes-all match. If I walk away with the prize, the threats against the Corsinos will be crushed. If I lose, our entire empire will crumble. It's a dangerous game ... and I'm ready to play.

Predictably Irrational - Dan Ariely 2008-02
An upbeat cultural evaluation of the sources of illogical decisions explores the reasons why irrational thought often overcomes level-headed practices, offering insight into the structural patterns that cause people to make the same mistakes repeatedly. 150,000 first printing.
Differential Games - Rufus Isaacs 2012-04-26
Definitive work draws on game theory, calculus of variations, and control theory to solve an array of problems: military, pursuit and evasion, athletic contests, many more. Detailed examples, formal calculations. 1965 edition.
Sir Gawain and the Green Knight - 1900

Games, Theory and Applications - L. C. Thomas 2012-12-13
This text opens with the theory of 2-person zero-sum games, 2-person non-zero sum games, and n-person games, at a level between non-mathematical introductory books and technical mathematical game theory books. Includes introductory explanations of gaming and meta

games. Includes numerous exercises anbd problems with solutions and over 30 illustrations. 1986 edition.

The Selfish Gene - Richard Dawkins 1989
An ethologist shows man to be a gene machine whose world is one of savage competition and deceit

Taken Under the Moon - L.P. Dover 2021-12-28
Passion and danger intertwine in the latest sizzling masterpiece by New York Times and USA Today bestselling author, L.P. Dover! When her deceptive plan against the Royal Pack fails, royal arctic wolf, Kara Channon, finds herself stripped of her strength and left with nothing but the weak human shell of a body. Knowing it's too dangerous for her to stay in Wyoming, Chase Maheegan volunteers to be her jailor and take her to California to be with him. For years, they were rivals. Now, he's her only hope. Chase always enjoyed making the uptight royal squirm, but Kara refused to give in to her attraction for him... until now. Desperate for her power to be restored, Kara spends a passionate night in his arms only to sneak away in the morning and thrust herself into a world of danger. Time is running out as darkness circles the beautiful wolf. Can Chase get to her in time to save her from herself? Or will the lure of an unmated royal mark her as a target for those who would kill to claim her?

Game Theory - Morton D. Davis 2012-05-11
This fascinating, newly revised edition offers an overview of game theory, plus lucid coverage of two-person zero-sum game with equilibrium points; general, two-person zero-sum game; utility theory; and other topics.

Computational Complexity - Sanjeev Arora 2009-04-20
New and classical results in computational complexity, including interactive proofs, PCP, derandomization, and quantum computation. Ideal for graduate students.