



Foundations of Game Theory: Noncooperative Games

Nicolai N. Vorob'ev

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The English edition differs only slightly from the Russian original. The main structural difference is that all the material on the theory of finite noncooperative games has been collected in Chapter 2, with renumbering of the material of the remaining chapters. New sections have been added in this chapter: devoted to general questions of equilibrium theory in nondegenerate games, subsections 3.9-3.17, by N.N. Vorob'ev, Jr.; and § 4, by A.G. Chernyakov; and § 5, by N.N. Vorob'ev, Jr., on the computational complexity of the process of finding equilibrium points in finite games. It should also be mentioned that subsections 3.12-3.14 in Chapter 1 were written by E.B. Yanovskaya especially for the Russian edition. The author regrets that the present edition does not reflect the important game-theoretical achievements presented in the splendid monographs by E. van Damme (on the refinement of equilibrium principles for finite games), as well as those by J.e. Harsanyi and R. Selten, and by W. Giith and B. Kalkofen (on equilibrium selection). When the Russian edition was being written, these directions in game theory had not yet attained their final form, which appeared only in quite recent monographs; the present author has had to resist the temptation of attempting to produce an elementary exposition of the new theories for the English edition; readers of this edition will find only brief mention of the new material.



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