SSP100 Class Notes
Games and decisions — the concepts

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Spring, 2001

Payoff and Strategy (e.g. in Monty Hall)
Search trees / Decision trees
Chess strategies, chess trees and extensive form
Minimax
Payoff matrices
Zero-sum games, maximin, dominating strategies, equilibria
Non-zero sum games, Prisoners Dilemma
Iterated Prisoners Dilemma, Tit for Tat
Tragedy of the Commons
Common Ground
Muddy Children’s Paradox