

SSP100 Class Notes
Games and decisions — the concepts

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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