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Autore	Thomas G. H (Gerald Harper), <1942->
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Nota di contenuto	Contents ; Foreword ; Preface ; 1. Introduction ; 1.1 Geometry of Economic Games ; 1.2 Market Fluid ; 1.3 Thermodynamics of Games ; 1.4 Rules of the Game ; 1.5 Economic Justification ; 1.6 Dynamic Games ; 1.7 Nature of Time ; 1.8 Outline ; 2. Rules-of-the-Game 2.1 Games are Covariant the Game Matrix 2.2 General Attributes of ; 2.3 Geodesies ; 2.4 Games are Locally Flat ; 2.5 Dynamic Game Theory Hypothesis ; 3. Flow of Strategic-Mass ; 3.1 Local versus Global ; 3.2 The Connection ; 3.3 Curvature ; 3.4 Geometry Specified by Sources 4. Game Symmetries 4.1 Earth's Symmetries ; 4.2 Active and Inactive Choices ; 4.3 Covariance or Isometry ; 4.4 Dynamic Theory of Games ; 4.5 Time Isometry ; 5. Analysis ; 5.1 Reference Frames ; 5.2 Two-Person Zero-Sum Fair Game ; 5.3 Central

Frame Models	; 5.4 Basic Behavior
6. Graphical Presentation	6.1 Fair Games
; 6.1.1 No gravity or pressure	; 6.1.2 Gravity
; 6.1.3 Pressure	; 6.1.4 Single strategy model
; 6.2 Value Games	; 6.2.1 No gravity or pressure
; 6.2.2 Gravity	; 6.2.3 Pressure
Person Game	; 6.3 Three-
	; 6.4 Observations
7. Applications and Open Problems	7.1
Organizational Dynamics	; 7.2 Reorganization
Cycles	; 7.3 What is a Player? ; 7.4
Flat Games	; 7.5 Three-Person and Higher Games
; 7.6 Non-Zero Sum Games	; 7.7 Viscous Games
; 7.8 Quantum Games	; 7.9 Complete Solutions
Appendix A Thermodynamics	

Sommario/riassunto

Geometry, Language and Strategy is a way of looking at game theory or strategic decision-making from a scientific perspective, using standard equations from the fields of engineering and physics. To better approximate reality, it extends game theory beyond the two-player set piece. The book begins where former game theory literature ends - with multi-person games on a world stage. It encompasses many of the variables encountered in strategic planning, using mathematics borrowed from physics and engineering, rather than the economic models which have not proven to be good in predicting