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Bismarck Sea; 7.2 Overlord; 7.3 Escalation as an all-pay auction; 7.4 Mutually assured destruction and the Cuban missile crisis
7.5 The Euromissiles crisis 7.6 Hawks, doves and Star Wars; 8 Trade, security and hegemony; 8.1 International cooperation and free trade; 8.2 Guns versus butter and the trade-off between openness and security; 8.3 The persistence of unipolarism; 8.4 Appendix: the game between satellites; 9 The role of information; 9.1 Asymmetric information; 9.2 Incomplete information; 9.3 Forward induction; 9.4 Appendix: Bayes' rule; 10 Bargaining and cooperation; 10.1 Bargaining games: the axiomatic approach; 10.2 Cooperative games: a matter of coalitions; 10.3 Examples; Notes; Bibliography; Index

Sommario/riassunto

Individuals, firms, governments and nations behave strategically, for good and bad. Over the last few decades, game theory has been constructed and progressively refined to become the major tool used by social scientists to understand, predict and regulate strategic interaction among agents who often have conflicting interests. In the surprisingly anodyne jargon of the theory, they 'play games'. This book offers an introduction to the basic tools of game theory and an overview of a number of applications to real-world cases, covering the areas of economics, politics and international relations.
