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Nota di contenuto	Contents; 1 Introduction; 1.1 What is an Evolutionary Model; 1.2 Why Evolutionary Models?; 1.3 The Plan of What Follows; 2 Static Analysis; 2.1 Theoretical Framework; 2.1.1 Basic model; 2.1.2 Alternative scenarios: "Playing the Field" or "Pairwise Contests"; 2.2 Evolutionarily Stable Strategy; 2.2.1 General definition; 2.2.2 Alternative interpretations of ESS: monomorphic vs. polymorphic populations; 2.3 Examples; 2.3.1 Pairwise contests: the Hawk- Dove game; 2.3.2 Playing the field: the Sex-Ratio game; 2.4 ESS and Refinements of Nash Equilibrium; 2.5 The Existence of an ESS 2.6 Asymmetric Contests 2.6.1 Introduction; 2.6.2 Ex ante symmetry with ex post asymmetries; 2.6.3 Example: the Hawk- Dove game revisited (I); 2.6.4 Extensive-form contests; 2.7 ESS and Finite Populations; 2.7.1 The "spite" of an ESS; 2.7.2 An example of oligopolistic competition; 2.8 Evolution and Cheap Talk; 3 Basic Dynamic Analysis; 3.1 Introduction; 3.2 The Replicator Dynamics; 3.2.1 The discrete-time case; 3.2.2 The continuous-time case; 3.2.3 Properties of the Replicator Dynamics; 3.3 The ESS and the Replicator

Dynamics; 3.3.1 The implicit dynamics of a monomorphic ESS
3.3.2 ESS conditions and polymorphic stability
3.4 Evolutionary Dynamics and Nash Refinements; 3.5 Some Examples; 3.5.1 The Hawk-Dove game revisited (II); 3.5.2 The Rock-Scissors-Paper game; 3.6 Replicator Dynamics in Mixed Strategies; 3.6.1 The model; 3.6.2 ESS conditions and dynamic evolutionary stability; 3.7 Permanence and Survival; 3.7.1 Definitions; 3.7.2 Necessary conditions for persistence and permanence; 3.7.3 Sufficient conditions for permanence; 3.7.4 Average behaviour in permanent systems; 3.8 Population Genetics; 3.9 The Prisoner's Dilemma; 3.9.1 Basic (unperturbed) model
3.9.2 Noisy dynamics
3.10 Pollination and Reward: An Example; 3.10.1 Preliminaries; 3.10.2 The model; 4 Evolution in Social Environments; 4.1 Introduction; 4.2 Theoretical Framework; 4.3 Evolutionary Growth Dynamics; 4.3.1 The model; 4.3.2 Monotonicity properties; 4.3.3 Some examples; 4.4 Dynamics of Monotonic Evolutionary Systems; 4.4.1 Dynamic stability and Nash equilibrium; 4.4.2 Set stability; 4.4.3 Long-run regularities; 4.5 Evolution and Rationality; 4.5.1 Evolution and pay-off dominance; 4.5.2 Evolution, iterative dominance, and rationalizability; 4.6 General Evolutionary Processes
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4.6.2 Dynamic stability and rationality; 4.7 Examples; 4.7.1 Trading complementarities; 4.7.2 Risky trading; 4.8 A Simplified Ultimatum Game; 4.9 A Hierarchic Model of Cultural Evolution; 5 Stochastic Evolution; 5.1 Introduction; 5.2 A Simple Example; 5.3 Theoretical Framework; 5.4 Analysis; 5.4.1 Large matching noise; 5.4.2 Small matching noise; 5.4.3 On the role of noise in evolutionary models; 5.4.4 Extensions; 5.5 Continuous-Time Dynamics; 5.6 Rate of Convergence and Interaction Pattern; 5.6.1 Global interaction; 5.6.2 Local interaction
5.7 The Evolution of Walrasian Behaviour

Sommario/riassunto

This textbook for advanced undergraduate and postgraduate students of Evolutionary Game Theory covers recent developments in the field, with an emphasis on economic contexts and applications. It begins with the basic ideas as they originated within the field of theoretical biology and then proceeds to the formulation of a theoretical framework that is suitable for the study of social and economic phenomena from an evolutionary perspective. Core topics include the Evolutionary Stable Strategy (ESS) and Replicator Dynamics (RD), deterministic dynamic models, and stochastic perturbations. A set of
