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5.5 Changes in the Constant-Term Column Vector5.6 The Dual Simplex Algorithm; 5.7 Addition of a Constraint; 6 Integer Programming; 6.1 Introduction to Integer Programming; 6.2 Models with Integer Programming Formulations; 6.3 Gomory's Cutting Plane Algorithm; 6.4 A Branch and Bound Algorithm; 6.5 Spreadsheet Solution of an Integer Programming Problem; 7 The Transportation Problem; 7.1 A Distribution Problem; 7.2 The Transportation Problem; 7.3 Applications; 8 Other Topics in Linear Programming; 8.1 An Example Involving Uncertainty; 8.2 An Example with Multiple Goals
8.3 An Example Using Decomposition8.4 An Example in Data Envelopment Analysis; 9 Two-Person, Zero-Sum Games; 9.1 Introduction to Game Theory; 9.2 Some Principles of Decision Making in Game Theory; 9.3 Saddle Points; 9.4 Mixed Strategies; 9.5 The Fundamental Theorem; 9.6 Computational Techniques; 9.7 Games People Play; 10 Other Topics in Game Theory; 10.1 Utility Theory; 10.2 Two-Person, Non-Zero-Sum Games; 10.3 Noncooperative Two-Person Games; 10.4 Cooperative Two-Person Games; 10.5 The Axioms of Nash; 10.6 An Example; A Vectors and Matrices; B An Example of Cycling
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Sommario/riassunto

Praise for the Second Edition: ""This is quite a well-done book: very tightly organized, better-than-average exposition, and numerous examples, illustrations, and applications.""-Mathematical Reviews of the American Mathematical Society An Introduction to Linear Programming and Game Theory, Third Edition presents a rigorous, yet accessible, introduction to the theoretical concepts and computational techniques of linear programming and game theory. Now with more extensive modeling exercises and detailed integer programming examples, this book uniquely illustrates ho