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	26. The Shapley Value -- Chapter 27. Application to Politics: The Shapley-Shubik Power Index -- Chapter 28. Application to Politics: The Banzhaf Index and the Canadian Constitution -- Chapter 29. Bargaining Sets. Chapter 30. Application to Politics: Parliamentary Coalitions -- Chapter 31. The Nucleolus and the Gately Point -- Chapter 32. Application to Economics: Cost Allocation in India -- Chapter 33. The Value of Game Theory -- Bibliography -- Answers to Exercises -- Index -- Back Cover.
Sommario/riassunto	This book is an introduction to mathematical game theory, which might better be called the mathematical theory of conflict and cooperation. It is applicable whenever two individuals--or companies, or political parties, or nations--confront situations where the outcome for each depends on the behavior of all. What are the best strategies in such situations? If there are chances of cooperation, with whom should you cooperate, and how should you share the proceeds of cooperation? Since its creation by John von Neumann and Oskar Morgenstern in 1944, game theory has shed new light on business, politics, economics, social psychology, philosophy, and evolutionary biology.In this book, its fundamental ideas are developed with mathematics at the level of high school algebra and applied to many of these fields (see the table of contents). Ideas like "fairness" are presented via axioms that fair allocations should satisfy; thus the reader is introduced to axiomatic thinking as well as to mathematical modeling of actual situations.