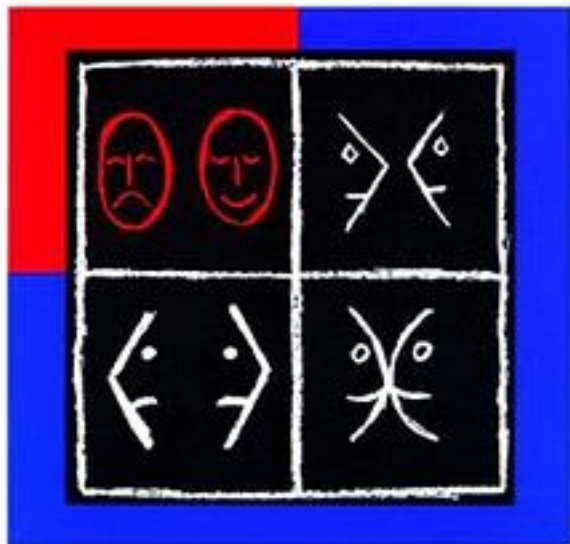


A Course in Game Theory

A COURSE IN GAME THEORY



MARTIN J. OSBORNE
ARIEL RUBINSTEIN

[A Course in Game Theory_ 下载链接1](#)

著者:Martin J. Osborne

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A Course in Game Theory presents the main ideas of game theory at a level suitable for

graduate students and advanced undergraduates, emphasizing the theory's foundations and interpretations of its basic concepts. The authors provide precise definitions and full proofs of results, sacrificing generalities and limiting the scope of the material in order to do so. The text is organized in four parts: strategic games, extensive games with perfect information, extensive games with imperfect information, and coalitional games. It includes over 100 exercises.

作者介绍:

目录:

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标签

博弈论

经济学

GameTheory

数学

教材

博弈

Economics

经济

评论

As a classical textbook in game theory, it is very concise and rigorous. Just the

Rubinstein style! Some of its proofs are very tricky, and you need to discuss with others to understand them.

不明白為了concise而放棄formal expression的原因，雖然只有短短300頁，通讀卻費勁，得配著Myerson的書...習題有挑戰

语言更数字化，准确抽象，有一点博弈论基础看更好。不太喜欢结构编排，显得略乱，比如最后的Axiomatic and Strategic approaches to Bargaining Solution直接放到前面的Bargaining也不影响。还有，Coalitional Game的Matching Theory呢？！

凑合。。。难度低了点。。。

Game theory数理化表述的经典之作，最喜欢的是第五章那个knowledge的定义和agree to disagree的模型～有种说得特别透彻的感觉～

Rubinstein Bargaining.

通俗易懂

学了大概三分之一的内容

grad的教材果然可怕...

He did it!

重理论，适合理论提升；对于求解均衡涉及的不多，不适合入门。

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写得准确、清晰、明了

2012-07-02 five stars. 2020-01-25: with hindsight, it does not deserve the score. In general, the separation of strategic and extensive form games is misleading, to say the least. Roger Myerson's book is much better.

HB144 .O733 1994

I want to kill the authors...

风逝

再不打卡我都快发霉了 但确实没读什么除了教材以外的书哈哈哈哈哈我太难了

My favorite Game Theory text book. Clearly it is not for the beginners for the rigorous abstract treatment will drive them mad. P.S. the exercises is really challenging but of a lot of fun.

本科并数学基础薄弱的人来读，挺好玩的，有不少不理解的

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## 书评

关于博弈论教材的总论请参考 <http://www.douban.com/note/62777167/>。  
下面是对这本书单独的一点评论。简单概括本书的特点： 1.  
在结构上把静态完全信息和不完全信息博弈合并到一起，放入策略博弈部分； 2.  
使用偏好序而不是效用函数表达效用，这种表达使得本书看起来更抽象...

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一般CS（尤指theory）的做game theory方向的，第一reference是这本书。作者近期已经把这本书开放下载  
<http://theory.economics.utoronto.ca/books/>

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This book is notoriously difficult to use, but once you manage to get alone with the style you will probably wonder how it could be written in any other way. The exposition proceeds in high speed without, if you pay attention, loss of motivational introduct...

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