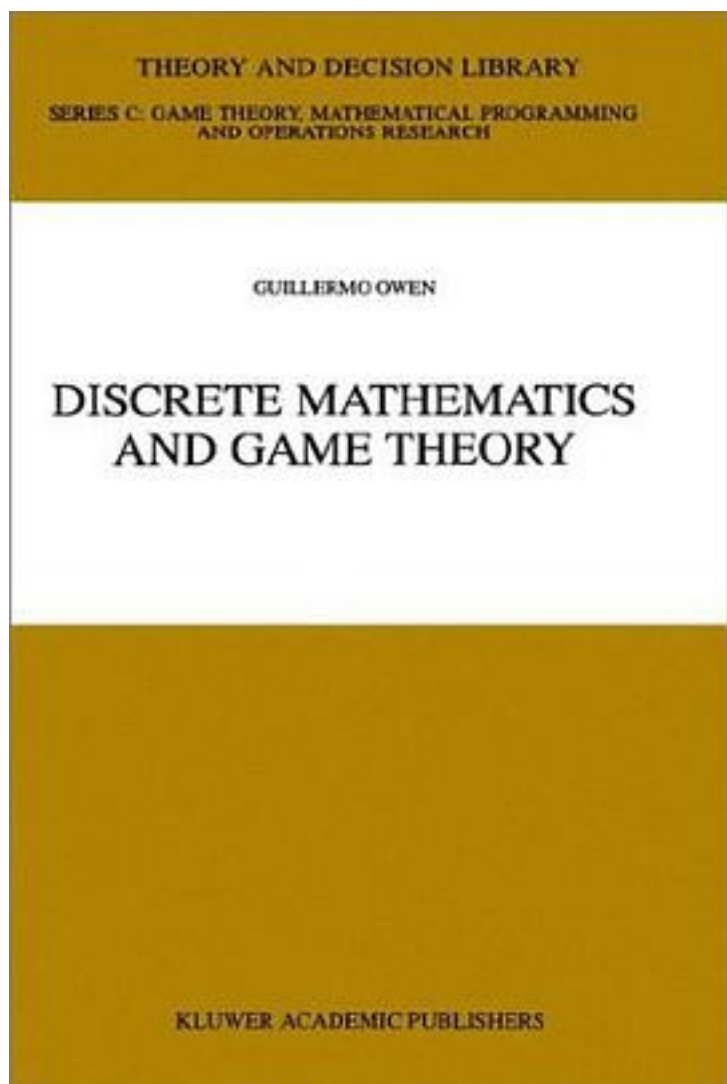


Discrete Mathematics and Game Theory



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This book describes highly applicable mathematics without using calculus or limits in general. The study agrees with the opinion that the traditional calculus/analysis is not necessarily the only proper grounding for academics who wish to apply mathematics. The choice of topics is based on a desire to present those facets of mathematics which will be useful to economists and social/behavioral scientists. The volume is divided into seven chapters. Chapter I presents a brief review of the solution of systems of linear equations by the use of matrices. Chapter III introduces the theory of probability. The rest of the book deals with new developments in mathematics such as linear and dynamic programming, the theory of networks and the theory of games. These developments are generally recognized as the most important field in the 'new mathematics' and they also have specific applications in the management sciences.

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