CO 480 Project Proposal – Spring 2015

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Project Summary

Person John Forbes Nash, Jr.

Place America through World War II, Cold War, and Civil Rights Eras

Problem Equilibria in Strategic Games

Hook This is the story of a man who achieved equilibrium

between players who were not cooperative in games.

Project Outline

America through World War II, Cold War, and Civil Rights Eras

- 1. The end of World War II
- 2. Liberalization of Trade & Rebuilding of Europe
- 3. Communism vs Capitalism
 - (a) Creation of the Eastern Bloc
 - (b) Nuclear Arms Race Mutually Assured Destruction
 - (c) Korean War
 - (d) McCarthy & the Red Scare
- 4. Continued Development of Game Theory and its Applications
- 5. Beginning of Civil Rights Movements

John Forbes Nash, Jr.

- 1. Early Life
- 2. Undergraduate Studies From Chemical Engineering to Mathematics
- 3. Princeton & Thesis
- 4. Interests other than Game Theory
- 5. Family Life
- 6. Struggles with Mental Illness
- 7. Nobel Prize & Other Recognitions
- 8. Recent Exploits Agency in Game Theory

Equilibria in Strategic Games

- 1. Introduction to Strategic Games
- 2. Best Response Functions
- 3. Pure Equilibria & Cournot Oligopoly
- 4. Mixed Equilibria
- 5. Existence of Mixed (Nash) Equilibria
 - (a) Sperner's Lemma
 - (b) Browser's Fixed Point Theory
 - (c) Nash's Existence Proof
- 6. Practical Applications
- 7. Lemke-Howson Method for Finding Equilibria

Source Material

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