# **Introduction of Game Theory**

Infinity Room presentation by Suzu Naito

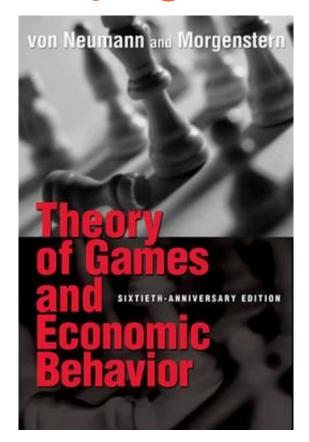








# Theory of games and economic behavior (1944)



Oskar Morgenstern (Economist)



John von Neumann (Mathematician)









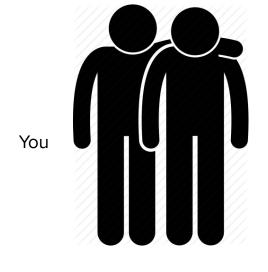
## Players

# 

### Strategic Situation







Friend A







Admitting= 3 years in the prison

Remain silent= 1 year in the prison

If <u>you</u> admit and friend A remained silent= you are released, friend A imprison 5 years

If friend A admits and you remained silent= Friend A released, you are imprison 5 years

### Friend A options

	Remain silent	Admit
Remain silent	-1, -1	-5,0
Admit	0,-5	-3,-3

Your Options

# What is the best solution for the friend A?

### Friend A options

	Remain silent	Admit
Remain silent	-1, -1	-5,0
Admit	0,-5	-3,-3

Your Options



Players are logical= They act to pursue their benefits

Finding a **best** solution = All benefits or lose on a limited amount

# **Application of Game Theory**



# No plea deal case

### Friend A options

Your Options

	Silent	Admit
Silent	-1,-1	-5,-5
Admit	-5,-5	-5,-5



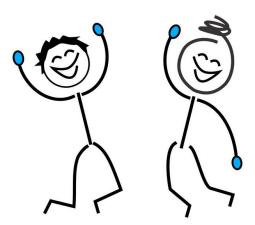


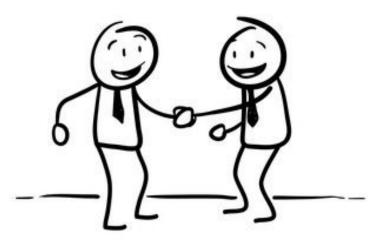






# Cooperation is the key!





### TEDEd Video: The Infinite Prisoner's dilemma

Thank you!



