Game Theory and Control

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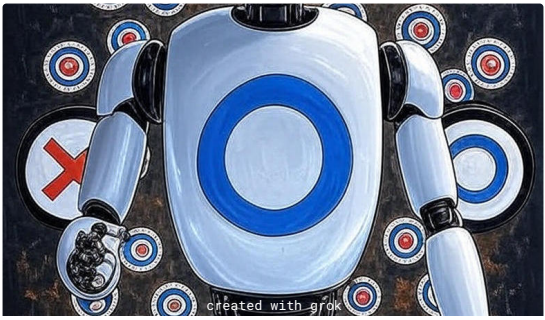
github.com/silvasta/summary-gtc



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1 Static games

1.1 Basic Definitions

Game theory is the study of mathematical models of conflict and cooperation between rational decision-makers.

Several things are needed to characterize a game:

- The **players** are the agents that make decisions
- The **actions** available to each player at each decision point

- The **information structure** specifies what each player knows before making each decision, in particular with respect to other players' decisions

- The **outcome** for each player, which depends on all players' decisions