

# Game Theory Fundamentals



## Présentation

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### Description

**Goal :** To provide the fundamental concepts and tools related to operational research and game theory which will be applied to different transport domains. Important issues such as incentivisation and rewarding play a key role in biasing user behaviour aiming at optimizing system operation.

**List of subjects to be presented to the students :**

- # Extensive form and normal form games.
- # Two-person zero-sum games.
- # Rectangular/matrix games.
- # The minimax/Von Neumann Theorem.
- # Two-person non-cooperative, non-zero sum games.
- # Two-person cooperative, non-zero sum games.
- # N-person games.
- # Shapley theory for N-person games.
- # Aumann-Maschler theory for N-person games.