

COURSE ANNOUNCEMENT

COOPERATIVE GAME THEORY

MATH 786

Fall Semester 2009
TR 1:00-2:15 PM
638 Ansari Business Bldg

Prof. Thomas Quint
784-1366
quint@unr.edu

Math 786 is an advanced theoretical course in cooperative game theory. We will begin by studying some of the “classical” topics in the subject, such as normalizations, balancedness, convex games, market games, and the Shapley Value. The last half of the course will be devoted to the theory of matching games.

Prerequisites: Either a) MATH 486/686, b) APEC 710 and MATH 330, c) graduate standing in mathematics, or else d) permission of the instructor. Although not required, familiarity with the theory of linear programming would be a plus.

Text: None.

Coming Spring 2010: MATH 486/686 Game Theory