

Introducing Game Theory A Graphic

Combinatorial games are games of pure strategy involving two players, with perfect information and no element of chance. Starting from the very basics of gameplay and strategy, the authors cover a wide range of topics, from game algebra to special classes of games. Classic techniques are introduced and applied in novel ways to analyze both old and

Logic is the backbone of Western civilization, holding together its systems of philosophy, science and law. Yet despite logic's widely acknowledged importance, it remains an unbroken seal for many, due to its heavy use of jargon and mathematical symbolism.This book follows the historical development of logic, explains the symbols and methods involved and explores the philosophical issues surrounding the topic in an easy-to-follow and friendly manner. It will take you through the influence of logic on scientific method and the various sciences from physics to psychology, and will show you why computers and digital technology are just another case of logic in action. A superlative, fascinating graphic account of Albert Einstein's strange world and how his legacy has been built upon since. It is now more than a century since Einstein's theories of Special and General Relativity began to revolutionise our view of the universe. Beginning near the speed of light and proceeding to explorations of space-time and curved spaces, Introducing Relativity plots a visually accessible course through the thought experiments that have given shape to contemporary physics. Scientists from Isaac Newton to Stephen Hawking add their unique contributions to this story, as we encounter Einstein's astounding vision of gravity as the curvature of space-time and arrive at the breathtakingly beautiful field equations. Einstein's legacy is reviewed in the most advanced frontiers of physics today - black holes, gravitational waves, the accelerating universe and string theory.

This work offers a concise but wide-ranging introduction to games, including older (pre-game theory) party games and more recent topics like elections and evolutionary games and is generously spiced with excursions into philosophy, history, literature and politics.

What is psychology? When did it begin? Where did it come from? How does psychology compare with related subjects such as psychiatry and psychotherapy? To what extent is it scientific? Introducing Psychology answers all these questions and more, explaining what the subject has been in the past and what it is now. The main 'schools' of thought and the sections within psychology are described, including Introspection, Biopsychology, Psychoanalysis, Behaviourism, Comparative (Animal) Psychology, Cognitive Approaches (including the Gestalt movement), Social Psychology, Developmental Psychology and Humanism. The key figures covered include: Freud, Pavlov, Skinner, Bandura, Piaget, Bowlby, Maslow and Rogers, as well as many lesser-known but important psychologists.

How Game Theory, Strategy and Probability Rule Our Lives

A Nontechnical Introduction

Game Theory

An Introduction to Play

Covering thinkers from Aristotle to Saussure and Chomsky, "Introducing Linguistics" reveals the rules and beauty that underlie language, our most human skill.

Capitalism now dominates the globe, both in economics and ideology, shapes every aspect of our world and influences everything from laws, wars and government to interpersonal relationships. Introducing Capitalism tells the story of its remarkable and often ruthless rise, evolving through strife and struggle as much as innovation and enterprise. Dan Cryan and Sharron Shatil, with Piero's brilliant graphics, cover the major economic, social and political developments that shaped the world we live in, such as the rise of banking, the founding of America and the Opium Wars. The book explores the leading views for and against, including thinkers like Adam Smith, Karl Marx, Theodor Adorno and Milton Friedman, the connections between them and their historical context. Few ideas have had as much impact on our everyday lives as capitalism. Introducing Capitalism is the essential companion.

Can machines really think? Is the mind just a complicated computer program? This book focuses on the major issues behind one of the hardest scientific problems ever undertaken, from Alan Turing's influential groundwork to cutting-edge robotics and the new AI.

A comic-book introduction to economics from David Orrell, the author of Economyths: 11 Ways Economics Gets it Wrong. With illustrations from Borin Van Loon. Part of the internationally-recognised Introducing Graphic Guide series. Today, it seems, all things are measured by economists. The so-called 'dismal science' has never been more popular - or, given its failure to predict or prevent the recent financial crisis, more controversial. But what are the findings of economics? Is it really a science? And how can it help our lives? Introducing Economics traces the history of the subject from the ancient Greeks to the present day. Orrell and Van Loon bring to life the contributions of great economists - such as Adam Smith, Karl Marx, John Maynard Keynes and Milton Friedman - and delve into ideas from new areas such as ecological and complexity economics that are revolutionizing the field.

Brian Clegg was always fascinated by Isaac Asimov's classic Foundation series of books, in which the future is predicted using sophisticated mathematical modelling of human psychology and behaviour. Only much later did he realise that Asimov's 'psychohistory' had a real-world equivalent: game theory. Originating in the study of probabilistic gambling games that depend on a random source - the throw of a dice or the toss of a coin - game theory soon came to be applied to human interactions: essentially, what was the best strategy to win, whatever you were doing? Its mathematical techniques have been applied, with varying degrees of wisdom, to fields such as economics, evolution, and questions such as how to win a nuclear war. Clegg delves into game theory's colourful history and significant findings, and shows what we can all learn from this oft-misunderstood field of study.

Game Theory: A Very Short Introduction

Introducing Linguistics

Introducing Infinity

A Comprehensive Introduction

Understanding the Mathematics of Life

Presents an introduction to the key concepts and figures associated with quantum theory.

When should you adopt an aggressive business strategy? How do we make decisions when we don't have all the information? What makes international environmental cooperation possible? Game theory is the study of how we make a decision when the outcome of our moves depends on the decisions of someone else. Economists Ivan and Tuvana Pastine explain why, in these situations, we sometimes cooperate, sometimes clash, and sometimes act in a way that seems completely random. Stylishly brought to life by award-winning cartoonist Tom Humberstone, Game Theorywill help readers understand behaviour in everything from our social lives to business, global politics to evolutionary biology. It provides a thrilling new perspective on the world we live in.

Meditation, Karma, Zen, Tantric and Nirvana are some of the many Buddhist ideas Westerners hear of frequently, even if their meaning has been lost in translation. This vast and complex non-theistic religion is woven into the fabric of Asian civilisations, from India to the Himalayan regions, China, Vietnam, Korea, Japan and elsewhere. What is Buddhism really all about? Introducing Buddha describes the life and teachings of the Buddha, but it also shows that enlightenment is a matter of experiencing the truth individually, and by inspiration which is passed from teacher to student. Superbly illustrated by Borin Van Loon, the book illuminates this process through a rich legacy of stories, explains the practices of meditation, Taoism and Zen, and goes on to describe the role of Buddhism in modern Asia and its growing influence on Western thought.

This engaging book presents the essential mathematics needed to describe, simulate, and render a 3D world. Reflecting both academic and in-the-trenches practical experience, the authors teach you how to describe objects and their positions, orientations, and trajectories in 3D using mathematics. The text provides an introduction to mathematics for game designers, including the fundamentals of coordinate spaces, vectors, and matrices. It also covers orientation in three dimensions, calculus and dynamics, graphics, and parametric curves.

This advanced text introduces the principles of noncooperative game theory in a direct and uncomplicated style that will acquaint students with the broad spectrum of the field while highlighting and explaining what they need to know at any given point. This advanced text introduces the principles of noncooperative game theory—including strategic form games, Nash equilibria, subgame perfection, repeated games, and games of incomplete information—in a direct and uncomplicated style that will acquaint students with the broad spectrum of the field while highlighting and explaining what they need to know at any given point. The analytic material is accompanied by many applications, examples, and exercises. The theory of noncooperative games studies the behavior of agents in any situation where each agent's optimal choice may depend on a forecast of the opponents' choices. "Noncooperative" refers to choices that are based on the participant's perceived selfinterest. Although game theory has been applied to many fields, Fudenberg and Tirole focus on the kinds of game theory that have been most useful in the study of economic problems. They also include some applications to political science. The fourteen chapters are grouped in parts that cover static games of complete information, dynamic games of complete information, static games of incomplete information, dynamic games of incomplete information, and advanced topics.

Introducing Capitalism

Introducing Relativity

Introducing Political Philosophy

Introducing Evolution

They Called Us Enemy - Expanded Edition

This title is now available in a new format. Refer to Time: A Graphic Guide 9781848311206.

If a butterfly flaps its wings in Brazil, does it cause a tornado in Texas? Chaos theory attempts to answer such baffling questions. The discovery of randomness in apparently predictable physical systems has evolved into a science that declares the universe to be far more unpredictable than we have ever imagined. Introducing Chaos explains how chaos makes its presence felt in events from the fluctuation of animal populations to the ups and downs of the stock market. It also examines the roots of chaos in modern maths and physics, and explores the relationship between chaos and complexity, the unifying theory which suggests that all complex systems evolve from a few simple rules. This is an accessible introduction to an astonishing and controversial theory.

This fascinating, newly revised edition offers an overview of game theory, plus lucid coverage of two-person zero-sum game with equilibrium points; general, two-person zero-sum game; utility theory; and other topics.

What is the best way to auction an asset? How should a group of people organize themselves to ensure the best provision of public goods? How should exchanges be organized? In An Introduction to the Theory of Mechanism Design, Tilman Börgers addresses these questions and more through an exploration of the economic theory of mechanism design. Mechanism design is reverse game theory. Whereas game theory takes the rules of the game as a given and makes predictions about the behavior of strategic players, the theory of mechanism design goes a step further and selects the optimal rules of the game. A relatively new economic theory, mechanism design studies the instrument itself as well as the results of the instrument. An Introduction to the Theory of Mechanism Design provides rigorous but accessible explanations of classic results in the theory of mechanism design, such as Myerson's theorem on expected revenue maximizing auctions, Myerson and Satterthwaite's theorem on the impossibility of ex post efficient bilateral trade with asymmetric information, and Gibbard and Satterthwaite's theorem on the non-existence of dominant strategy voting mechanisms. Börgers also provides an examination of the frontiers of current research in the area with an original and unified perspective that will appeal to advanced students of economics.

The New York Times bestselling graphic memoir from actor/author/activist George Takei returns in a deluxe edition with 16 pages of bonus material! Experience the forces that shaped an American icon -- and America itself -- in this gripping tale of courage, country, loyalty, and love. George Takei has captured hearts and minds worldwide with his magnetic performances, sharp wit, and outspoken commitment to equal rights. But long before he braved new frontiers in STAR TREK, he woke up as a four-year-old boy to find his own birth country at war with his father's -- and their entire family forced from their home into an uncertain future. In 1942, at the order of President Franklin D. Roosevelt, every person of Japanese descent on the west coast was rounded up and shipped to one of ten "relocation centers," hundreds or thousands of miles from home, where they would be held for years under armed guard. THEY CALLED US ENEMY is Takei's firsthand account of those years behind barbed wire, the terrors and small joys of childhood in the shadow of legalized racism, his mother's hard choices, his father's tested faith in democracy, and the way those experiences planted the seeds for his astonishing future. What does it mean to be American? Who gets to decide? George Takei joins cowriters Justin Eisinger & Steven Scott and artist Harmony Becker for the journey of a lifetime.

Introducing Psychology

Introducing Logic

Gladiators, Pirates and Games of Trust

Game Theory and Economic Modelling

The Complete Idiot's Guide to Game Theory

Using fascinating examples from a range of disciplines, this textbook provides social science, philosophy and economics students with an engaging introduction to the tools they need to understand and predict strategic interactions. Beginning with an introduction to the most famous games, the book uses clear, jargon-free language and accessible maths to guide the reader through whole games with full, worked-through examples. End-of-chapter exercises help to consolidate understanding along the way. With an applied approach that draws upon real-life case-studies, this book highlights the insights that game theory can offer each situation. It is an ideal textbook for students approaching game theory from various fields across the social sciences, and for curious general readers who are looking for a thorough introduction to this intriguing subject. Accompanying online resources for this title can be found at bloomsburyonlineresources.com/game-theory. These resources are designed to support teaching and learning when using this textbook and are available at no extra cost.

Introducing Game TheoryA Graphic GuideIcon Books

Games are everywhere: Drivers maneuvering in heavy traffic are playing a driving game. Bargain hunters bidding on eBay are playing an auctioning game. The supermarket's price for corn flakes is decided by playing an economic game. This Very Short Introduction offers a succinct tour of the fascinating world of game theory, a ground-breaking field that analyzes how to play games in a rational way. Ken Binmore, a renowned game theorist, explains the theory in a way that is both entertaining and non-mathematical yet also deeply insightful, revealing how game theory can shed light on everything from social gatherings, to ethical decision-making, to successful card-playing strategies, to calculating the sex ratio among bees. With mini-biographies of many fascinating, and occasionally eccentric, founders of the subject—including John Nash, subject of the movie A Beautiful Mind—this book offers a concise overview of a cutting-edge field that has seen spectacular successes in evolutionary biology and economics, and is beginning to revolutionize other disciplines from psychology to political science. About the Series: Oxford's Very Short Introductions offers concise and original introductions to a wide range of subjects—from Islam to Sociology, Politics to Classics, and Literary Theory to History. Not simply a textbook of definitions, each volume provides trenchant and provocative—yet always balanced and complete—discussions of the central issues in a given topic. Every Very Short Introduction gives a readable evolution of the subject in question, demonstrating how it has developed and influenced society. Whatever the area of study, whatever the topic that fascinates the reader, the series has a handy and affordable guide that will likely prove indispensable.

From the medicine we take, the treatments we receive, the aptitude and psychometric tests given by employers, the cars we drive, the clothes we wear to even the beer we drink, statistics have given shape to the world we inhabit. For the media, statistics are routinely 'damning', 'horrifying', or, occasionally, 'encouraging'. Yet, for all their ubiquity, most of us really don't know what to make of statistics. Exploring the history, mathematics, philosophy and practical use of statistics, Eileen Magnello - accompanied by Bill Mayblin's intelligent graphic illustration - traces the rise of statistics from the ancient Babylonians, Egyptians and Chinese, to the censuses of Romans and the Greeks, and the modern emergence of the term itself in Europe. She explores the 'vital statistics' of, in particular, William Farr, and the mathematical statistics of Karl Pearson and R.A. Fisher.She even tells how knowledge of statistics can prolong one's life, as it did for evolutionary biologist Stephen Jay Gould, given eight months to live after a cancer diagnoses in 1982 - and he lived until 2002. This title offers an enjoyable, surprise-filled tour through a subject that is both fascinating and crucial to understanding our world.

Philosophers have always enjoyed asking awkward and provocative questions, such as: What is the nature of reality? What are human beings really like? What is special about the human mind and consciousness? Are we free to choose who we are and what we do? Can we prove that God exists? Can we be certain about anything at all? What is truth? Does language provide us with a true picture of the world? How should we behave towards each other? Do computers think? Introducing Philosophy is a comprehensive graphic guide to the thinking of all the significant philosophers of the Western world from Heraclitus to Derrida. It examines and explains their key arguments and ideas without being obscure or solemn. Lively and accessible, it is the perfect introduction to philosophers and philosophical ideas for anyone coming to the subject for the first time.

Introducing Philosophy

Introducing Particle Physics

Introducing Economics

The Fascinating Math Behind Decision-Making

Introducing Game Theory

The definitive introduction to game theory This comprehensive textbook introduces readers to the principal ideas and applications of game theory, in a style that combines rigor with accessibility. Steven Tadelis begins with a concise description of rational decision making, and goes on to discuss strategic and extensive form games with complete information, Bayesian games, and extensive form games with imperfect information. He covers a host of topics, including multistage and repeated games, bargaining theory, auctions, rent-seeking games, mechanism design, signaling games, reputation building, and information transmission games. Unlike other books on game theory, this one begins with the idea of rationality and explores its implications for multiperson decision problems through concepts like dominated strategies and rationalizability. Only then does it present the subject of Nash equilibrium and its derivatives. Game Theory is the ideal textbook for advanced undergraduate and beginning graduate students. Throughout, concepts and methods are explained using real-world examples backed by precise analytic material. The book features many important applications to economics and political science, as well as numerous exercises that focus on how to formalize informal situations and then analyze them. Introduces the core ideas and applications of game theory Covers static and dynamic games, with complete and incomplete information Features a variety of examples, applications, and exercises Topics include repeated games, bargaining, auctions, signaling, reputation, and information transmission Ideal for advanced undergraduate and beginning graduate students Complete solutions available to teachers and selected solutions available to students

Teach Your Students How to Create a Graphics Application Introduction to Computer Graphics: A Practical Learning Approach guides students in developing their own interactive graphics application. The authors show step by step how to implement computer graphics concepts and theory using the EnvyMyCar (NVMC) framework as a consistent example throughout the text. They use the WebGL graphics API to develop NVMC, a simple, interactive car racing game. Each chapter focuses on a particular computer graphics aspect, such as 3D modeling and lighting. The authors help students understand how to handle 3D geometric transformations, texturing, complex lighting effects, and more. This practical approach leads students to draw the elements and effects needed to ultimately create a visually pleasing car racing game. The code is available at www.envymycarbook.com Puts computer graphics theory into practice by developing an interactive video game Enables students to experiment with the concepts in a practical setting Uses WebGL for code examples Requires knowledge of general programming and basic notions of HTML and JavaScript Provides the software and other materials on the book's website Software development does not require installation of IDEs or libraries, only a text editor.

In 1859, Charles Darwin shocked the world by proposing his radical theory of evolution by natural selection. A hundred and fifty years later, Darwin's theory still challenges our most precious beliefs. Introducing Evolution explains 'Darwin's dangerous idea' and shows how it has been developed and confirmed in recent years. Drawing on genetics, ecology and animal behaviour, this book brings Darwin up to date, exploring the profound consequences of the latest scientific discoveries. Introducing Evolution is the ideal modern guide to the most important idea ever to appear in the history of science.

Alex Rogo is a harried plant manager working ever more desperately to try and improve performance. His factory is rapidly heading for disaster. So is his marriage. He has ninety days to save his plant - or it will be closed by corporate HQ, with hundreds of job losses. It takes a chance meeting with a colleague from student days - Jonah - to help him break out of conventional ways of thinking to see what needs to be done. Described by Fortune as a 'guru to industry' and by Businessweek as a 'genius', Eliyahu M. Goldratt was an internationally recognized leader in the development of new business management concepts and systems. This 20th anniversary edition includes a series of detailed case study interviews by David Whitford, Editor at Large, Fortune Small Business, which explore how organizations around the world have been transformed by Eli Goldratt's ideas. The story of Alex's fight to save his plant contains a serious message for all managers in industry and explains the ideas which underline the Theory of Constraints (TOC) developed by Eli Goldratt. Written in a fast-paced thriller style, The Goal is the gripping novel which is transforming management thinking throughout the Western world. It is a book to recommend to your friends in industry - even to your bosses - but not to your competitors!

This book examines why game theory has become such a popular tool of analysis. It investigates the deficiencies in this methodology and goes on to consider whether its popularity will fade or remain an important tool for economists. The book provides the reader with some basic concepts from noncooperative theory, and then goes on to explore the strengths, weaknesses, and future of the theory as a tool of economic modelling and analysis. All those interested in the applications of game theory to economics, from undergraduates to academics will find this study of particular value.

Introduction to Computer Graphics

Introducing Aesthetics

3D Math Primer for Graphics and Game Development, 2nd Edition

A Practical Learning Approach

Quantum theory confronts us with bizarre paradoxes which contradict the logic of classical physics. At the subatomic level, one particle seems to know what the others are doing, and according to Heisenberg's "uncertainty principle", there is a limit on how accurately nature can be observed. And yet the theory is amazingly accurate and widely applied, explaining all of chemistry and most of physics. Introducing Quantum Theory takes us on a step-by-step tour with the key figures, including Planck, Einstein, Bohr, Heisenberg and Schrodinger. Each contributed at least one crucial concept to the theory. The puzzle of the wave-particle duality is here, along with descriptions of the two questions raised against Bohr's "Copenhagen Interpretation" - the famous "dead and alive cat" and the EPR paradox. Both remain unresolved.

When should you adopt an aggressive business strategy? How do we make decisions when we don't have all the information? What makes international environmental cooperation possible? Game theory is the study of how we make a decision when the outcome of our moves depends on the decisions of someone else. Economists Ivan and Tuvana Pastine explain why, in these situations, we sometimes cooperate, sometimes clash, and sometimes act in a way that seems completely random. Stylishly brought to life by award-winning cartoonist Tom Humberstone, Game Theory will help readers understand behaviour in everything from our social lives to business, global politics to evolutionary biology. It provides a thrilling new perspective on the world we live in.

This book is intended as an introduction to game theory which goes beyond the field of application, economics, and which introduces the reader to as many different sides of game theory as possible within the limitations of an introduction. The main goal is to give an impression of the diversity of game theoretical models, while at the same time covering the standard topics. The book has an equal coverage of non-cooperative and cooperative games, and it covers several topics such as selecting Nash equilibria, non-transferable utility games, applications of game theory to logic, combinatorial and differential games.

Gain some insight into the game of life... Game Theory means rigorous strategic thinking. It is based on the idea that everyone acts competitively and in his own best interest. With the help of mathematical models, it is possible to anticipate the actions of others in nearly all life's enterprises. This book includes down-to-earth examples and solutions, as well as charts and illustrations designed to help teach the concept. In The Complete Idiot's Guide® to Game Theory, Dr. Edward C. Rosenthal makes it easy to understand game theory with insights into: ? The history of the disciple made popular by John Nash, the mathematician dramatized in the film A Beautiful Mind ? The role of social behavior and psychology in this amazing discipline ? How important game theory has become in our society and why

Infinity is a profoundly counter-intuitive and brain-twisting subject that has inspired some great thinkers - and provoked and shocked others. The ancient Greeks were so horrified by the implications of an endless number that they drowned the man who gave the secret. And a German mathematician was driven mad by the repercussions of his discovery of transfinite numbers. Brian Clegg and Oliver Pugh's brilliant graphic tour of infinity features a cast of characters ranging from Archimedes and Pythagoras to al-Khwarizmi, Fibonacci, Galileo, Newton, Leibniz, Cantor, Venn, G 6 del Mandelbrot, and shows how infinity has challenged the finest minds of science and mathematics. Prepare to enter a world of paradox.

Introduction to the Analysis of Many Agent Systems with Competition and Cooperation

Understanding Game Theory

A Process of Ongoing Improvement

Introducing Statistics

Introducing Buddha

Essential illustrated guide to key ideas of political thought. Philosophers have always asked fundamental and disturbing questions about politics. Plato and Aristotle debated the merits of democracy. The origins of society, the state and government authority were issues addressed by Hobbes, Rousseau, Hegel, Marx and many other philosophers. Introducing Political Philosophy explains the central concepts of this intriguing branch of philosophy and presents the major political theorists from Plato to Foucault. How did governments get started? Why should they be obeyed? Could we live without them? How much power should they have? Is freedom a right? Which is the best form of government? In the wake of consumerism and postmodernism, our need for a better grasp of political ideas is greater than ever. Dave Robinson's account of this complex subject is always clear, informative and accompanied by the entertainingly inventive illustrations of Judy Groves. Epigenetics is the most exciting field in biology today, developing our understanding of how and why we inherit certain traits, develop diseases and age, and evolve as a species. This non-fiction comic book introduces us to genetics, cell biology and the fascinating science of epigenetics, which is rapidly filling in the gaps in our knowledge, allowing us to make huge advances in medicine. We'll look at what identical twins can teach us about the epigenetic effects of our environment and experiences, why certain genes are 'switched on' or off at various stages of embryonic development, and how scientists have reversed the specialization of cells to clone frogs from a single gut cell. In Introducing Epigenetics, Cath Ennis and Oliver Pugh pull apart the double helix, examining how the epigenetic building blocks and messengers that interpret and edit our genes help to make us, well, us.

What is beauty, and what is truth? These are some of the questions which aesthetics tries to answer. In our everyday life, we talk about the 'aesthetics' of an artwork or a piece of design. But aesthetics goes beyond the simple experience of art. It is also a branch of philosophy concerned with the whole nature of experience itself, explored through our perceptions, feelings and emotions.

What is mathematics, and why is it such a mystery to so many people? Mathematics is the greatest creation of human intelligence. It affects us all. We depend on it in our daily lives, and yet many of the tools of mathematics, such as geometry, algebra and trigonometry, are descended from ancient or non-Western civilizations. Introducing Mathematics traces the story of mathematics from the ancient world to modern times, describing the great discoveries and providing an accessible introduction to such topics as number-systems, geometry and algebra, the calculus, the theory of the infinite, statistical reasoning and chaos theory. It shows how the history of mathematics has seen progress and paradox go hand in hand - and how this is still happening today.

"One of the best Decision Making and Game Theory books of all time." —Reid Hoffman (LinkedIn founder) and Nassim Nicholas Taleb (author of Black Swan), BookAuthority An accessible, light-hearted exploration of Game Theory—what it is, why it's important, and how it can help us in our daily lives Game Theory is the mathematical formalization of interactive decision-making—it assumes that each player's goal is to maximize his/her benefit, whatever it may be. Players may be friends, foes, political parties, states, or any entity that behaves interactively, whether collectively or individually. One of the problems with game analysis is the fact that, as a player, it's very hard to know what would benefit each of the other players. Some of us are not even clear about our own goals or what might actually benefit us. In Gladiators, Pirates, and Games of Trust, Haim Shapira shares humorous anecdotes and insightful examples to explain Game Theory, how it affects our daily lives, and how the different interactions between decision-makers can play out. In this book, you will: [] Meet Nobel Laureate John F. Nash and familiarize yourself with Nash equilibrium [] Learn the basic ideas of the art of negotiation [] Visit the gladiators' ring and apply for a coaching position [] Build an airport and divide inheritance [] Issue ultimatums and learn to trust [] Review every aspect of the prisoner's dilemma and learn about the importance of cooperation [] Learn how statistics bolster lies [] And much more

Introducing Quantum Theory

Introducing Epigenetics

The Goal

An Introduction to the Theory of Mechanism Design

Introducing Artificial Intelligence

What really happens at the most fundamental levels of nature? Introducing Particle Physics explores the very frontiers of our knowledge, even showing how particle physicists are now using theory and experiment to probe our very concept of what is real. From the earliest history of the atomic theory through to supersymmetry, micro-black holes, dark matter, the Higgs boson, and the possibly mythical graviton, practising physicist and CERN contributor Tom Whyntie gives us a mind-expanding tour of cutting-edge science. Featuring brilliant illustrations from Oliver Pugh, Introducing Particle Physics is a unique tour through the most astonishing and challenging science being undertaken today.

Introducing Chaos

Introducing Mathematics

An Applied Introduction

A Graphic Guide

An Introduction to Combinatorial Game Theory