

# **Game Theory in the Social Sciences**

## Concepts and Solutions

Martin Shubik

The MIT Press  
Cambridge, Massachusetts  
London, England

# Contents

	Acknowledgments	ix
<b>1</b>	Models and Their Uses	1
<b>2</b>	Decision Makers	16
<b>3</b>	The Rules of the Game: Extensive and Strategic Forms	33
<b>4</b>	Individual Preferences and Utility	81
<b>5</b>	Group Preferences and Utility	109
<b>6</b>	Characteristic Function, Core, and Stable Sets	127
<b>7</b>	The Value Solution	179
<b>8</b>	Two-Person Zero-Sum Games	217
<b>9</b>	Noncooperative Solutions to Non-Constant-Sum Games	240
<b>10</b>	Other Noncooperative Solutions and Their Applications	306
<b>11</b>	Further Cooperative Solution Concepts	336
<b>12</b>	On the Applications of Game Theory	368
	Appendix A Some Details on Preference and Utility	417
	Appendix B Bibliography on Stable-Set Solutions	425
	Appendix C Games against Nature	431
	Bibliography	434
	Index	493