INDEX

Symbols

0-determined bimatrix game, 110
1-determined bimatrix game, 110
2-determined bimatrix game, 110

\((A, B, \epsilon, \delta)\), 43
\(\epsilon\)-perfect equilibrium, 58
\(\epsilon\)-dominance, 109
\(\epsilon\)-optimal, 107
\(\epsilon\)-perfect, 58
\(\epsilon\)-proper, 58

\(P_B, Q_A\), 31

A
absorbing retract, 47
almost equilibria, 104
arc, 83

B
bimatrix game, 5, 8
binary game, 83

c

carrier of a minimal
strictly perfect set, 54
carrier of a strategy, 9
characteristic quartet, 25
characteristic set, 26
completely mixed
equilibrium, 9, 69, 71
completely mixed game, 91
completely mixed matrix game, 69
completely mixed strategy, 9
cooperative game theory, 1
cycle, 84

D
detached row, 81
determined game, 103
directions in \(\mathbb{R}^m\), 106

E
eigenvalue, 79
equilibrium, 2, 3, 9
equalized game, 60
equalized perfect
   equilibrium, 58
equalized proper
   equilibrium, 58
equivalence classes for minimal
   strictly perfect sets, 55
essential equilibrium, 51
essential set, 51
extreme equilibrium, 31
extreme point, 12
extreme points of $Q_A$, 35
F
   face, 13
   face lattice, 15
   Farkas' lemma, 10
   fundamental subgame, 82
G
   game theory, 1
   game with perturbed
      strategy spaces, 43
   GKT-symmetrization, 94
   GKT-product, 96
   GKT-product for maximal
      Nash subsets, 98
   graph for a bimatrix game, 83
H
   halfspace, 10
   hyperplane, 10
I
   irreducible bijection, 75
   isolated equilibrium, 77
   iterated equalized game, 63
   iterated $\epsilon$-proper
      equilibrium, 63
   iterated $\epsilon$-perfect
      equilibrium, 63
K
   $k$-guaranteeing, 107
L
   labeling function, 110
   linear program, 37
   lower bounded semi-infinite
      matrix, 105
M
   matrix game, 9
   maximal characteristic
      quartet, 28
   maximal Nash subset, 24
   maximal Okada subsets, 54
   maximal Selten subsets, 54
   maximal undominated
      subpolytope, 20, 34
   minimal completely mixed
      game, 91
   minimal cycle, 85
   minimal strictly perfect
      set, 43, 45, 67
   mistake vector, 43
N
   Nash component, 24
   Nash subset, 24
   noncooperative game theory, 1
P
   payoff equivalent, 59
perfect
  equilibrium, 43, 45, 101
permutation matrix, 73
Perron-Frobenius
  theorem, 69, 79
persistent equilibrium, 47, 64
persistent retract, 47, 64
perturbations of the
  matrices, 51
perturbations of the
  strategy spaces, 51
perturbed game, 45
perturbed strategies, 45
polyhedral set, 10
polymatrix games, 24
polytope, 10
primary fundamental
  subgame, 87
proper equilibrium, 58
proper face, 14
pure best replies, 9
pure equilibrium, 81
pure saddle point, 81
pure strategies, 9
Q
quasi 0-determined
  bimatrix game, 110
quasi-strong bimatrix
  game, 77
quasi-strong
  equilibrium, 77, 100
R
reducible matrix, 79
refinements, 5
regular equilibrium, 101
row polytope, 32
S
selection for a strictly
  perfect set, 52
semi-infinite bimatrix
  game, 104
strategic game, 3
strictly perfect
  equilibrium, 43, 45
strictly perfect set, 43, 45
subgame, 81
subpolytopes, 19
subsolution, 24
supporting hyperplane, 10
symmetric game, 93
T
Taylor expansion, 78
U
undominated element of a
  polytope, 18
undominated
  equilibrium, 46, 101
undominated subpolytope, 36
upper bounded convex set, 107
upper bounded semi-infinite
  matrix, 105
W
weakly \( \epsilon \)-perfect
  equilibrium, 63, 68
weakly \( \epsilon \)-proper
  equilibrium, 63
weakly completely mixed bimatrix
  game, 71
weak determined game, 105

Z

Zorn's lemma, 24