Non-Cooperative Games
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1. Describing non-cooperative games:
• Games in extensive form.
• Games in Strategic form.

2. Solution concepts:
• Domination; Repeated elimination of dominated strategies.
• Stability; Nash Equilibrium.
• Security; Maxmin.

3. Two-person zero-Sum games; Value and Equilibrium.

4. Randomized strategies:
• Mixed strategies: Nash Theorem.
• Behavioral strategies; Perfect recall.

5. Refinement of the Nash Equilibrium.
• Sub-game perfect equilibrium; Backward induction (looking forward).
• Forward induction (looking backward).
• Perfect equilibrium; the trembling hand principle.
• Sequential equilibrium; consistent beliefs.

6. Correlated equilibrium.

7. Repeated games and the Folk Theorem.