EQUILIBRIUM CONCEPTS IN TWO-PLAYER GAMES

Abstract

This talk will discuss the concept of equilibrium strategies in two-player games. In particular, we shall introduce the concept of a Nash equilibrium, and demonstrate how to find one for games where each player has a finite number of strategies using the Lemke–Howson algorithm. We shall then consider other notions of equilibrium, as well as when and how a game should be perturbed in order to make them enforceable.