- 1 Introduction
- Part I Noncooperative Games
- 2 Discrete Static Games
- 3 Continuous Static Games
- 4 Relation to Other Mathematical Problems
- 5 Existence of Equilibria
- 6 Computation of Equilibria
- 7 Special Matrix Games
- 8 Uniqueness of Equilibria
- 9 Repeated and Dynamic Games
- 10 Games under Uncertainty
- Part II Cooperative Games
- 11 Solutions based on Characteristic Functions
- 12 Conflict Resolution
- 13 Multiobjective Optimization
- 14 Social Choice
- 15 Case Studies and Applications
- Appendices
- A Vector and Matrix Norms
- B Convexity, Concavity
- C Optimum Conditions
- D Fixed Point Theorems
- E Monotonic Mappings
- F Duality in Linear Programming
- G Multiobjective Optimization
- H Stability and Controllability
- References