

Lectures in Game Theory: A tentative syllabus

1. The notions of strategy and equilibrium in strategic and extensive form games.
 - Behavior strategies and Kuhn's theorem.
 - Subgame perfect equilibrium.
 - The 'trembling hand principle' – perfect equilibrium.
 - Backward and forward induction.
 - Sequential equilibrium.
2. Incomplete information
 - Interactive *knowledge* and *beliefs* – belief hierarchies.
 - Aumann's model of incomplete information.
 - Harsanyi's model of games with incomplete information.
 - The Bayes Nash equilibrium.
 - The universal belief space.

Textbook: *Game Theory*, by M. Maschler, S. Solan, and S. Zamir.
Forthcoming by *Cambridge University Press*.