GAME THEORY FROM A COOPERATIVE PERSPECTIVE

In this talk, firstly game theory and its history will be introduced. Then, particularly we focus on cooperative games. We will give some basic definitions and some main solution concepts of cooperative games. In mid 20th century, Shapley and Bondereva give a set of neccessary and sufficient conditions for a transferable utility game to have a non-empty core via balanced collections. Similarly, using minimal balanced collections, we found a set of neccessary and sufficient conditions for a transferable utility game to have singelton core, which we will talk lastly.