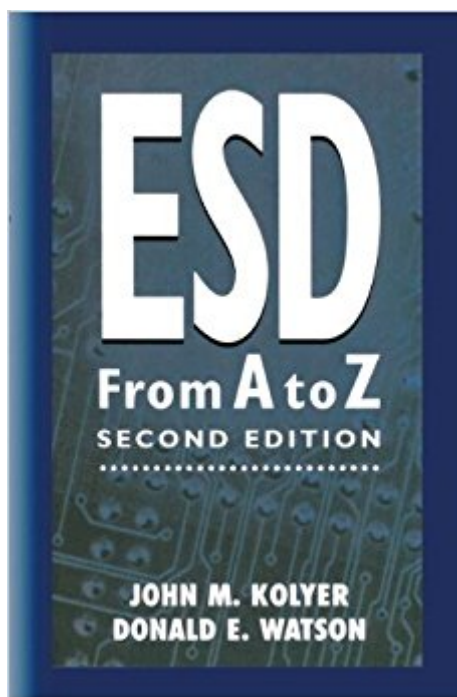




The book was found

Mathematical Introduction To Linear Programming And Game Theory (Undergraduate Texts In Mathematics)



Synopsis

Mathematical elegance is a constant theme in this treatment of linear programming and matrix games. Condensed tableau, minimal in size and notation, are employed for the simplex algorithm. In the context of these tableau the beautiful termination theorem of R.G. Bland is proven more simply than heretofore, and the important duality theorem becomes almost obvious. Examples and extensive discussions throughout the book provide insight into definitions, theorems, and applications. There is considerable informal discussion on how best to play matrix games. The book is designed for a one-semester undergraduate course. Readers will need a degree of mathematical sophistication and general tools such as sets, functions, and summation notation. No single college course is a prerequisite, but most students will do better with some prior college mathematics. This thorough introduction to linear programming and game theory will impart a deep understanding of the material and also increase the student's mathematical maturity.

Book Information

Series: Undergraduate Texts in Mathematics

Hardcover: 132 pages

Publisher: Springer; Corrected edition (December 30, 1998)

Language: English

ISBN-10: 0387969314

ISBN-13: 978-0387969312

Product Dimensions: 6.1 x 0.4 x 9.2 inches

Shipping Weight: 11.2 ounces (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 2 customer reviews

Best Sellers Rank: #933,095 in Books (See Top 100 in Books) #147 in Books > Science & Math > Mathematics > Applied > Linear Programming #1568 in Books > Business & Money > Economics > Theory #1723 in Books > Computers & Technology > Programming > Introductory & Beginning

Customer Reviews

"... the author gives an excellently written and mathematical elegantly derived representation of the central parts of LP." -- ZENTRALBLATT MATH

The principal objectives of this book are to define linear programming and its usefulness, to explain the operation and elementary theory of the simplex algorithm, to present duality theory in a simple

fashion, and to give a well motivated account of matrix games.

This little book is perfect for undergraduates willing to learn the very basics of linear programming. This book can be tackled from cover to cover in a matter of few days. Still it is very correct and elegant. The author does not omit a single step in any of the proofs. Highly recommended.

nice. very readable.i would have liked it better if it treated convexity in a nicer manner and better displayed the underlying geometry, but it is very geared towards the applied side of things and this is good. (By "applied side", I do not mean it just lists formulas and procedures)A rather good book.

[Download to continue reading...](#)

Mathematical Introduction to Linear Programming and Game Theory (Undergraduate Texts in Mathematics) Linear Algebra: An Introduction to Abstract Mathematics (Undergraduate Texts in Mathematics) The Mathematics of Nonlinear Programming (Undergraduate Texts in Mathematics) An Introduction to Wavelets Through Linear Algebra (Undergraduate Texts in Mathematics) An Introduction to Mathematical Finance with Applications: Understanding and Building Financial Intuition (Springer Undergraduate Texts in Mathematics and Technology) Introduction to Mathematical Structures and Proofs (Undergraduate Texts in Mathematics) An Introduction to Mathematical Cryptography (Undergraduate Texts in Mathematics) Linear Optimization: The Simplex Workbook (Undergraduate Texts in Mathematics) Linear Algebra Done Right (Undergraduate Texts in Mathematics) Real Mathematical Analysis (Undergraduate Texts in Mathematics) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) An Introduction to Linear Programming and Game Theory Mathematics and Technology (Springer Undergraduate Texts in Mathematics and Technology) Discrete Mathematics: Elementary and Beyond (Undergraduate Texts in Mathematics) Proofs and Fundamentals: A First Course in Abstract Mathematics (Undergraduate Texts in Mathematics) Mathematics and Its History (Undergraduate Texts in Mathematics) Reading, Writing, and Proving: A Closer Look at Mathematics (Undergraduate Texts in Mathematics) The Mathematics of Medical Imaging: A Beginner's Guide (Springer Undergraduate Texts in Mathematics and Technology) The Art of Proof: Basic Training for Deeper Mathematics (Undergraduate Texts in Mathematics)

Contact Us

DMCA

Privacy

FAQ & Help