Syllabus

**Course:** Game theory  
**Class hours:** Wednesday, 9:10PM-12:00PM  
**Lecturer:** Wenson Chang  
**Classroom:** 92X31, EE building  
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**Tel:** 06-2757575 ext. 62392

**Course textbook:**  

**Grading policy:** Exam=50% x 2 (Exam with notes)

**Reference :**  
Week 01, 02/22: Introduction of this course.
Week 02, 02/29: [1] Ch1 Matrix Two-Person Games
Week 03, 03/07: [1] Ch2 Solution Methods for Matrix Games
Week 04, 03/14: [1] Ch3 Two-Person Nonzero Sum Games
Week 05, 03/21: [1] Ch4 N-Person Nonzero Sum Games with a Continuum of Strategies
Week 06, 03/28: [1] Ch5 Cooperative Games
Week 07, 04/04: Holiday
Week 08, 04/11: [1] Ch5 Cooperative Games
Week 09, 04/18: [1] Ch6 Evolutionary Stable Strategies and Population Games and paper study regarding the proof of Game theory
Week 10, 04/25: Midterm (Ch1-Ch4) with 4 pages notes
Week 11, 05/02: [2] Part I Fundamentals
Week 12, 05/09: [2] Part I Fundamentals
Week 13, 05/16: [2] Part II Power Control Games
Week 14, 05/23: [2] Part II Power Control Games
Week 15, 05/30: [2] Part III Economic Approaches
Week 16, 06/06: [2] Part III Economic Approaches
Week 17, 06/13: [2] Part IV Resource management
Week 18, 06/20: [2] Part IV Resource management
Week 19, 06/27: Final (Part I-Part IV) with 6 pages notes