

Contents

<i>List of contributors</i>	<i>page</i> viii
<i>Preface</i>	ix
1 A Primer on Strategic Games	
<i>Krzysztof R. Apt</i>	1
1.1 Introduction	1
1.2 Basic concepts	2
1.3 Iterated elimination of strategies I	5
1.4 Mixed extension	13
1.5 Iterated elimination of strategies II	16
1.6 Variations on the definition of strategic games	22
1.7 Mechanism design	23
1.8 Pre-Bayesian games	30
1.9 Conclusions	33
2 Infinite Games and Automata Theory	
<i>Christof Löding</i>	38
2.1 Introduction	38
2.2 Basic notations and definitions	40
2.3 Transformation of winning conditions	44
2.4 Tree automata	57
2.5 Beyond finite automata	68
2.6 Conclusion	70
3 Algorithms for Solving Parity Games	
<i>Marcin Jurdziński</i>	74
3.1 Games on graphs	74
3.2 Solving repeated reachability and eventual safety games	77
3.3 Solving parity games	81
3.4 Related work	95

4 Back and Forth Between Logic and Games	
<i>Erich Grädel</i>	99
4.1 Introduction	99
4.2 Reachability games and parity games	102
4.3 Reachability games and logic	105
4.4 Logics with least and greatest fixed-points	109
4.5 Definability of winning regions in parity games	120
4.6 Inflationary fixed-point logic and backtracking games	127
4.7 Logic and games in a quantitative setting	138
5 Turn-Based Stochastic Games	
<i>Antonín Kučera</i>	146
5.1 Introduction	146
5.2 Winning objectives in stochastic games	151
5.3 Reachability objectives in games with finitely and infinately many vertices	170
5.4 Some directions of future research	180
6 Games with Imperfect Information: Theory and Algorithms	
<i>Laurent Doyen and Jean-François Raskin</i>	185
6.1 Introduction	185
6.2 Games with perfect information	188
6.3 Games with imperfect information: surely-winning	194
6.4 Games with imperfect information: almost-surely-winning	204
7 Graph Searching Games	
<i>Stephan Kreutzer</i>	213
7.1 Introduction	213
7.2 Classifying graph searching games	217
7.3 Variants of graph searching games	229
7.4 Monotonicity of graph searching	236
7.5 Obstructions	249
7.6 An application to graph-decompositions	252
7.7 Complexity of graph searching	255
7.8 Conclusion	260
8 Beyond Nash Equilibrium: Solution Concepts for the 21st Century	
<i>Joseph Y. Halpern</i>	264
8.1 Introduction	264
8.2 Robust and resilient equilibrium	266
8.3 Taking computation into account	270

	<i>Contents</i>	vii
8.4	Taking (lack of) awareness into account	274
8.5	Iterated regret minimisation	280
8.6	Conclusions	285
	<i>Index</i>	291