

## Mathematical Game Theory

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| Course title - Intitulé du cours               | Mathematical Game Theory |
| Level / Semester - Niveau /semestre            | M1 / S2                  |
| School - Composante                            | TSE                      |
| Teacher - Enseignant responsable               | RENAULT JEROME           |
| Lecture Hours - Volume Horaire CM              | 30                       |
| TA Hours - Volume horaire TD                   | /                        |
| TP Hours - Volume horaire TP                   | /                        |
| Course Language - Langue du cours              | Anglais                  |
| TA and/or TP Language - Langue des TD et/ou TP |                          |

**Teaching staff contacts - Coordonnées de l'équipe pédagogique :**

Jérôme Renault (Office T589, <https://sites.google.com/site/jrenaultsite/>, e-mail: [jerome.renault@tse-fr.eu](mailto:jerome.renault@tse-fr.eu)). Please address your questions during or at the end of the class, or by appointment and if necessary by email.

**Course's Objectives - Objectifs du cours :**

This course is an introduction to strategic optimization, the mathematical aspects of game theory. It first focuses on zero-sum games, which are essential to the understanding of : worst-case analysis in one person decision making, games of total conflict and general-sum games (where cooperation can be sustained via zero-sum games strategies). Then some aspects of data sciences, such as Approachability, No-Regret Learning and Calibration, are presented.

**Prerequisites - Pré requis :**

Analysis (compact metric spaces, continuous functions,...), elementary Probability Theory and interest in mathematics and strategic thinking.

**Grading system - Modalités d'évaluation :**

a mid-term exam (40 %) and a final exam (60%)

**Bibliography/references - Bibliographie/références :**

Lecture notes will be given to the students, see <https://sites.google.com/site/jrenaultsite/lecturenotes>

- An Introductory Course on Mathematical Game Theory. Gonzalez-Diaz, Garcia-Jurado, Fiestras-Janeiro, Graduate Studies AMS 2010.
- A first course on zero-sum repeated games. Sorin, SMAI 2002.
- Game Theory. Maschler, Solan and Zamir, Cambridge UP 2013.
- Mathematical Foundations of Game Theory. Laraki, Renault, Sorin. Springer 2019

**Session planning - Planification des séances :**

**Distance learning:** can be provided when necessary by implementing

- Interactive virtual classrooms / Classe en ligne interactive
- Remote (online) tutorials (classes) / TP/TD à distance