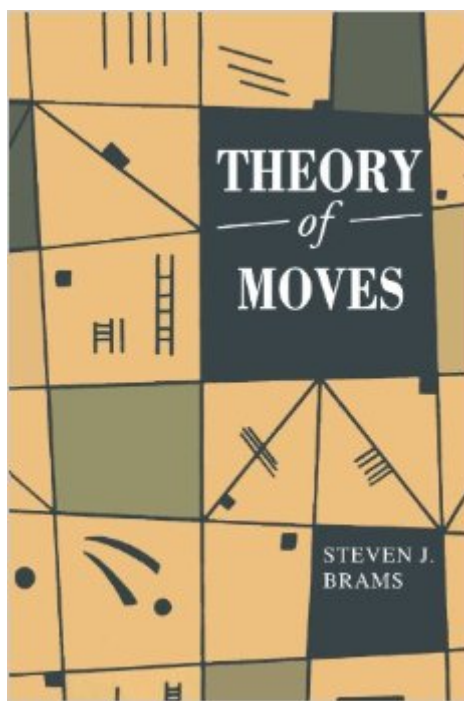


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Theory Of Moves



Synopsis

Steven J. Brams' Theory of Moves, though based on the classical theory of games, proposes major changes in its rules to render it a truly dynamic theory. By postulating that players think ahead not just to the immediate consequences of making moves, but also to the consequences of countermoves to these moves, counter-countermoves, and so on, it extends the strategic analysis of conflicts into the more distant future. Applied to a series of cases drawn from politics, economics, sociology, fiction, and the Bible, the theory provides not only an explanation of their outcomes but also shows why they unfolded as they did.

Book Information

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Customer Reviews

To me, "Theory of Moves" (TOM) is the first academic book I have read cover to cover with great interest. I discovered this book in the course of the last semester, being one of the must reads for the game theory course I'd taken, and once I got my hands on this book I couldn't wait to have the time to read it thoroughly, a task I completed only lately. Game theory in general and TOM in particular, have given me a new way of looking at the world surrounding me; I feel like I understand it better than before I've learned to use this logical and rational thinking. Many things look simpler now, since the facts and principals I've learned make them comprehensible, understandable and clearer than before. Prior to reading this book you'd have to have some background on the classical game theory. I learned this background mainly from the booklet of Frank Zagare that pretty much covered all the main basic principals of the qualitative use of the theory. Morton Davis is also a good choice for beginners, both center on the non-mathematical aspects of the theory which are

used to dissect and explain the decisions of players at matters of internal politics ,international relations and everyday's life serious decisions people make .This work represents an extension of game theory that helps to adjust it better to real life , or as Brams puts it : "The Theory of Moves brings a dynamic dimension to the classical theory which was defined as static , by postulating that players think ahead not just to the immediate consequences but also to the consequences of the other player's countermove , counter countermove and so on ... TOM extends the strategic thinking into the more distant future .

Steven Brams' Theory of Moves is a fascinating publication that supplies qualitative and quantitative mathematical models used to explain the merits and deficiencies in the logic of hypothetical and anecdotal decisions of various types (economic, political, social, etc.).Brams intermittently isolates two-party conflicts and highlights each conceivable resolution by using a 2x2 matrix that gives a variety of possibilities provided in ordered pair combinations, where the numbers range from a 1, which translates to a worst case scenario for the party concerned, to a 4, which is the best possible outcome. For instance, a (1,4) would be interpreted as a two-party game where the deciding party, who receives a 1, ends up with the theoretically worst possible outcome, leaving the opponent, which receives a 4, with the best. As another case, a (3,2) would be read as a pairing where the 3 represents a next-to-best outcome for the decision making party, whereas the 2, on the other hand, would be the next-to-worst outcome for the opponent.Brams looks at various situations, comparing and contrasting, for instance, the fictional works of Sir Arthur Conan Doyle, whose most famous character, the detective Sherlock Holmes, always comes out one step ahead of his arch nemesis, with those that display what is referred to as the Minimax Theorem, which espouses that "[i]n a two-person constant-sum game,[it] guarantees that each player can ensure at least a certain expected value, called the value of the game, that does not depend on the strategy choice of the other player".

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