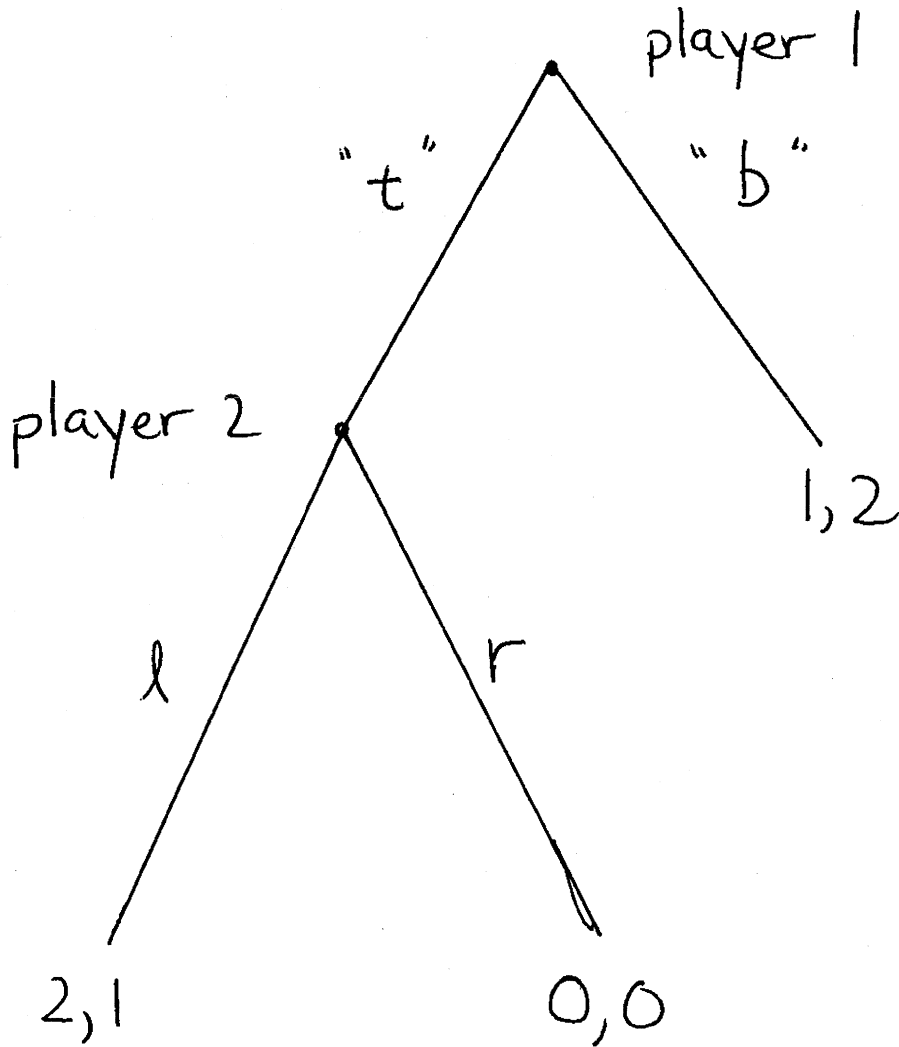


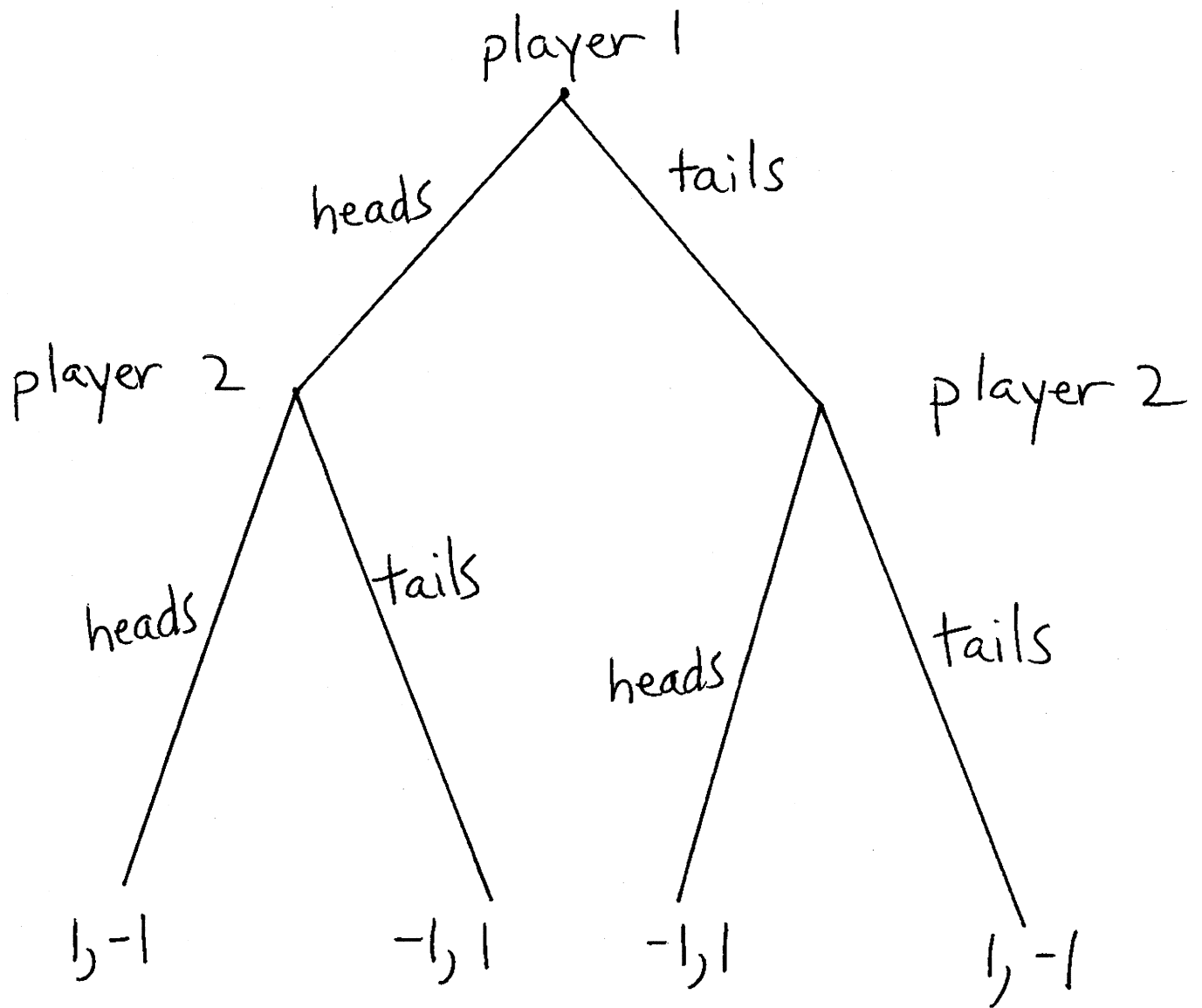
4

Example: A game of perfect information.  
Each information set consists of a  
single node.



Game  $\square_1$

Example: Matching Pennies with sequential play. (2<sup>nd</sup> mover advantage)

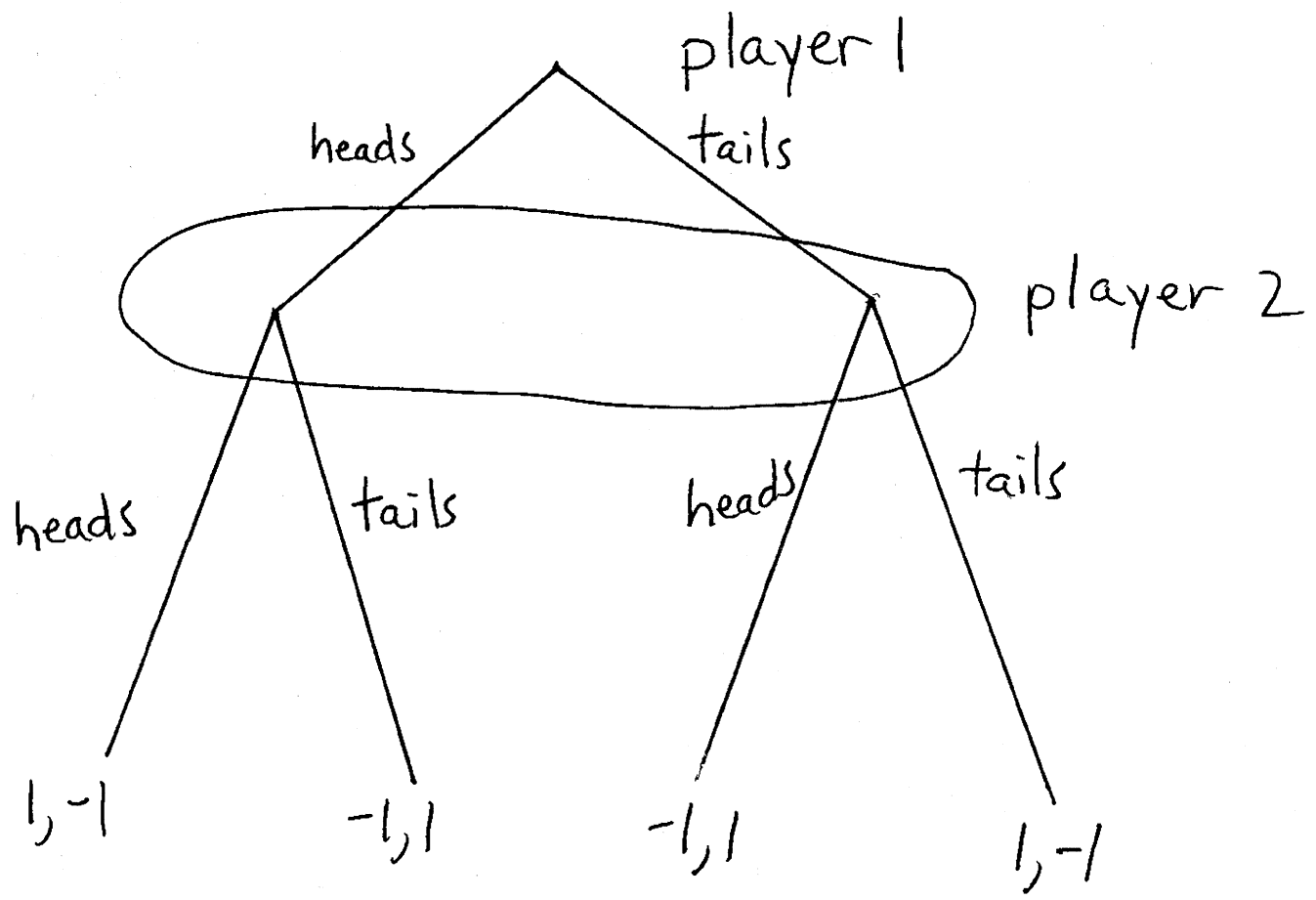


[ player 2 has four possible strategies ]

3/

A strategy is a specification of what action a player chooses at each of his/her information sets.

Information sets containing several nodes can capture simultaneous-move games, where players move once and at the same time.



4

- We can think of any normal form game as a simultaneous-move game, where the action is the selection of a plan before the game starts.

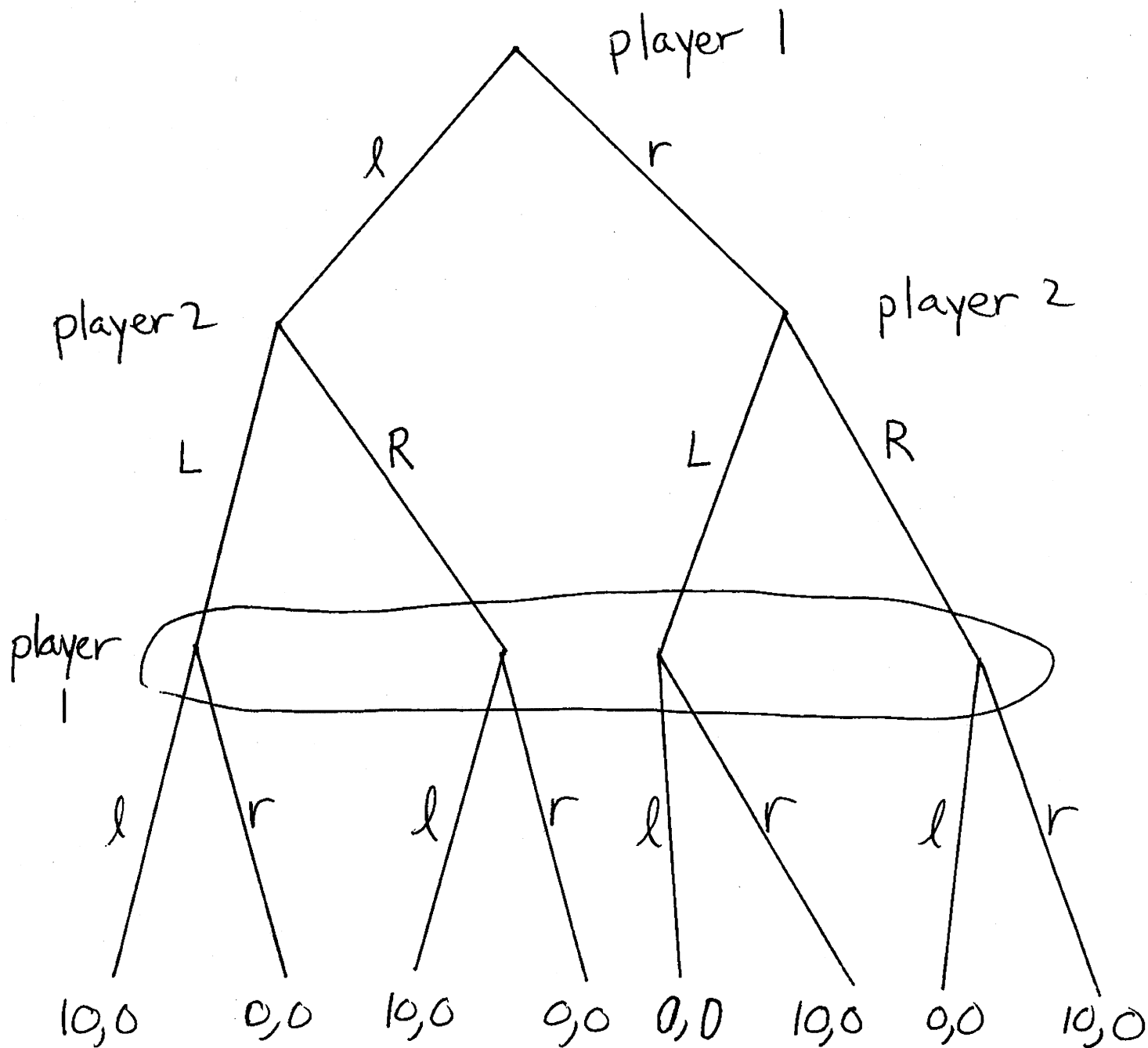
- Only philosophers need to worry about whether player 2 is moving after player 1, but without observing his move, or moving simultaneously.

- There is a unique normal form game for each extensive form representation of the same game. There may be several extensive form game trees for the same normal form game.

- Matching pennies (simultaneous) has complete information, since there is no uncertainty about nature, but not perfect

5,

Most games assume perfect recall,  
but not all.



Example: A game of imperfect information.  
This game could have been derived from  
a game of perfect but incomplete information.

