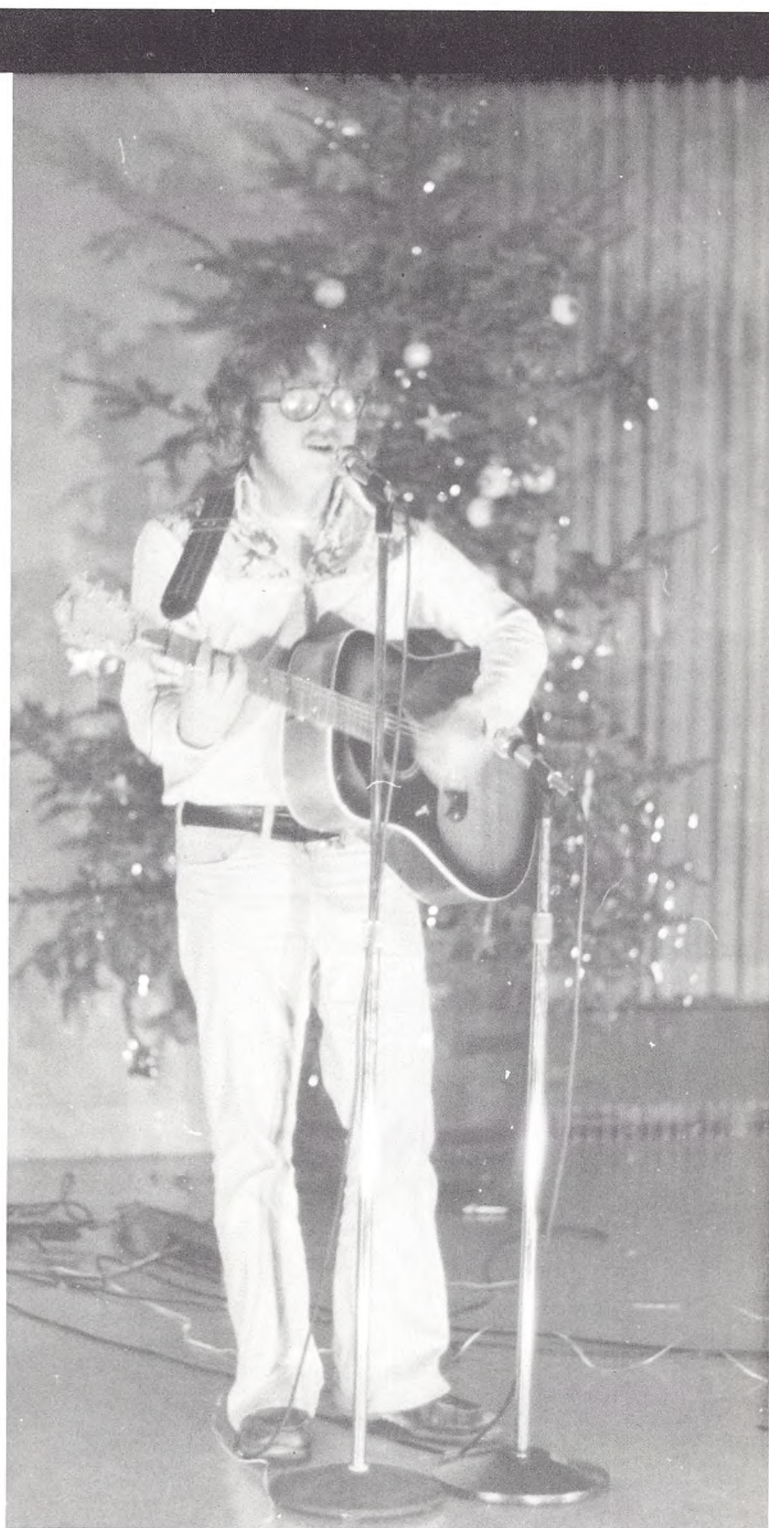


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AN OUTLINE OF THE THEORY OF GAMES

The germ of the theory of games, as we know it today, is contained in notes by E. Borel (Ref. 5). He conjectured a special case of the so-called Fundamental Theorem, but was held up by his failure to prove it. In 1928, John von Neumann gave a talk to the Mathematical Society in Göttingen (Ref. 22) and gave a proof of that theorem. Very little was, however, heard of the theory until 1944, when the monumental work by J. von Neumann and O. Morgenstern (Ref. 24) appeared. The mathematical contents of this book included some further developments, while the second-named author's reputation as a leading economist gave a clue to a particular application for the theory. It was soon noticed — which is not surprising — that a theory of competitive games could throw some light not only on features of relatively peaceful economic competition, but also on those of combat and warfare. From then on, practical and theoretical aspects were developed side by side, and by now the theory of games has given rise to an extended activity which comprises research even in such abstract subjects as set theory, and topology.



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