# Game Theory



Game theory is a way to mathematically describe strategic reasoning — modeling the strategic interaction between two or more players in a situation containing set rules and outcomes. In game theory, a "game" is any mathematical model that correlates different player strategies with different outcomes. This could be used to find reasoning in competitors in a market, or drivers on a highway or predators in a habitat.

### **Relevance in Computer Science**

There is a wide variety of domains in computing where game theory has and will continue to gain traction. In fact, any application area involving automatic interaction and coordination of the following rely on game theory:

- Artificial intelligence
- Chess algorithms
- Cloud/distributed computing
- Machine learning
- Network security
- Recommendation systems

# Key Takeaway

There are different models within game theory and is ultimately used to find the best outcome. Though it was once primarily used in economics, game theory is being implemented on more efficient, large-scale analyses, and plays an increasingly visible role in computer science in areas as diverse as artificial intelligence, theory, distributed systems, and algorithms.

#### Software Engineer – Robotics Al

- Amazon Web Services
- Blue Origin
- Facebook
- Johns Hopkins Applied Physics Laboratory
- NVIDIA Corporation
- Path Robotics, Inc

#### **Network Architect**

- Johns Manville
- Amazon.com Services LLC
- Sony Corporations of America

- Resource management
- Robotics
- Social networks
- Spot pricing system
- Wireless networks





Nash Equilibrium of Prisoner's Dilemma

## Industry Opportunities

#### Internet of Things (IoT) Security Scientist / IoT Developer / IoT Architect

- Chewy
- HID Global
- Lockheed Martin
- TeamViewer
- Siemens

#### Wireless Sensor Network Engineer

- Booz Allen Hamilton
- Leidos
- Samsung