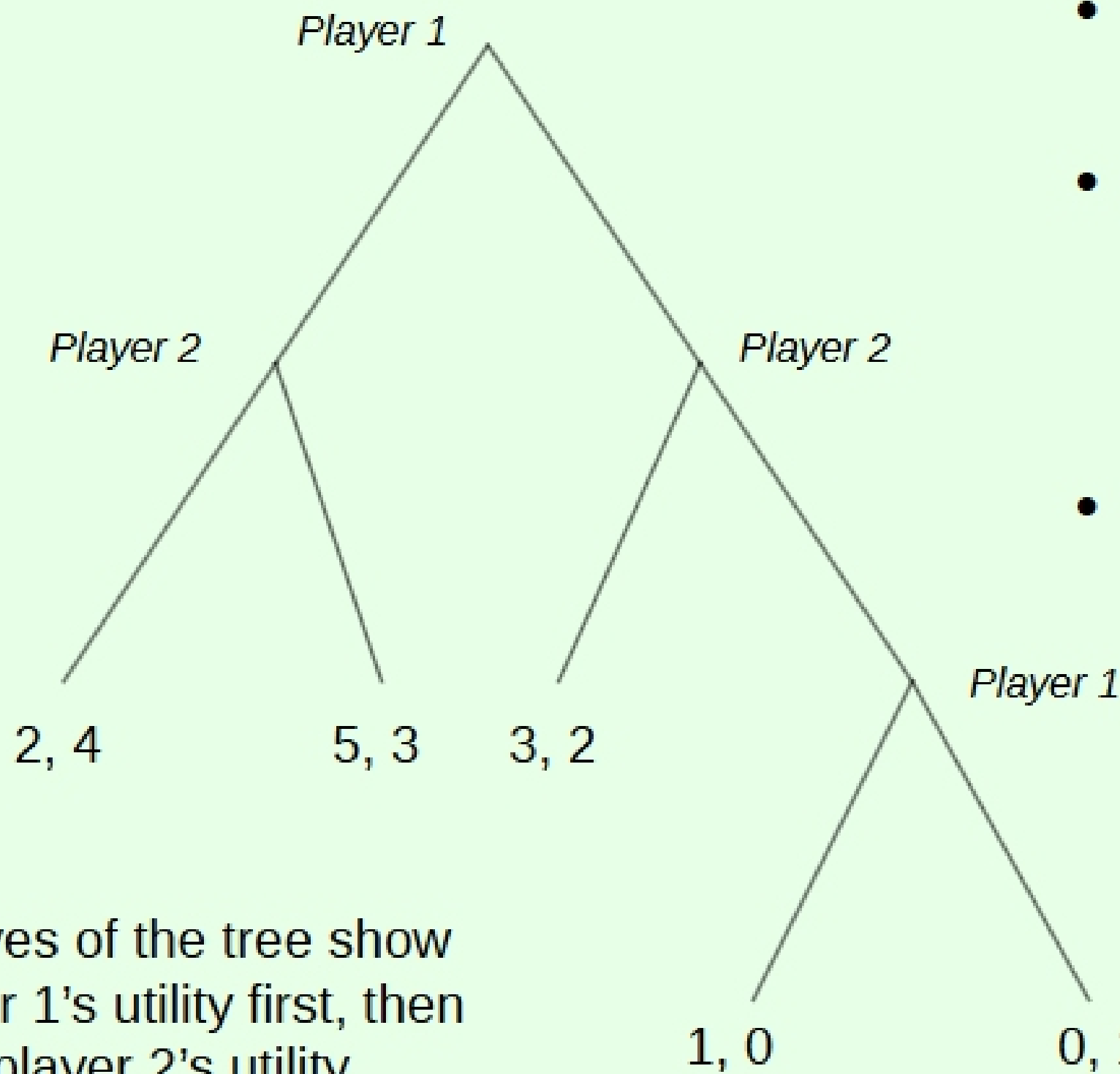


CPS 296.1

Extensive-form games

Vincent Conitzer
conitzer@cs.duke.edu

Extensive-form games with perfect information



Leaves of the tree show player 1's utility first, then player 2's utility

- Players do not move simultaneously
- When moving, each player is aware of all the previous moves (**perfect information**)
- A **(pure) strategy** for player i is a mapping from player i 's nodes to actions

Backward induction

- When we know what will happen at each of a node's children, we can decide the best action for the player who is moving at that node

