

اسم المقرر: بحوث العمليات

نظرية المباريات

Game Theory

باستخدام برمجية Win QSB

Decision Analysis

مثال: أوجد قيمة المباراة واستراتيجيات كل لاعب.
مباراة ذات إستراتيجية صافية

إستراتيجيات اللاعب الأول	إستراتيجيات اللاعب الثاني		
	A	B	C
1	-15	-10	30
2	10	5	15
3	25	-10	-20

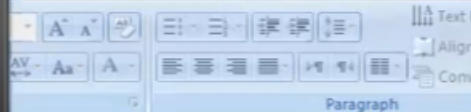
- Microsoft Office
- Microsoft Visual Studio 2005
- Microsoft Web Publishing
- PDF Complete
- pdf to power
- pdf-convert
- PowerISO
- Qbasic
- QuickTime
- RDI
- RealNetworks
- Roxio
- Startup
- UltraISO
- WinQSB
 - Acceptance Sampling Analysis
 - Aggregate Planning
 - Decision Analysis
 - Dynamic Programming Location: DA (C:\WINQSB)
 - Facility Location and Layout
 - Forecasting and Linear Regression
 - Goal Programming
 - Inventory Theory and System
 - Job Scheduling
 - Linear and Integer Programming
 - Markov Process
 - Material Requirements Planning
 - Network Modeling
 - Nonlinear Programming
 - PERT_CPM
 - Quadratic Programming
 - Quality Control Chart
 - Queuing Analysis
 - Queuing System Simulation



- USER
- Documents
- Pictures
- Music
- Games
- Recent Items
- Computer
- Network
- Connect To
- Control Panel
- Default Programs
- Help and Support

Compatibility Mode] الجانب الثاني لبحوث العمليات

Review View MathType PDF



Paragraph

المباراة واستراتيجيات كل
اتجربة صافية

استراتيجيات اللاعب الثاني			
	A	B	C
5	5	-10	30
0	0	5	15
5	5	-10	-20

Some Start menu items can't be displayed

There is not enough room to show all of the items that you have added to the Start menu. To display all items, try a higher screen resolution.

Decision Analysis

Version 2.00

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Please wait while loading program...



Problem Specification



Problem Type

- ☐ Bayesian Analysis
- ☐ Payoff Table Analysis
- ☒ Two-player, Zero-sum Game
- ☐ Decision Tree Analysis

Problem Title

Game 1

Number of Strategies for Player 1:

3

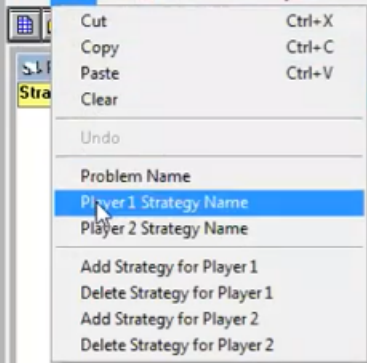
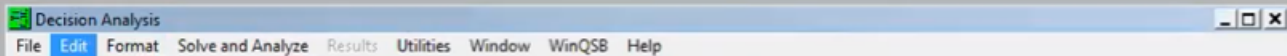
Number of Strategies for Player 2:

3

OK

Cancel

Help



Player1 \ Player2	Strategy2-1	Strategy2-2	Strategy2-3
Strategy1-1			
Strategy1-2			
Strategy1-3			

Decision Analysis

File Edit Format Solve and Analyze Results Utilities Window WinQSB Help



Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Clear

Undo

Problem Name

Player 1 Strategy Name

Player 2 Strategy Name

Add Strategy for Player 1

Delete Strategy for Player 1

Add Strategy for Player 2

Delete Strategy for Player 2

Player1 \ Player2	Strategy2-1	Strategy2-2	Strategy2-3
1			
2			
3			



Solve the Problem

Perform Zero-sum Game Simulation

Payoff Table of Z

3 : C



-20

Player1 \ Player2	A	B	C
1	-15	-10	30
2	10	5	15
3	25	-10	-20



0.00 A



Zero-sum Game Analysis for Game 1



04-03-2020	Player	Strategy	Dominance	Elimination Sequence
1	1	1	Not Dominated	
2	1	2	Not Dominated	
3	1	3	Not Dominated	
4	2	A	Not Dominated	
5	2	B	Not Dominated	
6	2	C	Not Dominated	
***	Saddle	Point	(Equilibrium)	is Achieved!!
	The Best	Pure	Strategy for Player 1:	2
	The Best	Pure	Strategy for Player 2:	8
	Stable	Payoff	for Player 1 =	5
	Player 1	is	Winning!!!	