



Subject card

Subject name and code	Decision Making in Competitive Environments, PG_00049217						
Field of study	Automatic Control, Cybernetics and Robotics						
Date of commencement of studies	February 2024		Academic year of realisation of subject		2024/2025		
Education level	second-cycle studies		Subject group		Optional subject group Subject group related to scientific research in the field of study		
Mode of study	Full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	3		ECTS credits		1.0		
Learning profile	general academic profile		Assessment form		exam		
Conducting unit	Department of Computer Communications -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. inż. Jerzy Konorski				
	Teachers		dr hab. inż. Jerzy Konorski				
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	0.0	0.0	15
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	15		2.0		8.0	25
Subject objectives	Presentation of the basics of rational decision making by autonomous agents in a competitive environment Rusing noncooperative game theory.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[K7_W02] Knows and understands, to an increased extent, selected laws of physics and physical phenomena, as well as methods and theories explaining the complex relationships between them, constituting advanced general knowledge in the field of technical sciences related to the field of study		Student knows selected notions and methods of noncooperative game theory and understands their implications for multi-agent systems.		[SW1] Assessment of factual knowledge		
	[K7_W05] Knows and understands, to an increased extent, methods of process and function support, specific to the field of study.		Student understands the importance of prognosing economic phenomena and of game theory for the analysis of complex computer systems.		[SW1] Assessment of factual knowledge		
Subject contents	Introduction to the course, competitive situation, decision making under uncertainty. Rationality, decision problems versus games. Cooperative and noncooperative games. Payoffs and social utility functions. One-shot games in normal form. Examples of zero- and nonzero-sum noncooperative games. Solution concepts, their compelling power and precision, common knowledge. Best-reply, dominant and overwhelming strategies. Iterative elimination of dominated strategies. The Nash equilibrium concept. Multiple Nash equilibria, payoff and risk dominance, focal points. The price of anarchy, prisoners' dilemma and the tragedy of commons, duopoly and oligopoly. Pure and mixed strategies, the principle of indifference, civic duty paradox, Nash's theorem. The Stackelberg and correlated equilibria. Dynamic game scenarios, the importance of move order, games in extensive form, sequential games with terminal payoffs.						
Prerequisites and co-requisites	mathematics, random processes						
Assessment methods and criteria	Subject passing criteria		Passing threshold		Percentage of the final grade		
	final exam		50.0%		100.0%		

Recommended reading	Basic literature	E. Rasmusen: Games and information, Blackwell 2001
	Supplementary literature	D. Fudenberg, J. Tirole: Game Theory, MIT Press 2002
	eResources addresses	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed		
Work placement	Not applicable	