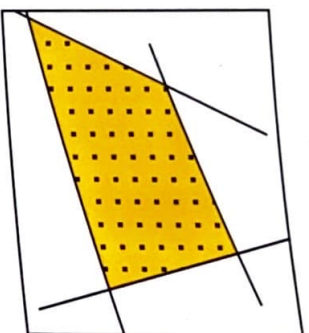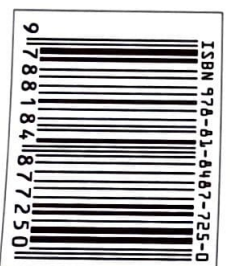# Linear Programming & Game Theory

Ritu Arora • Kavita Gupta

An undergraduate textbook written in lucid and simple language to familiarize the reader with the basic tools of optimization. A systematic presentation and comprehensive step by step explanation makes it easier for students to comprehend. Incorporated are a variety of illustrations and examples in each chapter. An elaborate selection of exercises has been provided. The book is beneficial for students of all the courses who intend to study 'Linear Programming and Theory of Games'. The book covers various methods of solving linear programming problems such as simplex, big-M, two phase, graphical, and duality methods. It also covers transportation, assignment, transshipment, travelling salesman and game theory problems along with their solution methodologies.

Spine
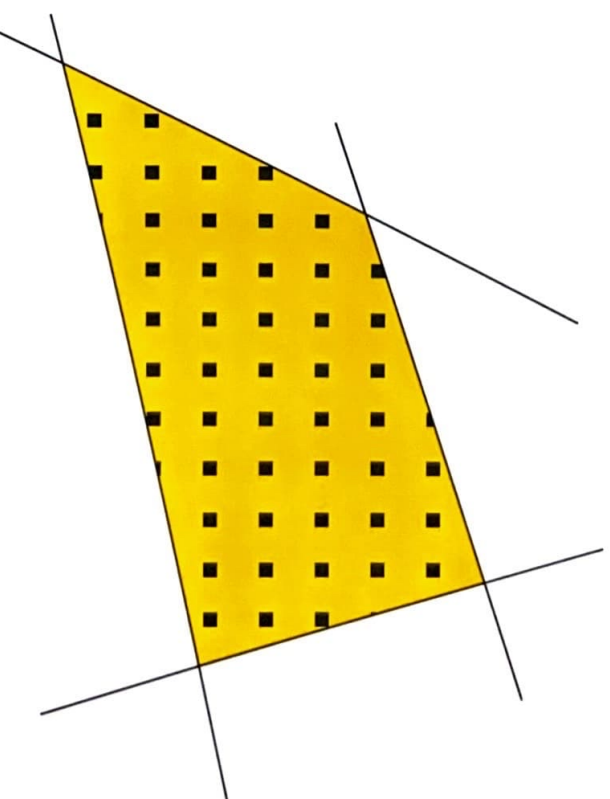Arora • Gupta   Linear Programming & Game Theory   Narosa