

Index

- agreement theorem, 209
- awareness principle, 318
- basis, 54
- Bayesian equilibrium, 284
 - canonical, 289
 - choice optimal in a Bayesian equilibrium, 285
- belief, 19
 - correct, 135
 - higher-order belief, 86
 - independent, 132, 138
 - signed, 39, 43
- belief hierarchy, 86
 - simple
 - incomplete information, 271
 - psychological games, 459
 - standard games, 136
 - symmetric
 - incomplete information, 281
 - psychological games, 467
 - standard games, 153
 - with incomplete information, 223
 - with unawareness, 320
- belief in opponents' rationality
 - in games with unawareness, 323
 - in psychological games, 391
 - in standard games, 97
 - with incomplete information, 227
- beliefs diagram, 91
 - for three players, 88
 - for two players, 86
 - in psychological games, 386
 - weighted, 153
 - with incomplete information, 224
 - with unawareness, 321
- bottom-up procedure, 338
 - with fixed beliefs on views, 350
- bounded set, 59
- canonical Bayesian equilibrium, 289
 - choice optimal in a canonical Bayesian equilibrium, 290
- canonical correlated equilibrium, 174
 - choice optimal in a canonical correlated equilibrium, 175
- canonical psychological correlated equilibrium, 473
 - existence, 474
 - optimal choice in a canonical psychological correlated equilibrium, 474
- causality diagram, 429
- choice, 14
 - optimal, 14
 - randomized, 50
 - rational, 22
- closed set, 59
- common belief, 130
- common belief in rationality
 - in psychological games, 391
 - in standard games, 99
 - possibility
 - psychological games, 416
 - standard games, 110
 - with incomplete information, 236
 - with unawareness, 332
 - sufficient condition, 100
 - with incomplete information, 227
 - with unawareness, 323
- common knowledge, 130
- common prior
 - on choice combinations
 - psychological games, 472
 - standard games, 173
 - on choice-type combinations
 - incomplete information, 283
 - psychological games, 467
 - standard games, 159

- on choice-utility combinations
 - incomplete information, 289
- communication game, 208
- compact set, 188
- conditional preference relation, 20
 - signed, 43
- convex combination, 54
- convex hull, 54
- convex set, 54
- correct beliefs, 135
- correlated equilibrium, 160
 - canonical, 174
 - choice optimal in a correlated equilibrium, 162
 - psychological, 470
- correspondence, 188
- decision maker, 13
- decision problem
 - in a game, 83
 - under certainty, 13
 - under uncertainty, 18, 20
- Delta-rationalizability, 266
- dimension, 54
- dominance
 - strict, 22
 - weak, 22
- elimination order, 119
- epistemic model
 - for psychological games, 389
 - for standard games, 92
 - with incomplete information, 225
 - with unawareness, 321
- equivalent choices, 22
- expected utility, 24
- expected utility representation, 25
- fixed belief on views, 341, 344
- fixed beliefs about utilities, 239
- fixed point, 188
- game
 - psychological, 388
 - standard game, 83
 - with incomplete information, 219, 221
 - with unawareness, 314, 319
- game theory, 127
- generalized iterated strict dominance procedure, 231
 - with fixed beliefs on utilities, 240
- generalized Nash equilibrium, 273
 - existence, 274
 - optimal choice in a generalized Nash equilibrium, 274
- hyperplane, 54
- incomplete information, 219, 221
- independent beliefs, 138
- interim rationalizability
 - correlated, 267
 - independent, 267
- iterated elimination of choices and second-order expectations, 401
- iterated elimination of choices and states for psychological games, 422
- iterated elimination of strictly dominated choices, 106
- iterated expectation, 210
- iterated strict dominance for unawareness, 327
 - with fixed beliefs on views, 346
- Kakutani's fixed point theorem, 188
- linear combination, 53
- linear independence, 53
- linear space, 53
- linear subspace, 53
- Nash equilibrium, 140
 - existence, 147
 - generalized, 273
 - optimal choice in a Nash equilibrium, 141
 - psychological, 460
- no bet theorem, 210
- no trade theorem, 209
- one theory per choice condition
 - incomplete information, 289
 - psychological game, 472
 - standard games, 172
- one theory per choice-utility pair, 289
- open set, 59
- optimal choice, 14
 - for a type

- incomplete information, 226
 - psychological game, 389
 - standard game, 96
 - unawareness, 323
- order independence, 119
 - in standard games, 113
 - with incomplete information, 233, 327
 - and fixed beliefs on utilities, 241
 - with unawareness
 - and fixed beliefs on views, 347
- order of elimination, 112, 119
- player, 83
- preference intensity, 28
- preference relation, 14
 - conditional, 20
 - transitive, 15
- preference reversals, 22
- probability distribution, 19
- psychological correlated equilibrium, 470
 - canonical, 473
 - choice optimal in a psychological correlated equilibrium, 471
 - existence, 472
- psychological game, 388
- psychological Nash equilibrium, 460
 - choice optimal in a psychological Nash equilibrium, 461
 - existence, 466
- randomized choice, 50
- rational choice, 22
 - under common belief in rationality
 - for psychological games, 391
 - in standard games, 102
 - with incomplete information, 228
 - with unawareness, 324
- rationalizability, 132
- reduction operator, 119
 - monotonicity, 119
 - strict dominance, 121
- second-order expectation, 384, 387
- separating hyperplane theorem, 59
- signed belief, 39, 43
- signed conditional preference relation, 43
- simple belief hierarchy
 - incomplete information, 271
 - psychological games, 459
 - standard games, 136
- span, 53
- state, 19
 - in a game, 83
- states-first procedure for psychological games, 423
- strict dominance, 22
 - by randomized choice, 50
- symmetric belief hierarchy
 - incomplete information, 281
 - psychological games, 467
 - standard games, 153
- transitivity, 15
- type
 - for psychological games, 389
 - for standard games, 92
 - with incomplete information, 225
 - with unawareness, 321
- utility, 16
 - expected, 24
- utility design procedure
 - for preference reversals, 37
 - for two choices, 31
- utility difference property, 30
- utility function, 16
- utility representation, 16
- vector, 53
- view
 - in game with unawareness, 318
 - rank of view, 334
 - smallest view, 334
- weak dominance, 22
- weighted beliefs diagram
 - incomplete information, 281
 - psychological games, 467
 - standard games, 153