COURSE DETAIL

LINEAR PROGRAMMING AND GAMES

Country
United Kingdom - England

Host Institution
University of London, Queen Mary

Program(s)
University of London, Queen Mary

UCEAP Course Level
Upper Division

UCEAP Subject Area(s)
Statistics Mathematics Economics

UCEAP Course Number
160

UCEAP Course Suffix

UCEAP Official Title
LINEAR PROGRAMMING AND GAMES

UCEAP Transcript Title
LINEAR PROG&GAMES

UCEAP Quarter Units
6.00

UCEAP Semester Units
4.00

Course Description

This class considers the practical modelling of real-world operational problems, together with the mathematical theory behind the most widespread tools for solving these problems. Students will learn how to model common operational problems as linear programs, the basic, underlying theory of linear programming, and gain some basic familiarity with how widely used software tools for such problems work. Building on these concepts, students will also learn basic game theory, including how to model and solve optimization problems that involve future uncertainty or a competing adversary.

Language(s) of Instruction

English

Host Institution Course Number

MTH5114

Host Institution Course Title

LINEAR PROGRAMMING AND GAMES

Host Institution Campus

QMUL

Host Institution Faculty

Host Institution Degree

Host Institution Department

Mathematical Sciences

Print