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 Course Details

Host Institution Campus
QMUL

Host Institution Faculty

Host Institution Degree

Host Institution Department
Mathematical Sciences

Course Last Reviewed

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