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Information dependent games: can common sense be common knowledge? (English)

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Summary: This paper attempts to study the consistency of several basic game-theoretic axioms. Two by-products are the introduction of information-dependent games, and a formal treatment of the framework of game theoretic axioms. In this setup a version of the Surprise Test Paradox is used to prove that common sense cannot be common knowledge.

MSC:

[91A10](#) Noncooperative games
[91A40](#) Other game-theoretic models
[94A99](#) Communication, information

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