Drawing Games and Diagrams in LaTeX

Dave Ohls
University of Wisconsin
ohls@wisc.edu

This document introduces a number of ways to draw game matrices, decision and interaction trees, spatial models, and other diagrammatic representations of aspects of strategic behavior. The code can look a bit dense and intimidating at first, but once you get familiar with what each command (and each part of each command) is doing, these packages provide very flexible ways to draw just about any diagram you want.