

# SOMMAIRE

## CONTENTS

<i>Samy Friedman</i>	Avant-propos . . . . .	7
<i>Paul F. Lazarsfeld</i>	Introduction . . . . .	II
I – MEASUREMENT		
<i>Paul F. Lazarsfeld</i>	Latent Structure Analysis* . . . . .	37
<i>R. Duncan Luce</i>	Utility Theory* . . . . .	55
<i>Germain Kreweras</i>	Aggregation of Preference Orderings . . . . .	73
II – SOCIAL STRUCTURES		
<i>Claude Berge</i>	Graph Theory and Applications . . . . .	83
<i>M. P. Schutzenberger</i>	Theory of Games* . . . . .	99
<i>Germain Kreweras</i>	A Model to Weight Individual “Authority” in a Group . . . . .	III
III – PROCESSES		
<i>Paul F. Lazarsfeld</i>	Repeated Observations on Attitude and Behavior Items . . . . .	121
<i>Robert R. Bush</i>	Models for Learning* . . . . .	143
<i>James S. Coleman</i>	Some Sociological Models* . . . . .	175
<i>Benoit Mandelbrot</i>	Macro-Statistical Models and Aggregative Laws of Behavior* . . . . .	213
<i>Benoit Mandelbrot</i>	A Class of Long-Tailed Probability Distributions and the Empirical Distribution of City Sizes . . . . .	257
IV – GENERAL APPROACHES		
<i>George A. Miller</i>	Models for Language* . . . . .	283
<i>M. Raiffa</i>	Normative Decision Making . . . . .	341
<i>Robert P. Abelson</i>	Lectures on Computer Simulation . . . . .	443