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Dynamic Games And Applications In Economics

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Advances in Dynamic Games and Applications
Games And Dynamic Games
Advances in Dynamic Games and Applications
Game Theory and Its Applications
Advances in Dynamic Games
Advances in Dynamic Games and Applications
Advances in Dynamic Games and Applications
Advances in Dynamic Game Theory
Handbook of Dynamic Game Theory
Advances in Dynamic and Mean Field Games
Dynamic Games: Theory and Applications
Subgame Consistent Economic Optimization
Advances in Dynamic Games
Optimal Control and Dynamic Games
Dynamic Games in Economics
Advances in Dynamic Games

Advances in Dynamic Games and Applications
Advances in Dynamic Games and Their Applications
Dynamic Games and Applications in Economics

Dynamic Games And Applications In Economics ***OMB No. 8437239748156 edited by***

PEREZ KANE

Advances in Dynamic Games and Applications Springer Nature Dynamic game theory serves the purpose of including strategic interaction in decision making and is therefore often applied to economic problems. This book presents the state-of-the-art and directions for future research in dynamic game theory related to economics. It was initiated by contributors to the 12th Viennese Workshop on Optimal Control, Dynamic Games and Nonlinear Dynamics and combines a selection of papers from the workshop with invited papers of high quality. *Games And Dynamic Games* Birkhäuser This collection of selected contributions gives an account of recent developments in dynamic game theory and its applications, covering both theoretical advances and new applications of dynamic games in such areas as pursuit-evasion games, ecology, and economics. Written by experts in their respective disciplines, the chapters include stochastic and differential games; dynamic games and their

applications in various areas, such as ecology and economics; pursuit-evasion games; and evolutionary game theory and applications. The work will serve as a state-of-the art account of recent advances in dynamic game theory and its applications for researchers, practitioners, and advanced students in applied mathematics, mathematical finance, and engineering.
Advances in Dynamic Games and Applications
Birkhäuser
Modem game theory has evolved enonnously since its inception in the 1920s in the works ofBorel and von Neumann and since publication in the 1940s of the seminal treatise "Theory of Games and Economic Behavior" by von Neumann and Morgenstern. The branch of game theory known as dynamic games is-to a significant extent-descended from the pioneering work on differential games done by Isaacs in the 1950s and 1960s. Since those early decades game theory has branched out in many directions, spanning such diverse disciplines as math ematics, economics, electrical and electronics engineering, operations research, computer science, theoretical ecology, environmental science, and even political science. The papers in this volume reflect both the maturity and the vitalityofmodem day game theoryin general, andofdynamic games, inparticular. The maturitycan be seen from the sophistication ofthe theorems, proofs,

methods, and numerical algorithms contained in these articles. The vitality is manifested by the range of new ideas, new applications, the numberofyoung researchers among the authors, and the expanding worldwide coverage of research centers and institutes where the contributions originated."

World Scientific Publishing Company

This book is devoted to game theory and its applications to environmental problems, economics, and management. It collects contributions originating from the 12th International Conference on “Game Theory and Management” 2018 (GTM2018) held at Saint Petersburg State University, Russia, from 27 to 29 June 2018.

Game Theory and Its Applications Springer

This textbook provides a comprehensive overview of noncooperative and cooperative dynamic games involving uncertain parameter values, with the stochastic process being described by an event tree. Primarily intended for graduate students of economics, management science and engineering, the book is self-contained, as it defines and illustrates all relevant concepts originally introduced in static games before extending them to a dynamic framework. It subsequently addresses the sustainability of cooperative contracts over time and introduces a range of mechanisms to help avoid such agreements breaking

down before reaching maturity. To illustrate the concepts discussed, the book provides various examples of how dynamic games played over event trees can be applied to environmental economics, management science, and engineering.

Advances in Dynamic Games Birkhäuser

This will be a two-part handbook on Dynamic Game Theory and part of the Springer Reference program. Part I will be on the fundamentals and theory of dynamic games. It will serve as a quick reference and a source of detailed exposure to topics in dynamic games for a broad community of researchers, educators, practitioners, and students. Each topic will be covered in 2-3 chapters with one introducing basic theory and the other one or two covering recent advances and/or special topics. Part II will be on applications in fields such as economics, management science, engineering, biology, and the social sciences.

Advances in Dynamic Games and Applications

Springer

This book presents current advances in the theory of dynamic games and their applications in several disciplines. The selected contributions cover a variety of topics ranging from purely theoretical developments in game theory, to numerical analysis of various dynamic games, and then progressing to applications of dynamic games in economics,

finance, and energy supply. A unified collection of state-of-the-art advances in theoretical and numerical analysis of dynamic games and their applications, the work is suitable for researchers, practitioners, and graduate students in applied mathematics, engineering, economics, as well as environmental and management sciences.

Advances in Dynamic Games and Applications Springer Nature

This book, an outgrowth of the 10th International Symposium on Dynamic Games, presents current developments of the theory of dynamic games and its applications. The text uses dynamic game models to approach and solve problems pertaining to pursuit-evasion, marketing, finance, climate and environmental economics, resource exploitation, as well as auditing and tax evasions. It includes chapters on cooperative games, which are increasingly drawing dynamic approaches to their classical solutions.

Advances in Dynamic Game Theory SIAM

Engineering systems are highly distributed collective systems that have humans in the loop. Engineering systems emphasize the potential of control and games beyond traditional applications. Game theory can be used to design incentives to obtain socially desirable behaviors on the part of the players, for example, a change in the consumption patterns on the part of the

?prosumers? (producers-consumers) or better redistribution of traffic. This unique book addresses the foundations of game theory, with an emphasis on the physical intuition behind the concepts, an analysis of design techniques, and a discussion of new trends in the study of cooperation and competition in large complex distributed systems.?

Handbook of Dynamic Game Theory Springer Science & Business Media

Dynamic games continue to attract strong interest from researchers interested in modelling competitive as well as conflict situations exhibiting an intertemporel aspect. Applications of dynamic games have proven to be a suitable methodology to study the behaviour of players (decision-makers) and to predict the outcome of such situations in many areas including engineering, economics, management science, military, biology and political science. Dynamic Games: Theory and Applications collects thirteen articles written by established researchers. It is an excellent reference for researchers and graduate students covering a wide range of emerging and revisited problems in both cooperative and non-cooperative games in different areas of applications, especially in economics and management science.

Advances in Dynamic and Mean Field Games Springer Science & Business Media

This book focuses on

various aspects of dynamic game theory, presenting state-of-the-art research and serving as a testament to the vitality and growth of the field of dynamic games and their applications. Its contributions, written by experts in their respective disciplines, are outgrowths of presentations originally given at the 14th International Symposium of Dynamic Games and Applications held in Banff. Advances in Dynamic Games covers a variety of topics, ranging from evolutionary games, theoretical developments in game theory and algorithmic methods to applications, examples, and analysis in fields as varied as mathematical biology, environmental management, finance and economics, engineering, guidance and control, and social interaction. Featured throughout are valuable tools and resources for researchers, practitioners, and graduate students interested in dynamic games and their applications to mathematics, engineering, economics, and management science.
Dynamic Games: Theory and Applications Springer Science & Business Media
Dynamic Games and Applications in EconomicsSpringer Science & Business Media

Subgame Consistent Economic Optimization

Springer Science & Business Media
This contributed volume considers recent advances in dynamic games and their

applications, based on presentations given at the 17th Symposium of the International Society of Dynamic Games, held July 12-15, 2016, in Urbino, Italy. Written by experts in their respective disciplines, these papers cover various aspects of dynamic game theory including mean-field games, stochastic and pursuit-evasion games, and computational methods for dynamic games. Topics covered include Pedestrian flow in crowded environments Models for climate change negotiations Nash Equilibria for dynamic games involving Volterra integral equations Differential games in healthcare markets Linear-quadratic Gaussian dynamic games Aircraft control in wind shear conditions Advances in Dynamic and Mean-Field Games presents state-of-the-art research in a wide spectrum of areas. As such, it serves as a testament to the continued vitality and growth of the field of dynamic games and their applications. It will be of interest to an interdisciplinary audience of researchers, practitioners, and graduate students.

Advances in Dynamic Games

Springer

Durable strategies that have prolonged effects are prevalent in real-world situations. Revenue-generating investments, toxic waste disposal, long-lived goods, regulatory measures, coalition agreements, diffusion of knowledge, advertisement and investments to

accumulate physical capital are concrete and common examples of durable strategies. This book provides an augmentation of dynamic game theory and advances a new game paradigm with durable strategies in decision-making schemes. It covers theories, solution techniques, and the applications of a general class of dynamic games with multiple durable strategies. Non-cooperative equilibria and cooperative solutions are derived, along with advanced topics including random termination, asynchronous game horizons, and stochastic analysis. The techniques presented here will enable readers to solve numerous practical dynamic interactive problems with durable strategies. This book not only expands the scope of applied dynamic game theory, but also provides a solid foundation for further theoretical and technical advancements. As such, it will appeal to scholars and students of quantitative economics, game theory, operations research, and computational mathematics. "Not too many new concepts have been introduced in dynamic games since their inception. The introduction of the concept of durable strategies changes this trend and yields important contributions to environmental and business applications." Dušan M Stipanović, Professor, University of Illinois at Urbana-Champaign "Before this book, the field simply did

not realize that most of our strategies are durable and entail profound effects in the future. Putting them into the mathematical framework of dynamic games is a great innovative effort." Vladimir Turetsky, Professor, Ort Braude College “Durable-strategies Dynamic Games is truly a world-leading addition to the field of dynamic games. It is a much needed publication to tackle increasingly crucial problems under the reality of durable strategies.” Vladimir Mazalov, Director of Mathematical Research, Russian Academy of Sciences & President of the International Society of Dynamic Games *Optimal Control and Dynamic Games* Springer Science & Business Media This volume contains eleven articles which deal with different aspects of dynaoic and differential game theory and its applications in economic modeling and decision making. All but one of these were presented as invited papers in special sessions I organized at the 7th Annual Conference on Economic Dynamics and Control in London, England, during the period June 26-28, 1985. The first article, which comprises Chapter 1, provides a general introduction to the topic of dynamic and differential game theory, discusses various noncooperative equilibrium solution concepts, includ ing Nash, Stackelberg, and Consistent Conjectural Variations equilibria, and a number of issues such

as feedback and time-consistency. The second chapter deals with the role of information in Nash equilibria and the role of leadership in Stackelberg problems. A special type of a Stackelberg problem is the one in which one dominant player (leader) acquires dynamic information involving the actions of the others (followers), and constructs policies (so-called incentives) which enforce a certain type of behavior on the followers; Chapter 3 deals with such a class of problems and presents some new theoretical results on the existence of affine incentive policies. The topic of Chapter 4 is the computation of equilibria in discounted stochastic dynamic games. Here, for problems with finite state and decision spaces, existing algorithms are reviewed, with a comparative study of their speeds of convergence, and a new algorithm for the computation of nonzero-sum game equilibria is presented. *Dynamic Games in Economics* Springer Nature
This book integrates the fundamentals, methodology, and major application fields of noncooperative and cooperative games including conflict resolution. The topics addressed in the book are discrete and continuous games including games represented by finite trees; matrix and bimatrix games as well as oligopolies; cooperative solution concepts; games under uncertainty; dynamic games and conflict resolution. The

methodology is illustrated by carefully chosen examples, applications and case studies which are selected from economics, social sciences, engineering, the military and homeland security. This book is highly recommended to readers who are interested in the in-depth and up-to-date integration of the theory and ever-expanding application areas of game theory.

Advances in Dynamic Games Springer Science & Business Media

Résumé : "This will be a two-part handbook on Dynamic Game Theory and part of the Springer Reference program. Part I will be on the fundamentals and theory of dynamic games. It will serve as a quick reference and a source of detailed exposure to topics in dynamic games for a broad community of researchers, educators, practitioners, and students. Each topic will be covered in 2-3 chapters with one introducing basic theory and the other one or two covering recent advances and/or special topics. Part II will be on applications in fields such as economics, management science, engineering, biology, and the social sciences."

Advances in Dynamic Games and Applications Springer Science & Business Media

This contributed volume considers recent advances in dynamic games and their applications, based on presentations given at the 16th Symposium of the International Society of Dynamic Games, held July 9-12, 2014, in

Amsterdam. Written by experts in their respective disciplines, these papers cover various aspects of dynamic game theory including differential games, evolutionary games, and stochastic games. They discuss theoretical developments, algorithmic methods, issues relating to lack of information, and applications in areas such as biological or economical competition, stability in communication networks, and maintenance decisions in an electricity market, just to name a few. Advances in Dynamic and Evolutionary Games presents state-of-the-art research in a wide spectrum of areas. As such, it serves as a testament to the vitality and growth of the field of dynamic games and their applications. It will be of interest to an interdisciplinary audience of researchers, practitioners, and advanced graduate students.

Advances in Dynamic Games and Their Applications Springer Science & Business Media

The theory of dynamic games is very rich in nature and very much alive! If the reader does not already agree with this statement, I hope he/she will surely do so after having consulted the contents of the current volume. The activities which fall under the heading of 'dynamic games' cannot easily be put into one scientific discipline. On the theoretical side one deals with differential games, difference games (the underlying models are

described by differential, respec tively difference equations) and games based on Markov chains, with determin istic and stochastic games, zero-sum and nonzero-sum games, two-player and many-player games - all under various forms of equilibria. On the practical side, one sees applications to economics (stimulated by the recent Nobel prize for economics which went to three prominent scientists in game theory), biology, management science, and engineering. The contents of this volume are primarily based on selected presentations made at the Sixth International Symposium on Dynamic Games and Applica tions, held in St Jovite, Quebec, Canada, 13-15 July 1994. Every paper that appears in this volume has passed through a stringent reviewing process, as is the case with publications for archival technical journals. This conference, as well as its predecessor which was held in Grimentz, 1992, took place under the auspices of the International Society of Dynamic Games (ISDG), established in 1990. One of the activities of the ISDG is the publication of these Annals. The contributions in this volume have been grouped around five themes.

Dynamic Games and Applications in Economics Dynamic Games and Applications in Economics

This collection of selected contributions gives an account of recent developments in dynamic

game theory and its applications, covering both theoretical advances and new applications of dynamic games in such areas as pursuit-evasion games, ecology, and economics. Written by experts in their respective disciplines, the chapters include stochastic and differential games; dynamic games and their applications in various areas, such as ecology and economics; pursuit-evasion games; and evolutionary game theory and applications. The work will serve as a state-of-the art account of recent advances in dynamic game theory and its applications for researchers, practitioners, and advanced students in applied mathematics, mathematical finance, and engineering.