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Collana	Annals of the International Society of Dynamic Games, , 2474-0179 ; ; 14
Disciplina	510
Soggetti	Game theory Economics Applied mathematics Engineering mathematics Game Theory, Economics, Social and Behav. Sciences Economic Theory/Quantitative Economics/Mathematical Methods Mathematical and Computational Engineering
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	"This volume reflects some of the themes that were discussed during the 2014 Symposium of the International Society of Dynamic Games, which was held 9- 12 July 2014 in Amsterdam."
Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Dynamic Games with Perfect Information -- Dynamic Admission Game into an M/M/1 Queue.-Methodological Issues in Analyzing Market Dynamics -- Stochastic Games with Signals -- Nonlinear and Multiplayer Evolutionary Games -- A Zero-Sum Game Between the Network Designer and an Adversary in Consensus Protocols -- Maximal Stable Bridge in Game with Simple Motions in the Plane -- Linear-Quadratic Gaussian Dynamic Games with a Control-Sharing Information Pattern -- Pursuit-Evasion Game of Kind between Hybrid Players -- A Double-Sided Jamming Game with Resource Constraints -- Speculative Constraints on Oligopoly -- Evolutionary Stability of Dimorphic Population States -- A Game-Theoretical Approach to Microbial Coexistence -- Computing -Robust Equilibria in Two Integrated Assessment Models for Climate Change -- A Robust Noncooperative Meta-Game for Climate Negotiation in Europe.

Sommario/riassunto

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.
