

1. Record Nr.	UNINA9910254201703321
Autore	Li Deng-Feng
Titolo	Linear Programming Models and Methods of Matrix Games with Payoffs of Triangular Fuzzy Numbers // by Deng-Feng Li
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2016
ISBN	3-662-48476-5
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XVI, 165 p. 12 illus., 11 illus. in color.)
Collana	Studies in Fuzziness and Soft Computing, , 1434-9922 ; ; 328
Disciplina	003.56
Soggetti	Operations research Decision making Economic theory Game theory Operations Research/Decision Theory Economic Theory/Quantitative Economics/Mathematical Methods Game Theory, Economics, Social and Behav. Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Part 1 Matrix Games with Payoffs of Fuzzy Numbers -- Interval-Valued Matrix Game -- Matrix Games with Payoffs of Triangular Fuzzy Numbers -- Part 2 Constraint Matrix Games with Payoffs of Fuzzy Numbers -- Interval-Valued Constraint Matrix Games -- Constraint Matrix Games with Payoffs of Triangular Fuzzy Numbers -- Constraint Matrix Games with Payoffs of Trapezoidal Fuzzy Numbers.
Sommario/riassunto	This book addresses two-person zero-sum finite games in which the payoffs in any situation are expressed with fuzzy numbers. The purpose of this book is to develop a suite of effective and efficient linear programming models and methods for solving matrix games with payoffs in fuzzy numbers. Divided into six chapters, it discusses the concepts of solutions of matrix games with payoffs of intervals, along with their linear programming models and methods. Furthermore, it is directly relevant to the research field of matrix games under uncertain economic management. The book offers a valuable resource for readers involved in theoretical research and practical

applications from a range of different fields including game theory, operational research, management science, fuzzy mathematical programming, fuzzy mathematics, industrial engineering, business and social economics. .
