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	ISBN	3-319-44374-7
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (135 illus., 48 illus. in color. eReference.)
	Collana	Springer reference
	Disciplina	519.3
	Soggetti	Differential games
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Part I: Theory Historical Overview Introduction to the Theory of Games Repeated Games Multistage Games Zero-Sum Differential Games Nonzero-Sum Differential Games Evolutionary Games Mean-Field Games Stochastic Games Learning in Games Network Games Cooperative Dynamic Games Numerical Methods Part II: Applications Part IIA: Economics Resource Economics Environment Economics and Climate Change Industrial Organization. Macroeconomics Energy Markets Health Economics Auctions Mechanism Design Part IIB: Management Science Operations Management Marketing Finance Accounting Part IIC: Engineering Robust Designs Aerospace Transportation Security Power Systems & Smart Grids Communications Networks (Pricing, Congestion Control, Routing, Flow Control) Part IID: Pursuit-Evasion Games Part IIE: Biology (Applications of Evolutionary Game Theory) Part IIF: Social Networks.
	Sommario/riassunto	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,