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Nota di contenuto	Part I Evolutionary Games -- 1 Some Generalizations of a Mutual Mate Choice Problem with Age Preferences -- 2 Signalling Victory to Ensure Dominance: A Continuous Model -- 3 Evolutionary Games for Multiple Access Control -- 4 Join Forces or Cheat: Evolutionary Analysis of a Consumer-Resource System -- Part II Dynamic and Differential Games: Theoretical Developments -- 5 Strong Strategic Support of Cooperative Solutions in Differential Games -- 6 Characterization of Feedback Nash Equilibrium for Differential Games -- 7 Nash Equilibrium Payoffs in Mixed Strategies -- 8 A Penalty Method Approach for Open-Loop

Variational Games with Equality Constraints -- 9 Nash Equilibrium Seeking for Dynamic Systems with Non-Quadratic Payoffs -- 10 A Uniform Tauberian Theorem in Optimal Control -- 11 E-equilibria for Multicriteria Games -- 12 Mean Field Games with Quadratic Hamiltonian: A Constructive Scheme -- Part III Pursuit-Evasion Games and Search Games -- 13 Differential Game-Theoretic Approach to a Spatial Jamming Problem -- 14 Study of Linear Game with Two Pursuers and One Evader: Different Strength of Pursuers -- 15 Salvo Enhanced No Escape Zone -- 16 One Method of Solving Differential Games Under Integrally Constrained Controls -- 17 Anglers' Fishing Problem -- 18 A Nonzero-Sum Search Game with Two Competitive Searchers and a Target -- Part IV Applications of Dynamic Games -- 19 Advertising and Price to Sustain the Brand Value in a Licensing Contract -- 20 Cost-Revenue Sharing in a Closed-Loop Supply Chain.

Sommario/riassunto

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.
