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Nota di contenuto	Part I: Games of Conflict -- Quick Construction of Dangerous Disturbances in Conflict Control Problems -- Isaac's Two-on-One Pursuit-Evasion Game -- A Game Model of Search and Pursuit -- Computation of Robust Capture Zones Using Interval Based Viability Techniques in Presence of State Uncertainties -- Convergence of Numerical Method for Time-Optimal Differential Games with Lifeline -- Part II: Evolutionary Games -- A Partnership Formation Game with Common Preferences and Scramble Competition -- The Replicator Dynamics for Games in Metric Spaces: A Finite-Dimensional Approximation -- Eco-Evolutionary Spatial Dynamics of Non-Linear Social Dilemmas -- Part III: Applications to Economics -- Heuristic Optimization for Multi-Depot Vehicle Routing Problem in ATM Network Model -- Load Balancing Congestion Games and Their Asymptotic Behavior -- Non-Deceptive Counterfeiting and Consumer Welfare: A Differential Game Approach -- Part IV: Games Where Players Have Common Interests -- Equilibrium Coalition Structures of Differential Games in Partition Function Form -- A Model for Partial Kantian Cooperation.
Sommario/riassunto	This contributed volume collects talks originally given at the 18th International Symposium on Dynamic Games and Applications, held in

Grenoble, France from July 9-12, 2018. Chapters present state-of-the-art research in the field of dynamic games and are written by leading experts in this active area. Featuring a broad overview of recent advances as well as a wide range of applications, this book is organized into four sections: games of conflict, evolutionary games, economic games, and games involving common interest. Within these sections, specific topics covered include: Pursuit-evasion games Partnership formation games Replicator dynamics Load balancing congestion games Equilibrium coalition structures Advances in Dynamic Games will be of particular interest to researchers and doctoral students studying game theory.

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