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KEY=GAME - HAILEY VICTORIA

Handbook of Game Theory with Economic Applications

Elsevier This is the second of three volumes surveying the state of the art in Game Theory and its applications to many and varied fields, in particular to economics. The chapters in the present volume are contributed by outstanding authorities, and provide comprehensive coverage and precise statements of the main results in each area. The applications include empirical evidence. The following topics are covered: communication and correlated equilibria, coalitional games and coalition structures, utility and subjective probability, common knowledge, bargaining, zero-sum games, differential games, and applications of game theory to signalling, moral hazard, search, evolutionary biology, international relations, voting procedures, social choice, public economics, politics, and cost allocation. This handbook will be of interest to scholars in economics, political science, psychology, mathematics and biology. For more information on the Handbooks in Economics series, please see our home page on http://www.elsevier.nl/locate/hes

Handbook of Game Theory with Economic Applications

Volume 2

This is the second of three volumes surveying the state of the art in Game Theory and its applications to many and varied fields, in particular to economics. The chapters in the present volume are contributed by outstanding authorities, and provide comprehensive coverage and precise statements of the main results in each area. The applications include empirical evidence. The following topics are covered: communication and correlated equilibria, coalitional games and coalition structures, utility and subjective probability, common knowledge, bargaining, zero-sum games, differential games, and applications of game theory to signalling, moral hazard, search, evolutionary biology, international relations, voting procedures, social choice, public economics, politics, and cost allocation. This handbook will be of interest to scholars in economics, political science, psychology, mathematics and biology

Introducing Game Theory and its Applications

CRC Press The mathematical study of games is an intriguing endeavor with implications and applications that reach far beyond tic-tac-toe, chess, and poker to economics, business, and even biology and politics. Most texts on the subject, however, are written at the graduate level for those with strong mathematics, economics, or business backgrounds. In

Dynamic Games and Applications in Economics

Springer Science & Business Media This volume contains eleven articles which deal with different aspects of dynaoic and differential game theory and its applications in economic modeling and decision making. All but one of these were presented as invited papers in special sessions I organized at the 7th Annual Conference on Economic Dynamics and Control in London, England, during the period June 26-28, 1985. The first article, which comprises Chapter 1, provides a general introduction to the topic of dynamic and differential game theory, discusses various noncooperative equilibrium solution concepts, includ ing Nash, Stackelberg, and Consistent Conjectural Variations equilibria, and a number of issues such as feedback and time-consistency. The second chapter deals with the role of

information in Nash equilibria and the role of leadership in Stackelberg problems. A special type of a Stackelberg problem is the one in which one dominant player (leader) acquires dynamic information involving the actions of the others (followers), and constructs policies (so-called incentives) which enforce a certain type of behavior on the followers; Chapter 3 deals with such a class of problems and presents some new theoretical results on the existence of affine incentive policies. The topic of Chapter 4 is the computation of equilibria in discounted stochastic dynamic games. Here, for problems with finite state and decision spaces, existing algorithms are reviewed, with a comparative study of their speeds of convergence, and a new algorithm for the computation of nonzero-sum game equilibria is presented.

Grey Game Theory and Its Applications in Economic Decision-Making

CRC Press To make the best decisions, you need the best information. However, because most issues in game theory are grey, nearly all recent research has been carried out using a simplified method that considers grey systems as white ones. This often results in a forecasting function that is far from satisfactory when applied to many real situations. Grey Game Theory and Its Applications in Economic Decision Making introduces classic game theory into the realm of grey system theory with limited knowledge. The book resolves three theoretical issues: A game equilibrium of grey game A reasonable explanation for the equilibrium of a grey matrix of static nonmatrix game issues based on incomplete information The Centipede Game paradox, which has puzzled theory circles for a long time and greatly enriched and developed the core methods of subgame Nash perfect equilibrium analysis as a result The book establishes a grey matrix game model based on pure and mixed strategies. The author proposes the concepts of grey saddle points, grey mixed strategy solutions, and their corresponding structures and also puts forward the models and methods of risk measurement and evaluation of optimal grey strategies. He raises and solves the problems of grey matrix games. The book includes definitions of the test rules of information distortion experienced during calculation, the design of tokens based on new interval grey numbers, and new arithmetic laws to manipulate grey numbers. These features combine to provide a practical and efficient tool for forecasting real-life economic problems.

Handbook of Game Theory and Industrial Organization, Volume II

Applications

Edward Elgar Publishing This second volume of the Handbook includes original contribution by experts in the field. It provides up-to-date surveys of the most relevant applications of game theory to industrial organization. The book covers both classical as well as new IO topics such as mergers in markets with homogeneous and differentiated goods, leniency and coordinated effects in cartels and mergers, static and dynamic contests, consumer search and product safety, strategic delegation, platforms and network effects, auctions, environmental and resource economics, intellectual property, healthcare, corruption, experimental industrial organization and empirical models of R&D.

OPTIMIZATION AND OPERATIONS RESEARCH – Volume III

EOLSS Publications Optimization and Operations Research is a component of Encyclopedia of Mathematical Sciences in the global Encyclopedia of Life Support Systems (EOLSS), which is an integrated compendium of twenty one Encyclopedias. The Theme on Optimization and Operations Research is organized into six different topics which represent the main scientific areas of the theme: 1. Fundamentals of Operations Research; 2. Advanced Deterministic Operations Research; 3. Optimization in Infinite Dimensions; 4. Game Theory; 5. Stochastic Operations Research; 6. Decision Analysis, which are then expanded into multiple subtopics, each as a chapter. These four volumes are aimed at the following five major target audiences: University and College students Educators, Professional Practitioners, Research Personnel and Policy Analysts, Managers, and Decision Makers and NGOs.

Game and Economic Theory

Selected Contributions in Honor of Robert J. Aumann

University of Michigan Press Outstanding works showing the application of game theory to economic theory.

Fixed Point Theorems with Applications to Economics and Game Theory

Cambridge University Press This book explores fixed point theorems and its uses in economics, co-operative and noncooperative games.

Handbook of Game Theory and Industrial Organization, Volume II

Applications

Edward Elgar Publishing Game theory explores situations in which agents interact strategically and provides a useful foundation for studying many traditional industrial organization topics. This approach has also enabled the emergence of new areas of enquiry including law and economics, networks, the digital economy, auctions, experimental game theory and many others.This second volume of the Handbook includes original contributions by experts in the field. It provides up-to-date surveys of the most relevant applications of game theory to industrial organization. The book covers both classical and industrial organization topics such as mergers in markets with homogeneous and differentiated goods, leniency and coordinated effects in cartels and mergers, static and dynamic contests, consumer search and product safety, strategic delegation, platforms and network effects, auctions, environmental and resource economics, intellectual property, healthcare, corruption, experimental industrial organization, and empirical models of research and development.Authoritative and engaging, this unique Handbook will be an indispensable resource for all serious academics, researchers and students of industrial economics and game theory.

Handbook of Game Theory and Industrial Organization, Volume I

Edward Elgar Publishing The first volume of this wide-ranging Handbook contains original contributions by world-class specialists. It provides up-to-date surveys of the main game-theoretic tools commonly used to model industrial organization topics. The Handbook covers numerous subjects in detail including, among others, the tools of lattice programming, supermodular and aggregative games, monopolistic competition, horizontal and vertically differentiated good models, dynamic and Stackelberg games, entry games, evolutionary games with adaptive players, asymmetric information, moral hazard, learning and information sharing models.

Game Theory

Introduction and Applications

Oxford University Press on Demand Covering all the essential topics for undergraduate courses, this is the ideal student introduction to game theory. The book sets out the basics of the subject in a non-technical way. All discussion and explanation is clear, well structured, and entirely accessible to students of both economics and business. In addition to describing and explaining the basic theory, Game Theory uses illustrations and examples to show its application to realistic, topical, and interesting problems-ranging from strategic decision-making within companies to international environmental policy-making. The book also features exercises with accompanying solutions to allow the student to check progress throughout the course, and a guide to further reading at the end of each chapter.

Value Solutions in Cooperative Games

World Scientific This book introduces new concepts for cooperative game theory, and particularly solutions that determine the distribution of a coalitional surplus among the members of the coalition. It also addresses several generalizations of cooperative game theory. Drawing on methods of welfare economics, new value solutions are derived for Non-Transferable Utility games with and without differences of bargaining power among the members of the coalition. Cooperation in intertemporal games is examined, and conditions that permit the reduction of these games to games in coalition function form are outlined. Biform games and games that combine non-cooperative search and matching of coalition members with cooperative solutions (i.e., efficient contracts) within the coalition are considered.

Game Theory and Policy Making in Natural Resources and the Environment

Routledge Game Theory has become one of the main analytical tools for addressing strategic issues in the field of economics and is increasing its influence in other fields of social sciences. With the increased level of extraction of natural resources and pollution of environments, game theory gains its place in the literature and it is more and more seen as a tool for policy makers and not only for theoreticians. The book is structured into four parts dealing with the management of natural resources, the negotiation aspects of water management, water allocation through pricing and markets, and how conflicts and regulation shape the management of the environment. The first part explores game theory concepts applied to fisheries and grazing lands, which are two important natural resources. In the next two parts, several game theory methodologies are considered in the negotiation approach to water management and approaches to water pricing and markets. The last section looks at environmental protection as the end process of the interplay between conflict and regulation. This book includes chapters by experts from developing and developed countries that apply game theory to actual issues in natural resources and the environment. As such the book is extremely useful for graduate students and technical experts interested in the sustainable management of natural resource and the environment. It is also relevant to all Game Theory and Environmental Economics students.

Cooperative Game Theory and Its Application to Natural Environmental and Water Resource Issues: 2. Application to Natural and Environmental Resources

World Bank Publications

Game Theory in the Social Sciences

A Reader-friendly Guide

Taylor & Francis Individuals, firms, governments and nations behave strategically, for good and bad. Over the last few decades, game theory has been constructed and progressively refined to become the major tool used by social scientists to understand, predict and regulate strategic interaction among agents who often have conflicting interests. In the surprisingly anodyne jargon of the theory, they 'play games'. This book offers an introduction to the basic tools of game theory and an overview of a number of applications to real-world cases, covering the areas of economics, politics and international relations. Each chapter is accompanied by some suggestions about further reading.

Advances in Public Economics: Utility, Choice and Welfare

A Festschrift for Christian Seidl

Springer Science & Business Media This Festschrift in honor ofChristian Seidl combines a group of prominent authors who are experts in areas like public economics, welfare economic, decision theory, and experimental economics in a unique volume. Christian Seidl who has edited together with Salvador Barber` a ` and Peter Hammond the Handbook of Utility Theory (appearing at Kluwer Academic Publishers/Springer Economics), has dedicated most of his research to utility and decision theory, social choice theory, welfare economics, and public economics. During the last decade, he has turned part of his attention to a research tool that is increasingly gaining in importance in economics: the laboratory experiment. This volume is an attempt to illuminate all facets of Christian Seidl's ambitious research agenda by presenting a collection of both theoretical and expe- mental papers on Utility,Choice,andWelfare written by his closest friends, former students, and much valued colleagues. Christian Seidl was born on August 5, 1940, in Vienna, Austria. Beginning Winter term 1962/63, he studied Economics and Business Administration at the Vienna School of Economics (then "Hochschule fff ̈ ur ̈ Welthandel"). 1966 he was awarded an MBA by the Vienna School of Economics and 1969 a doctoral degree in Economics. In October 1968 Christian became a research assistant at the Institute of Economics at the University of Vienna. 1973 he acquired his habilitation (right to teach) in Economics — supervised by Wilhelm Weber — from the Department of Law and Economics of the University of Vienna. He was awarded the Dr.

Game Theory for Security and Risk Management

From Theory to Practice

Springer The chapters in this volume explore how various methods from game theory can be utilized to optimize security and risk-management strategies. Emphasizing the importance of connecting theory and practice, they detail the steps involved in selecting, adapting, and analyzing game-theoretic models in security engineering and provide case studies of successful implementations in different application domains. Practitioners who are not experts in game theory and are uncertain about incorporating it into their work will benefit from this resource, as well as researchers in applied mathematics and computer science interested in current developments and future directions. The first part of the book presents the theoretical basics, covering various different game-theoretic models related to and suitable for security engineering. The second part then shows how these models are adopted, implemented, and analyzed. Surveillance systems, interconnected networks, and power grids are among the different application areas discussed. Finally, in the third part, case studies from business and industry of successful applications of game-theoretic models are presented, and the range of applications discussed is expanded to include such areas as cloud computing, Internet of Things, and water utility networks.

Game Theory

A Multi-Leveled Approach

Springer This textbook presents the basics of game theory both on an undergraduate level and on a more advanced mathematical level. It is the second, revised version of the successful 2008 edition. The book covers most topics of interest in game theory, including cooperative game theory. Part I presents introductions to all these topics on a basic yet formally precise level. It includes chapters on repeated games, social choice theory, and selected topics such as bargaining theory, exchange economies, and matching. Part II goes deeper into noncooperative theory and treats the theory of zerosum games, refinements of Nash equilibrium in strategic as well as extensive form games, and evolutionary games. Part III covers basic concepts in the theory of transferable utility games, such as core and balancedness, Shapley value and variations, and nucleolus. Some mathematical tools on duality and convexity are collected in Part IV. Every chapter in the book contains a problem section. Hints, answers and solutions are included.

The MIT Encyclopedia of the Cognitive Sciences (MITECS)

MIT Press Since the 1970s the cognitive sciences have offered multidisciplinary ways of understanding the mind and cognition. The MIT Encyclopedia of the Cognitive Sciences (MITECS) is a landmark, comprehensive reference work that represents the methodological and theoretical diversity of this changing field. At the core of the encyclopedia are 471 concise entries, from Acquisition and

Adaptationism to Wundt and X-bar Theory. Each article, written by a leading researcher in the field, provides an accessible introduction to an important concept in the cognitive sciences, as well as references or further readings. Six extended essays, which collectively serve as a roadmap to the articles, provide overviews of each of six major areas of cognitive science: Philosophy; Psychology; Neurosciences; Computational Intelligence; Linguistics and Language; and Culture, Cognition, and Evolution. For both students and researchers, MITECS will be an indispensable guide to the current state of the cognitive sciences.

Dynamic Spectrum Access and Management in Cognitive Radio Networks

Cambridge University Press An all-inclusive introduction to this revolutionary technology, presenting the key research issues and state-of-the-art design, analysis, and optimization techniques.

Reader's Guide to the Social Sciences

Routledge This 2-volume work includes approximately 1,200 entries in A-Z order, critically reviewing the literature on specific topics from abortion to world systems theory. In addition, nine major entries cover each of the major disciplines (political economy; management and business; human geography; politics; sociology; law; psychology; organizational behavior) and the history and development of the social sciences in a broader sense.

Game Theory, Alive

American Mathematical Soc. We live in a highly connected world with multiple self-interested agents interacting and myriad opportunities for conflict and cooperation. The goal of game theory is to understand these opportunities. This book presents a rigorous introduction to the mathematics of game theory without losing sight of the joy of the subject. This is done by focusing on theoretical highlights (e.g., at least six Nobel Prize winning results are developed from scratch) and by presenting exciting connections of game theory to other fields such as computer science (algorithmic game theory), economics (auctions and matching markets), social choice (voting theory), biology (signaling and evolutionary stability), and learning theory. Both classical topics, such as zero-sum games, and modern topics, such as sponsored search auctions, are covered. Along the way, beautiful mathematical tools used in game theory are introduced, including convexity, fixed-point theorems, and probabilistic arguments. The book is appropriate for a first course in game theory at either the undergraduate or graduate level, whether in mathematics, economics, computer science, or statistics. The importance of game-theoretic thinking transcends the academic setting—for every action we take, we must consider not only its direct effects, but also how it influences the incentives of others.

Oligopoly, the Environment and Natural Resources

Routledge Industrial production and consumption patterns rely heavily on the intensive use of both renewable and non-renewable resources and the consequences for the environment can be serious. Following a long period of time where the profit incentives of firms have prevailed over preservation of the environment and the world's natural resources, a new consensus has emerged concerning the need to regulate firm behaviour, aimed at ensuring the sustainability of the economic system in the long run. This book offers an exhaustive overview of current economic debate about these topics, taking modern oligopoly theory as a benchmark. The first part of the book covers static models dealing with incentives for green research and development, Pigovian taxation, cartels, environmental quality and international trade, as well as the role of corporate social responsibility, public firms and consumer environmental awareness as endogenous regulatory instruments. Then, the author moves on to examine the role of time while drawing from optimal control and differential game theory. This opens the way to the discussion of fair discount rates to ensure the welfare of future generations, as well as the long run sustainability of production and consumption patterns.

International Handbook on Industrial Policy

Edward Elgar Publishing This timely and much-needed Handbook reconsiders an old topic from a fresh perspective, raising a number of new, interesting and worthwhile issues in the wake of ten years of globalization. This comprehensive analysis illustrates that old-style industrial policies whereby the government directly intervened in markets, and was often the producer itself, are no longer relevant. Structural changes occurring in economies summarized in the term globalization are triggering the definition and implementation of new industrial policies. The contributors, leading experts in their field, unite to evaluate this shift of over a decade ago. Employing various empirical and methodological approaches with a strong theoretical underpinning, this world-wide study of the state-of-the-art of industrial policy issues is an invaluable reference tool. It has been enthusiastically received by a wide-ranging audience including scholars, researchers and policy makers with an interest in industrial

economics and policy, business studies and policies for growth, competitiveness and development.

Mathematical Models in Economics - Volume II

EOLSS Publications Mathematical Models in Economics is a component of Encyclopedia of Mathematical Sciences in which is part of the global Encyclopedia of Life Support Systems (EOLSS), an integrated compendium of twenty one Encyclopedias. This theme is organized into several different topics and introduces the applications of mathematics to economics. Mathematical economics has experienced rapid growth, generating many new academic fields associated with the development of mathematical theory and computer. Mathematics is the backbone of modern economics. It plays a basic role in creating ideas, constructing new theories, and empirically testing ideas and theories. Mathematics is now an integral part of economics. The main advances in modern economics are characterized by applying mathematics to various economic problems. Many of today's profound insights into economic problems could hardly be obtained without the help of mathematics. The concepts of equilibrium versus non-equilibrium, stability versus instability, and steady states versus chaos in the contemporary literature are difficult to explain without mathematics. The theme discusses on modern versions of some classical economic theories, taking account of balancing between significance of economic issues and mathematical techniques. These two volumes are aimed at the following five major target audiences: University and College students Educators, Professional practitioners, Research personnel and Policy analysts, managers, and decision makers and NGOs.

Game Theory in the Social Sciences

Concepts and Solutions

Fundamentals of Evolutionary Game Theory and its Applications

Springer This book both summarizes the basic theory of evolutionary games and explains their developing applications, giving special attention to the 2-player, 2-strategy game. This game, usually termed a "2×2 game" in the jargon, has been deemed most important because it makes it possible to posit an archetype framework that can be extended to various applications for engineering, the social sciences, and even pure science fields spanning theoretical biology, physics, economics, politics, and information science. The 2×2 game is in fact one of the hottest issues in the field of statistical physics. The book first shows how the fundamental theory of the 2×2 game, based on so-called replicator dynamics, highlights its potential relation with nonlinear dynamical systems. This analytical approach implies that there is a gap between theoretical and reality-based prognoses observed in social systems of humans as well as in those of animal species. The book explains that this perceived gap is the result of an underlying reciprocity mechanism called social viscosity. As a second major point, the book puts a sharp focus on network reciprocity, one of the five fundamental mechanisms for adding social viscosity to a system and one that has been a great concern for study by statistical physicists in the past decade. The book explains how network reciprocity works for emerging cooperation, and readers can clearly understand the existence of substantial mechanics when the term "network reciprocity" is used. In the latter part of the book, readers will find several interesting examples in which evolutionary game theory is applied. One such example is traffic flow analysis. Traffic flow is one of the subjects that fluid dynamics can deal with, although flowing objects do not comprise a pure fluid but, rather, are a set of many particles. Applying the framework of evolutionary games to realistic traffic flows, the book reveals that social dilemma structures lie behind traffic flow.

Multicriteria Decision Making and Differential Games

Springer This volume is a collection of contributions to the subject of multicriteria decision making and differential games, all of which are based wholly or in part on papers that have appeared in the Journal of Optimization Theory and Applications. The authors take this opportunity to revise, update, or enlarge upon their earlier publications. The theory of multicriteria decision making and differential games is concerned with situations in which a single decision maker is faced with a multiplicity of usually incompatible criteria, performance indices or payoffs, or in which a number of decision makers, or players, must take into account criteria each of which depends on the decisions of all the decision makers. The first six chapters are devoted to situations involving a single decision maker, or a number of decision makers in complete collaboration and thus being in effect a single decision maker. Chapters I -IV treat various topics in the theory of domination structures and nondominated decisions. Chapter V presents a discussion of efficient, or Pareto-optimal, decisions. The approach to multicriteria decision making via preference relations is explored in Chapter VI. When there is more than one decision maker, cooperation, as well as noncooperation, is possible. Chapters VII and VIII deal with the topic of coalitions in a dynamic setting, while Chapters IX and X address the situation of two unequal decision makers, a leader and a follower.

Games, Information, and Politics

Applying Game Theoretic Models to Political Science

University of Michigan Press DIVExplains how game theory can be used to explain political phenomena /div

Decision Making Using Game Theory

An Introduction for Managers

Cambridge University Press Game theory is a key element in most decision-making processes involving two or more people or organisations. This book explains how game theory can predict the outcome of complex decision-making processes, and how it can help you to improve your own negotiation and decision-making skills. It is grounded in well-established theory, yet the wide-ranging international examples used to illustrate its application offer a fresh approach to an essential weapon in the armoury of the informed manager. The book is accessibly written, explaining in simple terms the underlying mathematics behind games of skill, before moving on to more sophisticated topics such as zero-sum games, mixed-motive games, and multi-person games, coalitions and power. Clear examples and helpful diagrams are used throughout, and the mathematics is kept to a minimum. It is written for managers, students and decision makers in any field.

Mean Field Games

American Mathematical Society This volume is based on lectures delivered at the 2020 AMS Short Course "Mean Field Games: Agent Based Models to Nash Equilibria," held January 13–14, 2020, in Denver, Colorado. Mean field game theory offers a robust methodology for studying large systems of interacting rational agents. It has been extraordinarily successful and has continued to develop since its inception. The six chapters that make up this volume provide an overview of the subject, from the foundations of the theory to applications in economics and finance, including computational aspects. The reader will find a pedagogical introduction to the main ingredients, from the forward-backward mean field game system to the master equation. Also included are two detailed chapters on the connection between finite games and mean field games, with a pedestrian description of the different methods available to solve the convergence problem. The volume concludes with two contributions on applications of mean field games and on existing numerical methods, with an opening to machine learning techniques.

Dynamic Noncooperative Game Theory

Second Edition

SIAM An overview of the analysis of dynamic/differential zero-sum and nonzero-sum games and the role of different information patterns.

Foundations of Mathematical Economics

MIT Press This book provides a comprehensive introduction to the mathematical foundations of economics, from basic set theory to fixed point theorems and constrained optimization. Rather than simply offer a collection of problem-solving techniques, the book emphasizes the unifying mathematical principles that underlie economics. Features include an extended presentation of separation theorems and their applications, an account of constraint qualification in constrained optimization, and an introduction to monotone comparative statics. These topics are developed by way of more than 800 exercises. The book is designed to be used as a graduate text, a resource for self-study, and a reference for the professional economist.

Game Theory and Its Applications

American Mathematical Soc.

CRC Concise Encyclopedia of Mathematics

CRC Press Upon publication, the first edition of the CRC Concise Encyclopedia of Mathematics received overwhelming accolades for its unparalleled scope, readability, and utility. It soon took its place among the top selling books in the history of Chapman & Hall/CRC, and its popularity continues unabated. Yet also unabated has been the d

Knowledge: Its Creation, Distribution and Economic Significance, Volume III

The Economics of Information and Human Capital

Princeton University Press Volume III examines in clear and elegant prose the roles of knowledge and information in economics. Part One analyzes the effects of new or uncertain information on market performance; examines the formation and revision of expectations; and provides a classification of literature and an extensive bibliography. Part Two discusses private and social valuations of education and training, the controversy over nature vs. nurture," the issue of "credentialism," and the depreciation of human capital. Originally published in 1984. The Princeton Legacy Library uses the latest print-on-demand technology to again make available previously out-of-print books from the distinguished backlist of Princeton University Press. These editions preserve the original texts of these important books while presenting them in durable paperback and hardcover editions. The goal of the Princeton Legacy Library is to vastly increase access to the rich scholarly heritage found in the thousands of books published by Princeton University Press since its founding in 1905.

Handbook of Research methods and Applications in Environmental Studies

Edward Elgar Publishing This Handbook presents methods to advance the understanding of interdependencies between the well-being of human societies and the performance of their biophysical environment. It showcases applications to material and energy use; urbanization and tech

Beyond the Marketplace

Rethinking Economy and Society

Transaction Publishers Beyond the Marketplace is an interdisciplinary view of the relationship between markets and society. Do individuals behave in markets as neoclassical theory assumes they do? Can other social institutions and processes--e.g., family formation and voting behavior--be analyzed with the same analytic tools we use to study markets? How is economic behavior shaped by institutions beyond the marketplace? Do markets themselves have a social and cultural structure which is not adequately explained by the formal tools of neoclassical analysis? In Beyond the Marketplace, economists, sociologists, political scientists, historians, and anthropologists respond to these, and related, questions.

Optimal Control and Differential Games

Essays in Honor of Steffen Jørgensen

Springer Science & Business Media Optimal control and differential games continue to attract strong interest from researchers interested in dynamical problems and models in management science. This volume explores the application of these methodologies to new as well as to classical decision problems in management sciences and economics. In Part I, optimal control and dynamical systems approaches are used to analyze problems in areas such as monetary policy, pollution control, relationship marketing, drug control, debt financing, and ethical behavior. In Part II differential games are applied to problems such as oligopolistic competition, common resource management, spillovers in foreign direct investments, marketing channels, incentive strategies, and the computation of Markov perfect Nash equilibria. Optimal Control and Differential Games is an excellent reference for researchers and graduate students covering a wide range of emerging and revisited problems in management science.