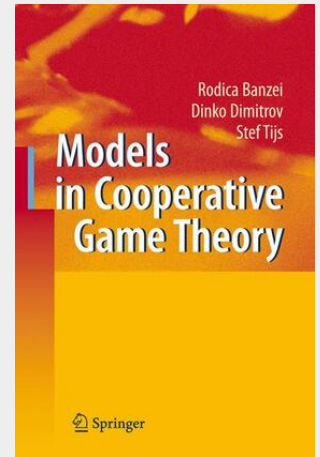


Models in Cooperative Game Theory

Cooperative game theory is a booming research area with many new developments in the last few years. So, our main purpose when preparing the second edition was to incorporate as much of these new developments as possible without changing the structure of the book. First, this offered us the opportunity to enhance and expand the treatment of traditional cooperative games, called here crisp games, and, especially, that of multi-choice games, in the idea to make the three parts of the monograph more balanced. Second, we have used the opportunity of a second edition to update and enlarge the list of references regarding the three models of cooperative games. Finally, we have benefited from this opportunity by removing typos and a few less important results from the first edition of the book, and by slightly polishing the English style and the punctuation, for the sake of consistency along the monograph. The main changes are: (1) Chapter 3 contains an additional section, Section 3.3, on the -erage lexicographic value, which is a recent one-point solution concept defined on the class of balanced crisp games. (2) Chapter 4 is new. It offers a brief overview on solution concepts for crisp games from the point of view of egalitarian criteria, and presents in Section 4.2 a recent set-valued solution concept based on egalitarian considerations, namely the equal split-set. (3) Chapter 5 is basically an enlarged version of Chapter 4 of the first edition because Section 5.4 dealing with the relation between convex games and clan games with crisp coalitions is new.



106,99 €

99,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783540779537

Medium: Buch

ISBN: 978-3-540-77953-7

Verlag: Springer Berlin Heidelberg

Erscheinungstermin: 28.03.2008

Sprache(n): Englisch

Auflage: 2. Auflage 2008

Produktform: Gebunden

Gewicht: 1060 g

Seiten: 204

Format (B x H): 160 x 241 mm

