



Fuzzy and Multiobjective Games for Conflict Resolution

Ichiro Nishizaki, Masatoshi Sakawa

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Fuzzy and Multiobjective Games for Conflict Resolution This book presents some of the most important concepts in noncooperative games and cooperative games and introduces as well the latest advances in the new field of game theory in fuzzy and multiobjective environments. Several game representations and solution concepts are introduced which take the ambiguity and the multiplicity of objectives into consideration. The book also demonstrates the compu... Full description

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