



Advances in Dynamic Games and Applications: v. 1 (Annals of the International Society of Dynamic Games)

Tamer Basar, Alain Haurie

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Recent years have witnessed a surge of activity in the field of dynamic games, in both theory and applications. As well as practical problems in zero-sum and nonzero-sum games, continuous time differential games and discrete time multistage games, and deterministic and stochastic games are currently being investigated by researchers in diverse disciplines, such as engineering, mathematics, biology, economics, management science, and political science. This surge of interest led, in 1990, to the formation of the International Society of Dynamic Games (ISDG), whose primary goal is to foster the development of advanced research and applications in the field of game theory. One important activity of the Society is to hold a biannual, international symposium to bring together researchers who contribute to the development of this active field of applied science. In 1992 such a symposium was held in Grimentz, Switzerland. This book, which is the first volume in the new series, Annals of Dynamic Games, is based on selected presentations made at this symposium. It is, however, not simply a book of proceedings for a conference. Every paper that appears in this volume has passed through a selective refereeing process, as in an archival technical journal. This makes this first volume of the Annals of Dynamic Games a quality publication that presents a timely account of the state-of-the-art in this dynamic field. The papers included in this volume attest to the vitality and diversity of ongoing research in dynamic games and applications. The reader will find here important contributions in the following five areas, which also constitute the groups according to which the twenty-three chapters have been organized: Robust control design and H^∞ -theory; pursuit-evasion games and numerical schemes; numerical solutions of discrete time games, based on mathematical programming techniques; stochastic differential, sequential and Markov games; and applications in ecology, environmental management, and biology. With such diversity of topics, the book should be a valuable resource for researchers in the field of dynamic games and all neighboring disciplines.

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