



# Cooperative Game Theory and Applications : Cooperative Games Arising from Combinatorial Optimization Problems /

Curiel, Imma

Springer US,  
1997

Monografía

In this book applications of cooperative game theory that arise from combinatorial optimization problems are described. It is well known that the mathematical modeling of various real-world decision-making situations gives rise to combinatorial optimization problems. For situations where more than one decision-maker is involved classical combinatorial optimization theory does not suffice and it is here that cooperative game theory can make an important contribution. If a group of decision-makers decide to undertake a project together in order to increase the total revenue or decrease the total costs, they face two problems. The first one is how to execute the project in an optimal way so as to increase revenue. The second one is how to divide the revenue attained among the participants. It is with this second problem that cooperative game theory can help. The solution concepts from cooperative game theory can be applied to arrive at revenue allocation schemes. In this book the type of problems described above are examined. Although the choice of topics is application-driven, it also discusses theoretical questions that arise from the situations that are studied. For all the games described attention will be paid to the appropriateness of several game-theoretic solution concepts in the particular contexts that are considered. The computation complexity of the game-theoretic solution concepts in the situation at hand will also be considered

<https://rebiunoda.pro.baratznet.cloud:38443/OpacDiscovery/public/catalog/detail/b2FpOmNlbGVicmF0aW9uOmVzLmJhcmF0ei5yZW4vMzgZMDc0Njg>

**Título:** Cooperative Game Theory and Applications Cooperative Games Arising from Combinatorial Optimization Problems by Imma Curiel

**Editorial:** Boston, MA Springer US 1997

**Descripción física:** 1 online resource (viii, 191 pages)

**Mención de serie:** Theory and Decision Library, Series C: Game Theory, Mathematical Programming and Operations Research 0924-6126 16

**Contenido:** 1 Cooperative Games and Solution Concepts -- 2 Linear Programming Games -- 3 Assignment Games and Permutation Games -- 4 Sequencing Games and Generalizations -- 5 Travelling Salesman Games and Routing Games -- 6 Minimum Cost Spanning Tree Games -- 7 Location Games -- References

**Copyright/Depósito Legal:** 934977610 968647995 1243540953 1244623930

**ISBN:** 9781475748710 electronic bk.) 147574871X electronic bk.) 9781441947758 1441947752 147574871X

**Materia:** Economics Economics Économie politique economics. Economics.

**Enlace a formato físico adicional:** Print version 9781441947758

**Punto acceso adicional serie-Título:** Theory and decision library. Series C Game theory, mathematical programming, and operations research 16

---

## **Baratz Innovación Documental**

- Gran Vía, 59 28013 Madrid
- (+34) 91 456 03 60
- [informa@baratz.es](mailto:informa@baratz.es)