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This book provides a unified and comprehensive study of welfarism, cooperative games, public decision making, and voting and social choice theory.

A study of price and the organization of firms using game theory and neoclassical economics.

This book provides an overview of the main methods and results in the formal study of the human decision-making process, as defined in a relatively wide sense. A key aim of the approach contained here is to try to break down barriers between various disciplines encompassed by this field, including psychology, economics and computer science. All these approaches have contributed to progress in this very important and much-studied topic in the past, but none have proved sufficient so far to define a complete understanding of the highly complex processes and outcomes. This book provides the reader with state-of-the-art coverage of the field, essentially forming a roadmap to the field of decision analysis. The first part of the book is devoted to basic concepts and techniques for representing and solving decision problems, ranging from operational research to artificial intelligence. Later chapters provide an extensive overview of the decision-making process under conditions of risk and uncertainty. Finally, there are chapters covering various approaches to multi-criteria decision-making. Each chapter is written by experts in the topic concerned, and contains an extensive bibliography for further reading and reference.

The concept of fuzziness, inspired by Zadeh (1965), brings us fruitful results when it is applied to problems in decision making. Recently, problems in fuzzy decision making are getting more complex, and one of the most complex fac tors is dynamics in systems. Dynamical approach to fuzzy decision making has been proposed by Bellman and Zadeh's celebrated paper "Decision-making in a fuzzy environment" (1970). The idea has developed into fuzzy mathemati cal programming and has been applied in many fields including management science, operations research, control theory, engineering, systems analysis, computer science, mathematical finance etc. Dynamic programming, advo cated in Bellmans book "Dynamic programming" (1957), is one of the most powerful tools to deal with dynamics in systems, and Bellman and Zadeh has proposed the optimality principle in fuzzy decision making by (1970) introducing fuzzy dynamic programming. Fuzzy dynamic programming and fuzzy mathematical programming has been making remakable progress after they were given life by Bellman and Zadeh's paper (1970). In this volume, various kinds of dynamics, not only time but also structure of systems, are considered. This volume contains ten reviewed papers, which deal with dynamics in theory and applications and whose topics are poten tially related to dynamics and are expected to develope dynamical study in near future. first, fuzzy dynamic programming is reviewed from a viewpoint of its origin and consider its developement in theory and applications.

Multiple criteria decision-making research has developed rapidly and has become a main area of research for dealing with complex decision problems which require the consideration of multiple objectives or criteria. Over the past twenty years, numerous multiple criterion decision methods have been developed which are able to solve such problems. However, the selection of an appropriate method to solve a particular decision problem is today's problem for a decision support researcher and decision-maker. Intelligent Strategies for Meta Multiple Criteria Decision-Making deals centrally with the problem of the numerous MCDM methods that can be applied to a decision problem. The book refers to this as a `meta decision problem', and it is this problem that the book analyzes. The author provides two strategies to help the decision-makers select and design an appropriate approach to a complex decision problem. Either of these strategies can be designed into a decision support system itself. One strategy is to use machine learning to design an MCDM method. This is accomplished by applying intelligent techniques, namely neural networks as a structure for approximating functions and evolutionary algorithms as universal learning methods. The other strategy is based on solving the meta decision problem interactively by selecting or designing a method suitable to the specific problem, for example, the constructing of a method from building blocks. This strategy leads to a concept of MCDM networks. Examples of this approach for a decision support system explain the possibilities of applying the elaborated techniques and their mutual interplay. The techniques outlined in the book can be used by researchers, students, and industry practitioners to better model and select appropriate methods for solving complex, multi-objective decision problems.

Planning of actions based on decision theory is a hot topic for many disciplines. Seemingly unlimited computing power, networking, integration and collaboration have meanwhile attracted the attention of fields like Machine Learning, Operations Research, Management Science and Computer Science. Software agents of e-commerce, mediators of Information Retrieval Systems and Database based Information Systems are typical new application areas. Until now, planning methods were successfully applied in production, logistics, marketing, finance, management, and used in robots, software agents etc. It is the special feature of the book that planning is embedded into decision theory, and this will give the interested reader new perspectives to follow-up.

A unique comprehensive review of axiomatic consensus theory in biomathematics as it has developed over the past 30 years.

Over the past fifty years game theory has had a major impact on the field of economics. It was for work in game theory that the 1994 Nobel Prize in Economics was awarded. Although non-cooperative game theory is better known, the theory of cooperative games has contributed a number of fundamental ideas to microeconomic analysis. Cooperative Microeconomics is the definitive textbook on these contributions. Designed to be used by undergraduate and graduate students, the book provides a thorough introduction and overview of its subject. Hervé Moulin distinguishes among three primary modes of cooperation: cooperation by direct agreements; cooperation by just, equitable compromise; and cooperation by decentralized behavior. This tri-modal methodology is applied successively to the exchange of private goods, the fair division of unproduced commodities, the cooperative production of private and public goods, and cost-sharing. Moulin proposes an elementary and self-contained exposition (supplemented by over 125 exercises) of the main cooperative concepts for microeconomic analysis, including core stability, deterministic solutions (such as the Shapley value), and several broad principles of equity (such as the No Envy and Stand Alone tests). The book also covers the most important failures of the decentralized behavior: the tragedy of the commons and the free rider problem in the provision of public goods. Cooperative Microeconomics is the first book of its kind, and it will be widely used in courses in microeconomics and game theory. Originally published in 1995. 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.

This book constitutes the refereed proceedings of the 22nd International Conference on Collaboration and Technology, CRIWG 2016, held in Kanazawa, Japan, in September 2016. The 10 revised full papers presented together with 3 work-in-progress papers werecarefully reviewed and selected from 27 submissions. The papers reflect the current diversity of collaborative computing research and its evolution and deal with topics such as□b> group support, AR and 3D technology, wearable technology, intercultural collaboration, remote physical tasks, recommendation systems, collaborative learning, and health support.

This present book provides an alternative approach to study the pre-kernel solution of transferable utility games based on a generalized conjugation theory from convex analysis. Although the pre-kernel solution possesses an appealing axiomatic foundation that lets one consider this solution concept as a standard of fairness, the pre-kernel and its related solutions are regarded as obscure and too technically complex to be treated as a real alternative to the Shapley value. Comprehensible and efficient computability is widely regarded as a desirable feature to qualify a solution concept apart from its axiomatic foundation as a standard of fairness. We review and then improve an approach to compute the pre-kernel of a cooperative game by the indirect function. The indirect function is known as the Fenchel-Moreau conjugation of the characteristic function. Extending the approach with the indirect function, we are able to characterize the pre-kernel of the grand coalition simply by the solution sets of a family of quadratic objective functions.