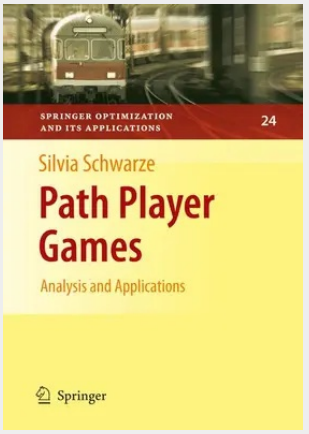
Schwarze

Path Player Games

Analysis and Applications



A path player game is a new innovative type of game which considers network flow problems from the viewpoint of network owners. This strategy enables modeling real-world problems and has many practical applications.

Key features:

* Presents a rigorous exposition of the theoretical foundations of the concept of a path player game;

* Suggests 18 practical open problems for future research in such areas as traffic planning, computation of equilibria, and optimization;

* Examines potentials for games on polyhedra as well as integer versions of generalized Nash equilibria.

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