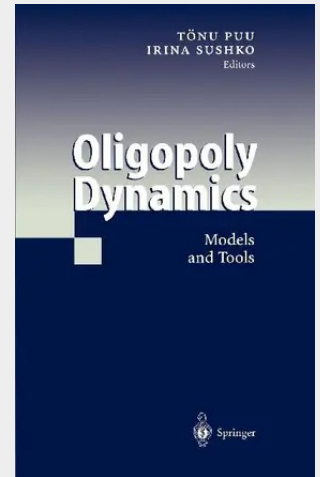


Oligopoly Dynamics

Models and Tools

These proceedings are from a conference held at the Centre for Regional Science (CERUM) at Umeå University, Sweden, 17-18 June 2001. Unlike many conference proceedings, this volume contains only invited contributions on specified topics so as to make the book coherent and self-contained. The authors and editors hope that this coherence will make the volume useful also as a text for courses in industrial organisation. To this end two chapters on the history of oligopoly theory, from the beginnings with Cournot 1838, to the present day, and one chapter on modern methods for analysing iterated discrete time maps, have been inserted at the beginning of the book. Unlike most current literature on games and oligopoly, this book is not focused on the usual topics of game theory: optimal strategies, dominance, and equilibrium. Rather it is the evolutionary dynamics, often of a complex type, including deterministic chaos, which are in focus. The contributions, after the historical and the methodological introductions, represent various segments of the research frontier in this area, though pains have been taken to tie some of the models to a number of most promising contributions from the frugal period 1929-1941, which have suffered from unjust neglect in the following industrial organisation literature.

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