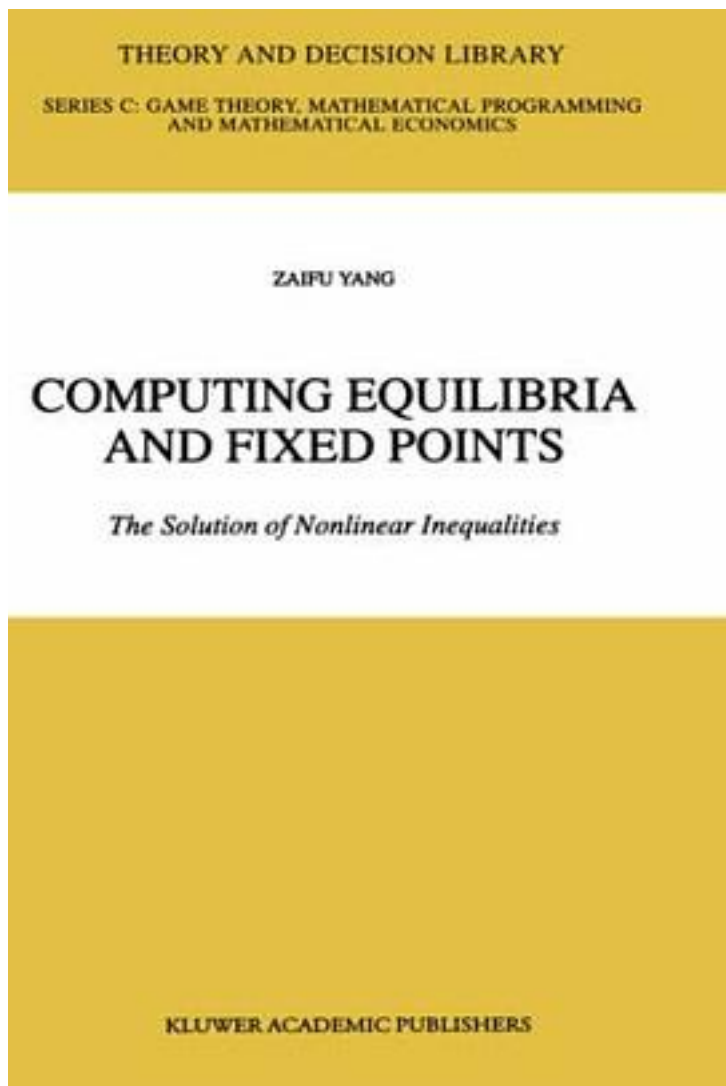


Computing Equilibria and Fixed Points



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出版者:Kluwer Academic Pub

出版时间:1998-11

装帧:HRD

isbn:9780792383956

Computing Equilibria and Fixed Points is devoted to the computation of equilibria, fixed points and stationary points. This volume is written with three goals in mind: (i) To give a comprehensive introduction to fixed point methods and to the definition and construction of Grobner bases; (ii) To discuss several interesting applications of these methods in the fields of general equilibrium theory, game theory, mathematical programming, algebra and symbolic computation; (iii) To introduce several advanced fixed point and stationary point theorems. These methods and topics should be of interest not only to economists and game theorists concerned with the computation and existence of equilibrium outcomes in economic models and cooperative and non-cooperative games, but also to applied mathematicians, computer scientists and engineers dealing with models of highly nonlinear systems of equations (or polynomial equations).

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目录:

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