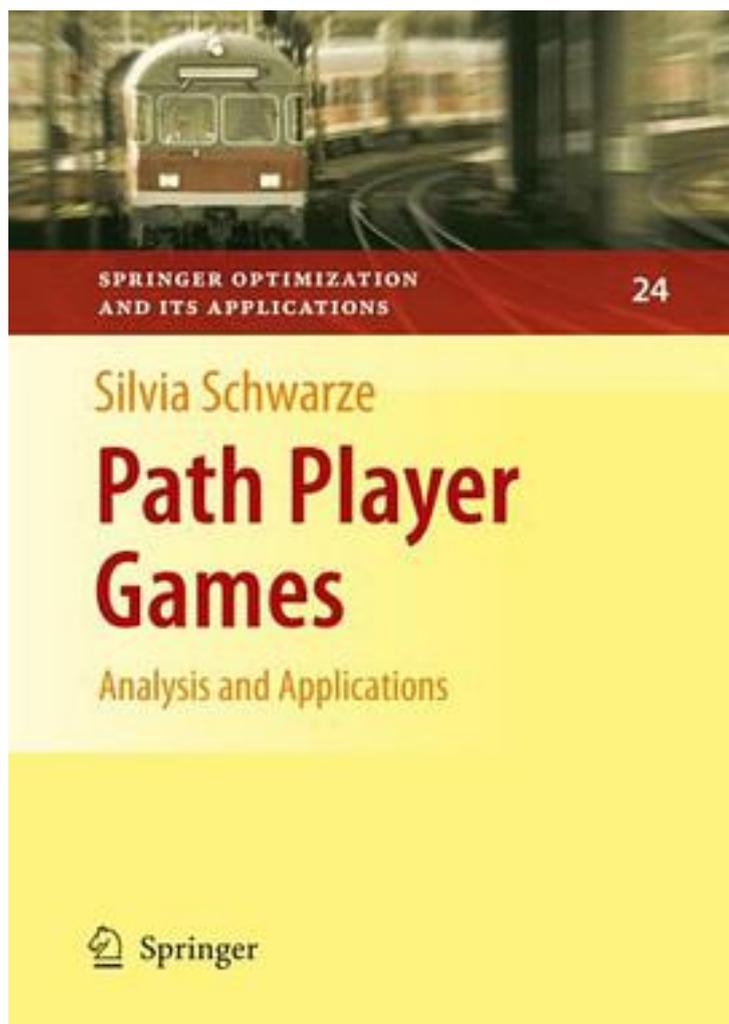


Path Player Games



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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. This title presents a rigorous exposition of the theoretical foundations of the concept of a path player game. It suggests 18 practical open problems for future research in such areas as traffic planning, computation of equilibria, and optimization. It examines potentials for games on polyhedra as well as integer versions of generalized Nash equilibria. Written clearly, with well-presented mathematics, this book is intended for graduate students, mathematicians, engineers, and computer scientists.

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