

# DYNAMIC GAMES: THEORY AND APPLICATIONS

Edited by

**ALAIN HAURIE**

Université de Genève & GERAD, Switzerland

**GEORGES ZACCOUR**

HEC Montréal & GERAD, Canada



**Springer**

# Contents

Foreword

Avant-propos

Contributing Authors

Preface

1

Dynamical Connectionist Network and Cooperative Games

*J.-P. Aubin*

2

A Direct Method for Open-Loop Dynamic Games for Affine Control Systems

*D.A. Carlson and G. Leitmann*

3

Braess Paradox and Properties of Wardrop Equilibrium in some Multiservice Networks

*R. El Azouzi, E. Altman and O. Pourtallier*

4

Production Games and Price Dynamics

*S.D. Flåm*

5

Consistent Conjectures, Equilibria and Dynamic Games

*A. Jean-Marie and M. Tidball*

6

Cooperative Dynamic Games with Incomplete Information

*L.A. Petrosjan*

7

Electricity Prices in a Game Theory Context

*M. Bossy, N. Maïzi, G.J. Olsder, O. Pourtallier and E. Tanré*

8

Efficiency of Bertrand and Cournot: A Two Stage Game

*M. Breton and A. Turki*

9

Cheap Talk, Gullibility, and Welfare in an Environmental Taxation Game

*H. Dawid, C. Deissenberg, and Pavel Ševčík*

A Two-Timescale Stochastic Game Framework for Climate Change  
Policy Assessment 193

*A. Haurie*

A Differential Game of Advertising for National and Store Brands 213

*S. Karray and G. Zaccour*

Incentive Strategies for Shelf-space Allocation in Duopolies 231

*G. Martín-Herrán and S. Taboubi*

Subgame Consistent Dormant-Firm Cartels 255

*D.W.K. Yeung*