



Statistical and Probabilistic Methods in the Game Theory

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Message from the Guest Editor

The purpose of this Special Issue is to highlight the importance of combining probabilistic modeling methods in connection with game theory. The theme of this issue is devoted to game-theoretic modeling in a wide range of fields. Different optimality or rationality principles are presented. The problems of stable cooperation and myopic behavior in multi-agent systems will be investigated. Among others, the optimal location and allocation of the resource on the plane and related to its optimal routing in networking are considered. Game-theoretic models of systems related to the IT market, in particular, mobile operators, cloud, high-performance, and distributed computing, the Internet of things market will be discussed. A new formulation for differential games will be suggested. Studies of game-theoretic models with asymmetric participants and vector payments will be discussed, and concepts of solutions in dynamic games of this type will be proposed. Further research on an optimal stopping problem for point processes will be presented. Details of other models will be subject to contributed papers.





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Message from the Editor-in-Chief

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