Special Issue

Cooperative Game Theory and Mathematical Structures

Message from the Guest Editor

The theory of cooperative games studies situations of cooperation between a group of agents (human or not), exploring the formation of groups (coalitions), the distribution of benefits, or costs produced by the collaboration between these agents or the elaboration of rankings between them. In recent years, it has developed very widely in two main aspects. On the one hand, the introduction of various mathematical structures in this theory has allowed the representation of coalition systems and the relations between players and payments to be received in a much more precise way. In this way, situations of cooperation in environments of asymmetry or uncertainty can be analysed. On the other hand, the applications have reached practically all aspects of science and engineering. For these reasons, this issue aims to compile new advances in the introduction and application of mathematical structures in cooperative games.

Guest Editor

Prof. Dr. Andrés Jiménez Losada

Applied Mathematics II, Universidad de Sevilla, Sevilla, Spain

Deadline for manuscript submissions

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About the Journal

Message from the Editor-in-Chief

The journal *Mathematics* publishes high-quality, refereed papers that treat both pure and applied mathematics. The journal highlights articles devoted to the mathematical treatment of questions arising in physics, chemistry, biology, statistics, finance, computer science, engineering and sociology, particularly those that stress analytical/algebraic aspects and novel problems and their solutions. One of the missions of the journal is to serve mathematicians and scientists through the prompt publication of significant advances in any branch of science and technology, and to provide a forum for the discussion of new scientific developments.

Editor-in-Chief

Prof. Dr. Francisco Chiclana
School of Computer Science and Informatics, De Montfort University, The Gateway, Leicester LE1 9BH, UK

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