

A Concept of Solution for a non Cooperative Game with Fuzzy Parameters

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ABSTRACT

In this paper we consider a non cooperative game with fuzzy parameters for which we introduce a concept of solution that we call α -N-S equilibrium. This concept is the result of a combination of the concept of Nash equilibrium [1] for a non cooperative game and the notion of weak α -pareto optimal solution for a multiobjective problem with fuzzy parameters introduced by Sakawa and Yano[2]. Furthermore, we provide sufficient conditions for its existence .

References.

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