

Dynamic Games and Applications

Call for Papers

Special Issue on Mean-Field Games

Guest Editors:

Martino Bardi, Università di Padova, bardi@math.unipd.it

Peter Caines, McGill University, peterc@cim.mcgill.ca

Italo Capuzzo Dolcetta, Università di Roma "La Sapienza", capuzzo@mat.uniroma1.it

Mean-Field Games (MFG) is a new and rapidly growing area of research where the interactions of large numbers of rational agents are modeled using ideas and tools from non-cooperative dynamic game theory, stochastic control, nonlinear partial differential equations, and mean-field theories in physics.

In 2013 *Dynamic Games and Applications* will publish a special issue on the subject, focused in particular on the following topics:

- Large population limits in N-person dynamic games;
- MFG partial differential equations;
- Numerical methods for MFG;
- Major and minor player MFG systems;
- Applications of MFG to economics, finance, models of social behavior (consensus, flocking, swarming, etc.);
- Applications of MFG to engineering, communication, and electric power markets and networks.

The special issue welcomes submissions from theoreticians as well as applied researchers.

Submission Deadline: September 30th, 2012

Publication Date: September 2013 (issue 3 of Volume 3 of DGAA)

For submission instructions, please visit:

<http://www.springer.com/mathematics/applications/journal/13235>



<http://www.springer.com/journal/13235>

Dynamic Games and Applications

Editor-in-Chief: Zaccour, G.

ISSN: 2153-0785 (print version)

ISSN: 2153-0793 (electronic version)

Journal no. 13235