

Beier, Rene; Czumaj, Artur; Krysta, Piotr; Vöcking, Berthold

Computing equilibria for a service provider game with (im)perfect information. (English)

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MSC:

91A12 Cooperative games

90C09 Boolean programming

91B26 Auctions, bargaining, bidding and selling, and other market models

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