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A Dynamical System Approach to Locally Stable Equilibrium Selection in Games

Abstract:

I'll present a novel approach for mixing games with dynamics, with an intermediate complexity between that of normal form games and differential games, with an important application to public goods games. Although the novel equilibrium concept has an intuitive definition leading to a formally simple system of partial differential equations, I was not yet able to find a suitable solution approach and so hope to get some useful hints.