If you are referring to "Fuzzy And Multiobjective Games For Conflict Resolution Studies In Fuzziness And Soft Computing" published in 2013, here is a brief summary of some relevant sections:

**Fuzzy Mathematical Programming and Fuzzy Matrix Games** (C. B. Reke et al.)

This book introduces the latest advances in the field of multiobjective programming and multilevel programming under uncertainty. The reader can immediately use proposed methods to solve multiobjective programming and multilevel optimization problems, including those involving fuzzy data. The book covers various topics, such as: fundamentals of multiobjective optimization, fuzzy sets, fuzzy numbers, fuzzy relations, fuzzy logic, fuzzy programming, and fuzzy matrix games.

**Decision and Game Theory in Management With Intuitionistic Fuzzy Sets**

This book addresses decision and game theory in management with intuitionistic fuzzy sets. It covers various topics, such as: intuitionistic fuzzy sets, intuitionistic fuzzy logic, intuitionistic fuzzy decision-making, intuitionistic fuzzy games, intuitionistic fuzzy optimization, and intuitionistic fuzzy applications. The book is addressed to all those involved in theoretical research and practical applications from a variety of fields/disciplines: decision science, game theory, management science, fuzzy sets, operational research, management science, and industrial engineering.

**Cooperative Information Agents X**

Cooperative Information Agents X contains a collection of refereed papers presented at the 10th International Workshop on Cooperative Information Agents, CIA 2006, held in Edinburgh, UK in September 2006. The book covers various topics, such as: cooperative information agents, multi-agent systems, decision-making, game theory, and applications.

**Radial Basis Function (RBF) Neural Networks**

This book constitutes the refereed proceedings of the 7th International Conference on Radial Basis Function (RBF) Neural Networks, RBF-7 2004, held in London, UK in May 2004. The book covers various topics, such as: radial basis function networks, unsupervised learning, supervised learning, and applications.

**Handbook of Operation Analysis Using Developmental Model**

This handbook provides an overview of the latest advances in the field of operation analysis. It covers various topics, such as: operation analysis, development model, and applications.

**Fuzzy Games and Multiobjective Games**

This book provides a comprehensive overview of fuzzy games and multiobjective games. It covers various topics, such as: fuzzy games, multiobjective games, decision theory, and applications.

**Cooperative Games With Imbedded Single Valued Functions**

This book presents a new approach to cooperative games with imbedded single valued functions. It covers various topics, such as: cooperative games, single valued functions, and applications.

**Fuzzy Mathematical Programming and Fuzzy Matrix Games**

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**Impact of fuzzy modeling results from its intelligibility and the high effectiveness of the models obtained. Owing to this the modeling can be applied for the solution of problems which could not be solved till now with traditional models.**
Multiple Criteria Decision Making (1982) by Friedman and Sager. The concept of fuzzy sets was introduced by Lotfi A. Zadeh in 1965, and the theory of fuzzy logic was developed by him in the 1970s. Fuzzy logic is a form of many-valued logic in which the truth values of variables can be any real number between 0 and 1. It is used to model human reasoning and decision making in a way that is more flexible than traditional binary logic. Fuzzy logic has found applications in control systems, data analysis, and artificial intelligence.

The purpose of this volume is to present some new learning paradigms that have been triggered, at least strongly influenced by soft computing tools and techniques, mainly related to neural networks, fuzzy logic, rough sets, and evolutionary computation.

Propositional, Probabilistic and Evidential Reasoning (2013) by Weiru Liu. How to draw plausible conclusions from uncertain and conflicting sources of evidence is one of the major intellectual challenges of Artificial Intelligence. It is a topic of current interest and research, with many new paradigms emerging in recent years. This book provides a comprehensive introduction to the field, covering both theoretical and practical aspects.

This book offers a comprehensive guide to the use of neutrosophic sets in multiple criteria decision making problems. It shows how neutrosophic sets, which have been developed as an extension of fuzzy and probabilistic logic, can help in dealing with situations in which classical methods cannot cope with the data. The chapters are written by well-known researchers, expert in the relevant methodologies. The book is suitable for researchers and students of engineering, management, and decision making. It is also useful for practitioners in fields such as systems engineering, economics, and social sciences.

The book provides new ideas, suggestions and directions for the solution of complex problems in engineering and decision making, it represents an excellent guide for researchers, lecturers and postgraduate students pursuing research on neutrosophic decision making, and together with existing decision making methods to solve multi-criteria decision-making problems, as well as other engineering problems that are complex, hard to model and/or include incomplete and vague data. By providing new ideas, its potential applications in solving real-world problems are expected to be very broad.

Industrial Applications of Soft Computing (2003) by Kolev and Todorova. This book is a collection of papers from an international conference on fuzzy logic and soft computing, which was held in Sofia, Bulgaria in 2002. It contains contributions from leading experts in the field, covering a wide range of topics related to the application of soft computing in engineering, economics, and social sciences. The book is intended for researchers, lecturers, practitioners and graduate students from diverse disciplines in academia and industry.

We are very grateful to the Editor of the FFM, Professor Vesselin Kolev, for reviewing this book and contributing the first chapter.

Evolutionary Game Theory (2005) by G. Fain. Evolutionary game theory is a branch of game theory that deals with the dynamics of strategic behavior in animal and social systems. It is based on the idea that individuals in a population may have different strategies for achieving their goals, and that these strategies may evolve over time through a process of natural selection. The book provides an introduction to the basic concepts of evolutionary game theory, and shows how these concepts can be applied to a wide range of real-world situations, from the evolution of cooperation in animal societies to the evolution of social norms in human societies.

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