Contents

Part I Models and Methods of Matrix Games with Payoffs of Triangular Fuzzy Numbers

1	Interval-Valued Matrix Games				
	1.1	Introd	uction	3	
	1.2	Matrix	Games and Auxiliary Linear Programming Models	5	
	1.3	Interval-Valued Mathematical Programming Models			
		of Interval-Valued Matrix Games		8	
		1.3.1	Arithmetic Operations Over Intervals	8	
		1.3.2	Concepts of Solutions of Interval-Valued Matrix Games		
			and Properties	10	
		1.3.3	•		
			Programming Models	13	
		1.3.4			
			Matrix Games	18	
	1.4	Accep	stability-Degree-Based Linear Programming Models		
		of Interval-Valued Matrix Games		23	
		1.4.1	Concepts of Acceptability Degrees of Interval Comparison		
			and Properties	23	
		1.4.2			
			and Satisfactory Equivalent Forms	25	
		1.4.3			
			Matrix Games	26	
		1.4.4	Real Example Analysis of Market Share Problems	34	
	1.5	The I	exicographic Method of Interval-Valued Matrix Games	36	

x Contents

	1.6		Primal-Dual Linear Programming Models of Interval-Valued		
		Matrix	Games	41	
		1.6.1	The Monotonicity of Values of Interval-Valued		
			Matrix Games	41	
		1.6.2	Auxiliary Linear Programming Models		
			of Interval-Valued Matrix Games	42	
		1.6.3	Real Example Analysis of Investment		
			Decision Problems	48	
	Refe	rences		61	
2	Mat	rix Ga	mes with Payoffs of Triangular Fuzzy Numbers	65	
	2.1	Introd	uction	65	
	2.2	Triang	gular Fuzzy Numbers and Alfa-Cut Sets	67	
	2.3	Fuzzy	Multi-Objective Programming Models of Matrix Games		
		with F	Payoffs of Triangular Fuzzy Numbers	69	
		2.3.1	Order Relations of Triangular Fuzzy Numbers	69	
		2.3.2	Concepts of Solutions of Matrix Games with Payoffs		
			of Triangular Fuzzy Numbers	71	
		2.3.3	Fuzzy Linear Programming Method of Matrix Games		
			with Payoffs of Triangular Fuzzy Numbers	73	
	2.4		Level Linear Programming Models of Matrix Games		
		with P	Payoffs of Triangular Fuzzy Numbers	82	
	2.5	exicographic Method of Matrix Games with Payoffs			
		of Tria	angular Fuzzy Numbers	89	
	2.6		Alfa-Cut-Based Primal-Dual Linear Programming Models		
		of Ma	trix Games with Payoffs of Triangular Fuzzy Numbers	96	
		2.6.1	Interval-Valued Matrix Games Based on Alfa-Cut Sets		
			of Triangular Fuzzy Numbers	97	
		2.6.2	Linear Programming Method of Matrix Games		
			with Payoffs of Triangular Fuzzy Numbers	107	
		2.6.3	Computational Analysis of a Real Example	110	
	Refe	rences		119	
Pa	rt II	Mode	els and Methods of Constrained Matrix Games		
			Payoffs of Triangular Fuzzy Numbers		
3	Inte	rval-Va	alued Constrained Matrix Games	123	
	3.1	Introd	uction	123	
	3.2	rained Matrix Games and Auxiliary Linear			
		Progra	amming Models	124	

Contents

	3.3		-Dual Linear Programming Models of Interval-Valued	
			rained Matrix Games	126
		3.3.1	Monotonicity of Values of Constrained Matrix Games	127
		3.3.2	Linear Programming Methods of Interval-Valued	
			Constrained Matrix Games	128
		3.3.3	Real Example Analysis of Market Share Problems	130
References				134
1	Con	straine	d Matrix Games with Payoffs of Triangular	
	Fuz	zy Nun	ibers	135
	4.1	Introd	uction	135
	4.2	Fuzzy	Multi-Objective Programming Models of Constrained	
		Matrix	Games with Payoffs of Triangular Fuzzy Numbers	136
		4.2.1	Constrained Matrix Games with Payoffs of Triangular	
			Fuzzy Numbers	136
		4.2.2	Fuzzy Multi-Objective Programming Method	
			of Constrained Matrix Games with Payoffs	
			of Triangular Fuzzy Numbers	139
	4.3	Alfa-C	Cut-Based Primal-Dual Linear Programming Models	
			nstrained Matrix Games with Payoffs of Triangular	
		Fuzzy	Numbers	148
		4.3.1		
			with Payoffs of Triangular Fuzzy Numbers	148
		4.3.2	Linear Programming Models of Constrained Matrix	
			Games with Payoffs of Triangular Fuzzy Numbers	149
		4.3.3	Algorithm of Linear Programming Method	
			of Constrained Matrix Games with Payoffs	
			of Triangular Fuzzy Numbers	157
		4.3.4	Real Example Analysis of Market Share Problems	
			with Payoffs of Triangular Fuzzy Numbers	158
	Dof		,	165