

MATRIX GAME WITH THE PREFERENCE CHANGING IN TIME

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Abstract

In this paper matrix game is defined, which elements are the functions of one argument differentiated for any kind of row in the $[0, 1]$ interval. The following cases are discussed: 1). The functions are the polynomials not more of $m-1$ degree; 2). The functions are more common and have every kind of row uninterrupted derived in any positive interval $[0, t_0] \subset [0, 1]$. For these matrix games the solutions (or saddle points) are defined in the positive interval in the pure and mixed strategies. The questions of their existence are taken from the existence the solutions in the lexicographic matrix games m -measuring vectorial payoffs in the first case, during the unlimited measuring vectorial payoffs in the second case.

Keywords: matrix game, lexicographic game, solution.

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