



Logistic Games

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Message from the Guest Editors

In a dictionary “logistic” is defined as the “management of inventories and groups of people in motion and at a rest”. Adding “games” as a suffix to “logistics” frames questions of how can the participants (people, inventories, warehouses, etc.) fairly account for their logistic outcomes. This Special Issue is about cooperative games and competitive games instantiated in real life and addresses questions, such as what should be the cost to a household when dividing the cost of a postman's delivery route between the route's beneficiaries? Would a remote gas station be allocated a higher cost for its gasoline replenishment than a gas station in a close central location? What is a fair taxation on a congested toll road? The lower the toll the higher the traffic congestion and it takes longer to reach the destination. What are the roles of the players in these games?

In this Special Issue we intend to take stock of what has been achieved thus far and what questions remain unanswered.

