



学术报告会

报告题目: **Control Theory VS Game Theory**

报告人: 程代展 教授 (中科院数学与系统科学研究院)

时间: 4月28日 13:30点

地点: 电信群楼2-410室



摘要: Recently, the game-based control becomes a new and challenging direction for control community. Meanwhile, techniques developed in controlled have been applied to solving problems in game theory. It is very likely that a new cross discipline is emerging. After introducing this new trend in control society, the talk explains the relationship between the control theory and the game theory. Then two research directions are explored: (1) The application of control technique to game theory. Particularly, the state space approach to evolutionary games. (2) The application of game theory to control. Particularly, the potential game and its application to utility-based control problems.

简介: 程代展, 中科院数学与系统研究院研究员. 1970年毕业于清华大学, 1982年毕业于科学院研究生院, 1985年获美国华盛顿大学博士学位. 研究内容包括: 非线性系统控制、哈密顿系统、切换系统、逻辑动态系统、博弈、等系统与控制问题. 现为国际电力与电子协会(IEEE) Fellow, 国际自动化协会(IFAC) Fellow. 2011年获IFAC颁发Automatica 2008-2010最佳论文奖. 2008年与2014年的国家自然科学奖二等奖项目“复杂非线性系统稳定性与镇定”及“逻辑动态系统控制的代数状态空间方法”的第一完成人。

<http://math.sjtu.edu.cn/conference/Bannai/2015/talk.php?20150429A>

