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Hierarchies, communication and restricted cooperation in cooperative games

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Cooperative game theory is about the study of cooperation between agents in situations of social interaction between those agents. In many of these situations, some of the agents may be restricted in cooperating with each other. This dissertation will add to the literature on restricted cooperation between players within cooperative game theory. Several new models are introduced and analyzed that study different situations of restricted cooperation. With the new models of restricted cooperation it will be possible to consider applications that are difficult/impossible to model by the already existing models. We also show how these new models extend already existing models from the literature and how we can relate some of the different models of restricted cooperation to each other.