

*Methods and Models for Environmental Conflicts Analysis and Resolution*

Lorenzo Cioni<sup>1</sup>

<sup>1</sup>Department of Computer Science  
University of Pisa

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# INTRODUCTION

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  - The main features of the thesis
  - The structure of the Thesis
  
- 2 CRITICAL REVIEWS & THEORETICAL CONTRIBUTIONS
  - Critical reviews
  - Theoretical contributions

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The Thesis is a “Work in progress” — Open Issues.

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are...

- to review various issues:

- ⇒ Game Theory,

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- ⇒ to merge those issues in “new” and “original” proposals  
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Basic framework: collaborative shared decisions and  
commitments

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- ⇒ The descriptive tools and examples

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⇒ Two Appendices: “classical” relevant topics, aim: make the Thesis as self contained as possible.

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Analysis of *SD* as a tool and a meta-tool.

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[Set of] participatory methods  $\Leftrightarrow$  *FCDMM*.

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- ⇒ The use of auctions for the allocation of chores.
- ⇒ The use of barter models for the exchange of items (bads or goods).
- ⇒ The use of game theory for the problem solving through a bottom-up coalition construction.
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# THE USE OF AUCTIONS FOR THE ALLOCATIONS OF CHORES (“BADS”)



- (1) Dutch auction with negative prices: the auctioneer proposes a chore and an increasing amount ( $\leq M$ ) of money until when one of bidders calls stop and accept the chore.
- (2) English auction with negative prices: the auctioneer proposes a chore and a starting amount of money  $L$  to the bidders that start bidding lower and lower amounts of money until one of them stops the descent and gets the chore.
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Level of “maturity”: (3)  $\succ$  (1)  $\succ$  (2)

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No numeraire good, no common scale, both goods and bads,  
independence or additivity



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Analysis of **Co-operative Game Theory** and **Non CGT** within the following framework:

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- (C)  $\Rightarrow$  use of Multi Agent systems for the simulation of strategic behaviors.

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- (C)  $\Rightarrow$  use of Multi Agent systems for the simulation of strategic behaviors.

## (2) Most of the papers of myself are available, at the time of this writing, at [http : //www.di.unipi.it/ ~ lcioni/papers](http://www.di.unipi.it/~lcioni/papers) at the proper year.

# CONCLUSIONS



## (1) Open issues:

- (A)  $\Rightarrow$  System Dynamics as a meta tool;
- (B)  $\Rightarrow$  models generalization and extension;
- (C)  $\Rightarrow$  use of Multi Agent systems for the simulation of strategic behaviors.

## (2) Most of the papers of myself are available, at the time of this writing, at [http : //www.di.unipi.it/ ~ lcioni/papers](http://www.di.unipi.it/~lcioni/papers) at the proper year.

That's all, folks!!! Thank u...



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