

Solution of fuzzy matrix games

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Because to name the exact values of the elements of game matrix is practically impossible, then there is a need to represent them by fuzzy numbers. Besides, sometimes it is possible to acquire certain personal, psychological data about an opponent. Such information, as a rule, is of fuzzy nature, and it can be depicted by fuzzy linguistic variables. The method of construction of mixed fuzzy strategies for antagonistic games with fuzzy information is considered. Using the fuzzy logic rules the numerical example is studied.