UNGUREANU, V. Pareto-Nash-Stackelberg Game and Control Theory. Springer InternationalPublishing, 2018. 343 pp. ISBN: 978 -3-319-75150-4,ISBN: 978-3-319-75151-1.

This monograph is a result of prolonged work in the domain of game theory for nearly twenty years. It is dedicated to non-cooperative or strategic form games [1], simultaneous and sequential games [2], their mixtures and control [3]. Considered models are appropriate to games in extensive form [4−7]. Nevertheless, main interests remain essentially in the area of strategic form games.The mathematical background for the book is somewhat more advanced than that for postgraduate students of the applied mathematics departments. It needs basicknowledge and skills from game theory, optimization methods, multi-criteria optimization, optimal control theory and fundamental mathematical disciplines as linearalgebra, geometry, calculus and probability theory. Additionally, the book needs some knowledge of computer science foundations and the Wolfram language.It must be mentioned that selected topics from all three parts of the book havebeen taught as an advanced specialization course“ Socio-Economical Problems and Game Theory”for master’s degree students of the applied mathematics specialization at Faculty of Mathematics and Computer Science at Moldova StateUniversity. Selected topics from this book were taught in the“Game Theory”and“ Operational Research”courses for students of the same faculty.The monograph consists of fifteen chapters divided into three parts that are dedicated respectively to non-cooperative games, mixtures of simultaneous and sequential multi-objective games, and to multi-agent control of Pareto-Nash-Stackelberg type. The Introduction chapter presents an overview. The book conains also the Bibliography, an Index, and a List of Symbols.The book title may be seen as a compromise taken with the aim to have a shortmonograph’s name which will reflect simply its content. It is an approximate synonym for the longer names“theory of multi-objective multi-agent simultaneous and sequential games and optimal control mixtures ”or/and“theory of multi-objectivemulti-leader multi-follower games and multi-agent control”.