

## Contributed Talk

# **- Generalised mean-field games with congestion -**

David Evangelista da Silveira Junior

*King Abdullah University of Science and Technology*

### Abstract

In this short talk we present recent developments concerning the problem that arises in crowded situations - for example pedestrian models. This kind of formulation in such a framework is called mean-field games with congestion. It is possible to consider both the time-dependent and the stationary case of these problems. We start by introducing seminal models that aim at understanding those problems, and present some extension and generalisations regarding the stationary case. We then finish with some a-priori estimates, to be used further in establishing the existence of (smooth) solutions.