

Game theory for networks : Second International ICST Conference, GAMENETS 2011, Shanghai, China, April 16–18, 2011 : revised selected papers

Rahul Jain, editor

Deskripsi Lengkap: <https://lib.ui.ac.id/detail?id=20410308&lokasi=lokal>

Abstrak

This book constitutes the thoroughly refereed post-conference proceedings of the Second International Conference on Game Theory for Networks (GameNets 2011) held in Shanghai, China, April 16-18, 2011. The 45 revised full papers presented were carefully selected from numerous submissions and focus topics such as mechanism design, physical layer games, network mechanisms, stochastic and dynamic games, game-theoretic network models, cooperative games in networks, security games, spectrum sharing games, P2P and social networks and economics of network QoS.