1. **Record Nr.**   UNICASRML0443658

   Autore   Batsanov, Stepan S.

   Titolo   Shock and materials / Stepan S. Batsanov

   Pubbl/distr/stampa   Singapore, : Springer, c2018

   ISBN   9789811078859

   Descrizione fisica   X, 242 p. ; 24 cm

   Collana   Engineering materials

   Disciplina   620.1125

   Soggetti   Scienza dei materiali
   MATERIALI - PROPRIETA MECCANICHE

   Lingua di pubblicazione   Italiano

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

2. **Record Nr.**   UNINA9910366599603321

   Autore   Du Zhiyong

   Titolo   Towards User-Centric Intelligent Network Selection in 5G Heterogeneous Wireless Networks : A Reinforcement Learning Perspective / / by Zhiyong Du, Bin Jiang, Qihui Wu, Yuhua Xu, Kun Xu

   Pubbl/distr/stampa   Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2020

   ISBN   981-15-1120-9

   Edizione   [1st ed. 2020.]

   Descrizione fisica   1 online resource (XII, 136 p. 45 illus., 42 illus. in color.)

   Disciplina   384.5

   Soggetti   Wireless communication systems
   Mobile communication systems
   Computer networks
   Telecommunication
   Computer science - Mathematics
   Wireless and Mobile Communication
   Computer Communication Networks
   Communications Engineering, Networks
   Mathematical Applications in Computer Science

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction -- Learning the Optimal Network with Handoff Constraint: MAB RL Based Network Selection -- Learning the Optimal Network with Context Awareness: Transfer RL Based Network Selection -- Meeting Dynamic User Demand with Transmission Cost Awareness: CT-MAB RL Based Network Selection -- Meeting Dynamic User Demand with Handoff Cost Awareness: MDP RL Based Network Handoff -- Matching Heterogeneous User Demands: Localized Cooperation Game and MARL based Network Selection -- Exploiting User Demand Diversity: QoE game and MARL Based Network Selection -- Future Work.
Sommario/riassunto	This book presents reinforcement learning (RL) based solutions for user-centric online network selection optimization. The main content can be divided into three parts. The first part (chapter 2 and 3) focuses on how to learning the best network when QoE is revealed beyond QoS under the framework of multi-armed bandit (MAB). The second part (chapter 4 and 5) focuses on how to meet dynamic user demand in complex and uncertain heterogeneous wireless networks under the framework of markov decision process (MDP). The third part (chapter 6 and 7) focuses on how to meet heterogeneous user demand for multiple users inlarge-scale networks under the framework of game theory. Efficient RL algorithms with practical constraints and considerations are proposed to optimize QoE for realizing intelligent online network selection for future mobile networks. This book is intended as a reference resource for researchers and designers in resource management of 5G networks and beyond.