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Soggetti	Computer networks Artificial intelligence Numerical analysis Electronic commerce Application software Computer Communication Networks Artificial Intelligence Numerical Analysis e-Commerce and e-Business Computer and Information Systems Applications
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Nota di contenuto	Strategic Seeding of Rival Opinions -- Data Preservation in Base Station-less Sensor Networks: A Game Theoretic Approach -- Energy Efficient Clustering and Beamforming for Cooperative Multicell Networks -- Cross-Monotonic Game for Self-Organized Context-Aware Placement of Services with Information Producers and Consumers -- Tracking areas planning with cooperative game in heterogeneous and small cell networks -- A Mechanism Design Approach for Influence Maximization -- Energy Efficient Channel Sharing and Power Optimization for Device-to-Device Networks Game Theory in Wireless Networks -- Distributed Sharing Base Stations for Greening: A

Population Game Approach -- Weighted Voting Game Based Relay Node Management In VANETs -- The Study and Field Trial of Coordinated Multi-Point Design and Analysis of Economic Games -- Revenue Sharing of ISP and CP in a Competitive Environment -- An Incentive Mechanism for P2P Network Using Accumulated-Payoff Based Snowdrift Game Model -- Joint Power Control and Subchannel Allocation for D2D Communications Underlying Cellular Networks: A Coalitional Game Perspective.

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Sommario/riassunto

This book constitutes the refereed proceedings of the 6th International Conference on Game Theory for Networks, GameNets 2016, held in Kelowna, Canada, in May 2016. The 13 papers were carefully selected from 26 submissions and cover topics such as algorithmic game theory, game models and theories, game theories in wireless networks, design and analysis of economic games. .

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