1. **Record Nr.** UNINA9910254849303321

Titolo Game Theory for Networks : 7th International EAI Conference, GameNets 2017 Knoxville, TN, USA, May 9, 2017, Proceedings / / edited by Lingjie Duan, Anibal Sanjab, Husheng Li, Xu Chen, Donatello Materassi, Rachid Elazouzi

Pubbl/distr/stampa Cham : , : Springer International Publishing : , : Imprint : Springer, , 2017

ISBN 3-319-67540-0

Edizione [1st ed. 2017.]

Descrizione fisica 1 online resource (X, 173 p. 35 illus.)

Collana Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, , 1867-822X ; ; 212

Disciplina 004

Soggetti Computer networks
Artificial intelligence
Numerical analysis
Application software
Computer Communication Networks
Artificial Intelligence
Numerical Analysis
Computer and Information Systems Applications

Lingua di pubblicazione Inglese

Formato Materiale a stampa

Livello bibliografico Monografia

Nota di contenuto Nash Equilibrium Seeking with Non-doubly Stochastic Communication Weight Matrix -- A multitype Hawk and Dove game -- Assortative Mixing Equilibria in Social Network Games -- Nash Equilibrium and Stability in Network Selection Games -- On the Finite Population Evolutionary Stable Strategy Equilibrium for Perfect Information Extensive Form Games Application of Network Games -- Designing Cyber Insurance Policies: Mitigating Moral Hazard Through Security Pre-Screening -- A Game-Theoretic Model for Analysis and Design of Self-Organization Mechanisms in IoT -- A Dynamic Incentive Mechanism for Security in Networks of Interdependent Agents -- Rules for Computing Resistance of Transitions of Learning Algorithms in Games -- Optimal Control of Multi-Strain Epidemic Processes in

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Sommario/riassunto	This book constitutes the refereed proceedings of the 7th EAI International Conference on Game Theory for Networks, GameNets 2017, held in Knoxville, Tennessee, USA, in May 2017. The 10 conference papers and 5 invited papers presented cover topics such as smart electric grid, Internet of Things (IoT), social networks, networks security, mobile service markets, and epidemic control.