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Disciplina	330 004.6
Soggetti	Computer networks Artificial intelligence Data structures (Computer science) Information theory Computer science - Mathematics Computers, Special purpose Computer engineering Computer Communication Networks Artificial Intelligence Data Structures and Information Theory Mathematics of Computing Special Purpose and Application-Based Systems Computer Engineering and Networks
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Wireless Networks -- Block-chain Abnormal Transaction Detection Method Based on Dynamic Graph Representation -- Multi-service communication isolation of underground pipe gallery based on WiFi6 -- MU-PDR: A Method of Fingerprint Passive Positioning for WiFi6 Based on MU-RTS/CTS -- The Optimal Layer of User-Specific Reconfigurable Intelligent Surfaces Structure for Uplink Communication System -- A Sophisticated Anti-Jamming Strategy for a Joint Radar and

Communication System -- Internet of Things -- Power data credible decision-making mechanism based on federated learning and blockchain -- A Service Protection Mechanism of Deterministic Networking Based on Segment Routing -- Cloud-edge collaboration based power IoT scene perception mechanism -- Task allocation mechanism of power Internet of things based on edge routing optimization -- Voluntary Data Preservation Mechanism in Base Station-less Sensor Networks -- Design and Implementation of Targeted Poverty Alleviation System Based on Blockchain Network -- An Intent-based Routing Scheme in Satellite IoT -- Game Theory -- Interference Management in Terrestrial-Satellite Networks Using Stackelberg Game -- Optimal Resource Allocation for Computation Offloading in Maritime Communication Networks: An Energy-Efficient Design via Matching Game -- Game Theoretic Analysis of Resource Allocation in Multi-tiered Networks -- Energy-Efficient Multi-Cell NOMA Design via Coalition Formation Game -- The vaccination Game in SIS networks with multipopulations -- A Stochastic Bandwidth Scanning Game -- Port Capacity Leasing Games at Internet Exchange Points -- A Phase Transition in Large Network Games -- Dynamic Pricing for Tenants in an Automated Slicing Marketplace -- Service Function Chain Placement in Cloud Data Center Networks: a Cooperative Multi-Agent Reinforcement Learning Approach -- The Art of Concession in General Lotto Games -- Providing slowdown information to improve selfish routing -- Budgeted Adversarial Network Resource Utilization Games.

Sommario/riassunto

This book constitutes the refereed proceedings of the 11th EAI International Conference on Game Theory for Networks, GameNets 2022, held as a virtual event in July 7–8, 2022. The 25 papers presented were reviewed and selected from 64 submissions. They are organized in the following topical sections: Wireless Networks; Internet of Things; and Game Theory.
