

1. Record Nr.	UNINA9910807993203321
Titolo	Game theory for wireless communications and networking // edited by Yan Zhang and Mohsen Guizani
Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2011
ISBN	1-04-005598-2 0-429-09358-6 1-4665-0921-X 1-4665-0922-8 1-4398-0891-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (1274 p.)
Collana	Wireless Networks and Mobile Communications Series
Altri autori (Persone)	ZhangYan <1977-> GuizaniMohsen
Disciplina	621.38201/5193
Soggetti	Radio resource management (Wireless communications) Game theory
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	A CRC title. An Auerbach book.
Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Cover; Title Page; Copyright; Contents; Preface; Editors; Contributors; Part I: Fundamentals; 1: Game Theory in Multiuser Wireless Communications; 2: Decision Theory with Its Applications in Wireless Communication; 3: Game Theory in Wireless Sensor Networks; 4: Game-Theoretic Models for Vehicular Networks; 5: EGT in Wireless Communications and Networking; 6: Game Theory for OFDM Systems with Incomplete Information; 7: Evolutionary Networking Games; Part II: Power Control Games; 8: Shannon Rate-Efficient Power Allocation Games; 9: Noncooperative Power Control in CDMA Wireless Networks 10: Hierarchical Power Allocation Games11: Dynamical Transmission Control; Part III: Economic Approaches; 12: Auction-Based Resource Management and Fairness Issues in Wireless Networks; 13: Cooperation Incentives in 4G Networks; 14: Dynamics of Coalition Games for Cooperation in Wireless Networks; 15: Auction Algorithms for Dynamic Spectrum Access; 16: Bargaining Strategies for Camera Selection in a Video Network; Part IV: Resource Management; 17: Game-Theoretic

Radio Resource Management in OFDMA-Based Cognitive Radio; 18: Noncooperative Resource Management in Wireless Systems
19: Multistage Congestion Games for Wireless Real-Time Streaming20: Friends or Foes for OFDM Interference Channel; 21: Admission Control in IEEE 802.11e Wireless LAN: A Game-Theoretical; 22: Intelligent Network Selection: Game-Theoretic Approaches; 23: Network Selection and Handoff in Wireless Networks: A Game; Index

Sommario/riassunto

Used to explain complicated economic behavior for decades, game theory is quickly becoming a tool of choice for those serious about optimizing next generation wireless systems. Illustrating how game theory can effectively address a wide range of issues that until now remained unresolved, Game Theory for Wireless Communications and Networking provides a systematic introduction to the application of this powerful and dynamic tool. This comprehensive technical guide explains game theory basics, architectures, protocols, security, models, open research issues, and
