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Descrizione fisica	1 online resource (592 pages)
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Soggetti	Stochastic processes Stochastic models Operations research Management science Financial risk management Business logistics Stochastic Processes Stochastic Modelling Operations Research, Management Science Operations Research and Decision Theory Risk Management Supply Chain Management
Lingua di pubblicazione	Inglese
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Nota di contenuto	Foreword -- Preface -- Chapter 1 Preliminaries -- Chapter 2 Observable Queueing Systems -- Chapter 3 Unobservable Queueing Systems -- Chapter 4 Optimal Disclosure of Information -- Chapter 5 Queueing-Game with Risk-Sensitive Customers -- Chapter 6 Priority Queueing Systems -- Chapter 7 Repairable Queueing Systems -- Chapter 8 Vacation Queueing Systems -- Chapter 9 Retrial Queueing Systems -- Chapter 10 Applications in Wireless Communication -- Chapter 11 Applications in Service-Inventory Systems -- Chapter 12 Healthcare Systems.
Sommario/riassunto	This book provides an in-depth study of queueing game models, involving interdisciplinary fields such as queueing theory, game theory, optimization theory, statistics, and economics. Studies on queueing-

game models have attracted scientists and engineers from various disciplines, and these studies have potential applications to various management issues arising from service science, management science, marketing science, transportation science, operations research, finance and economics, which are concerned with behavioral studies of customers, service providers, administration agencies, and other human beings. These studies focus on characterizing and analyzing the essential features of endogenous noncooperative and cooperative games between different roles in different settings of service systems. Pursuing a holistic approach, the book establishes a fundamental framework for queueing-game models, while emphasizing the importance of integrated analysis and the significant influence of queueing games in the design and optimization of diverse service systems. The book is intended for undergraduate and graduate students as well as researchers who are interested in queueing-game models and their applications in practice.
