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Nota di contenuto	Network Congestion Control and Optimization -- A Jamming Game in Wireless Networks with Transmission Cost -- A Network Formation Game Approach to Study BitTorrent Tit-for-Tat -- Fixed-Rate Equilibrium in Wireless Collision Channels -- A Survey of Uniqueness Results for Selfish Routing -- Beyond CHOKe: Stateless Fair Queueing -- How Expensive Is Link Utilization? -- Two Different Models of FAST TCP and Their Stable and Efficient Modification -- Revisiting Adaptive RED: Beyond AIMD Algorithms -- The Practical Performance of Subgradient Computational Techniques for Mesh Network Utility

Optimization -- Channel Dependent Interference and Decentralized Colouring -- Optimal Call Admission Control for an IEEE 802.16 Wireless Metropolitan Area Network -- A Survey of Throughput Versus Complexity Tradeoffs in Wireless Networks -- Finite Horizon Control Problems Under Partial Information -- A Tandem Queueing Network with Feedback Admission Control -- Marginal Productivity Index Policies for Admission Control and Routing to Parallel Multi-server Loss Queues with Reneging -- Some Examples of Stochastic Approximation in Communications -- Optimisation-Based Overload Control -- Lyapunov Convergence for Lagrangian Models of Network Control -- NCRS: A Network RAM-Based Computational Resource Sharing Grid -- Tracing an Optical Buffer's Performance: An Effective Approach -- A New Necessary Condition for Shortest Path Routing -- Optimal Congestion Control with Multipath Routing Using TCP-FAST and a Variant of RIP -- Grid Brokering for Batch Allocation Using Indexes -- Load Shared Sequential Routing in MPLS Networks: System and User Optimal Solutions -- Pricing for QoS Provisioning Across Multiple Internet Service Provider Domains -- Robust Wardrop Equilibrium -- Hierarchical Game and Bi-level Optimization for Controlling Network Usage Via Pricing -- Transit Prices Negotiation: Combined Repeated Game and Distributed Algorithmic Approach -- Cost Minimisation in Multi-interface Networks -- Minimum Transmission Energy Trajectories for a Linear Pursuit Problem -- A Hybrid Energy Saving Mechanism for VoIP Traffic with Silence Suppression.

Sommario/riassunto

This volume 4465 of the Lecture Notes in Computer Science series is a collection of the papers of the NET-COOP 2007 conference, a first-of-a-series Euro- NGI/FGI Conference on Network Control and Optimization. The event took place in the beautiful city of Avignon, France, June 5–7, 2007, was jointly organized by INRIA and the University of Avignon and was hosted by the latter. Internet communications and services are experiencing an increase in volume and diversity both in their capacity and in their demand. This comes at the cost of an increase in the complexity of their control and optimization, mainly due to the heterogeneity in architecture as well as usage. The need for new ways of effectively and fairly allocating resources belonging to a wide set of not necessarily cooperative networks to a collection of possibly competing users is urgent and is the aim of this conference. Specifically, this conference aims at developing research on control and optimization of the Internet, ranging from performance evaluation and optimization of general stochastic networks to more specific targets such as lower-layer functionalities in mobile networks, routing for computational grids, game theoretic approaches to access control, cooperation, competition and adversary capacities in diverse environments.