

1. Record Nr.	UNISA996465763903316
Titolo	Decision and Game Theory for Security [[electronic resource]] : 4th International Conference, GameSec 2013, Fort Worth, TX, USA, November 11-12, 2013, Proceedings / / edited by Sajal K. Das, Cristina Nita-Rotaru, Murat Kantarcioglu
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2013
ISBN	3-319-02786-7
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (X, 265 p. 57 illus.)
Collana	Security and Cryptology ; ; 8252
Disciplina	005.8
Soggetti	Application software Computer communication systems Computer security Algorithms Management information systems Computer science Game theory Information Systems Applications (incl. Internet) Computer Communication Networks Systems and Data Security Algorithm Analysis and Problem Complexity Management of Computing and Information Systems Game Theory, Economics, Social and Behav. Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Sommario/riassunto	This book constitutes the refereed proceedings of the 4th International Conference on Decision and Game Theory for Security, GameSec 2013, held in Fort Worth, TX, USA, in November 2013. The 15 revised full papers presented were carefully reviewed and selected from numerous submissions. The conference focuses on analytical models based on game, information, communication, optimization, decision, and control

theories that are applied to diverse security topics. At the same time, the connection between theoretical models and real world security problems are emphasized to establish the important feedback loop between theory and practice. Observing the scarcity of venues for researchers who try to develop a deeper theoretical understanding of the underlying incentive and resource allocation issues in security, we believe that GameSec will fill an important void and serve as a distinguished forum of highest standards for years to come.

---