

1. Record Nr.	UNISA996465931703316
Titolo	Internet and Network Economics [[electronic resource]] : 8th International Workshop, WINE 2012, Singapore, December 11-14, 2012. Proceedings / / edited by Paul W. Goldberg, Mingyu Guo
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2012
ISBN	3-642-35311-8
Edizione	[1st ed. 2012.]
Descrizione fisica	1 online resource (XX, 564 p. 41 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 7695
Disciplina	658.84
Soggetti	Computer communication systems Algorithms Software engineering Application software Computer science—Mathematics Computers Computer Communication Networks Algorithm Analysis and Problem Complexity Software Engineering Information Systems Applications (incl. Internet) Discrete Mathematics in Computer Science Computation by Abstract Devices
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Algorithmic game theory -- Algorithmic mechanism design -- Auction algorithms and analysis -- Computational advertising -- Computational aspects of equilibria -- Computational social choice -- Convergence and learning in games -- Coalitions, coordination and collective action -- Economics aspects of security and privacy -- Economics aspects of distributed and network computing -- Information and attention economics -- Network games -- Price differentiation and price dynamics -- Social networks.

This book constitutes the refereed proceedings of the 8th International Workshop on Internet and Network Economics, WINE 2012, held in Liverpool, UK, in December 2012. The 36 revised full papers and 13 revised short papers presented together with the abstracts of 3 papers about work in progress and 3 invited talks were carefully reviewed and selected from 112 submissions. The papers are organized in topical sections on algorithmic game theory; algorithmic mechanism design; auction algorithms and analysis; computational advertising; computational aspects of equilibria; computational social choice; convergence and learning in games; coalitions, coordination and collective action; economics aspects of security and privacy; economics aspects of distributed and network computing; information and attention economics; network games; price differentiation and price dynamics; social networks.
