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Autore	Csorgo, Miklos
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Altri autori (Persone)	Horvath, Lajosauthor
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Soggetti	Computer networks Application software Information storage and retrieval systems Computer science - Mathematics Computer Communication Networks Computer and Information Systems Applications Information Storage and Retrieval Mathematics of Computing
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Nota di contenuto	Game Theory for Wireless Networks -- Games for Economy and Resource Allocation -- Game Theory for Social Networks.
Sommario/riassunto	This book constitutes the refereed proceedings of the 8th EAI International Conference on Game Theory for Networks, GameNets 2019, held in Paris, France, in April 2019. The 8 full and 3 short papers presented were carefully reviewed and selected from 17 submissions. They are organized in the following topical sections: Game Theory for Wireless Networks; Games for Economy and Resource Allocation; and Game Theory for Social Networks.