Game Theory in Wireless and Communication Networks: Theory, Models, and Applications

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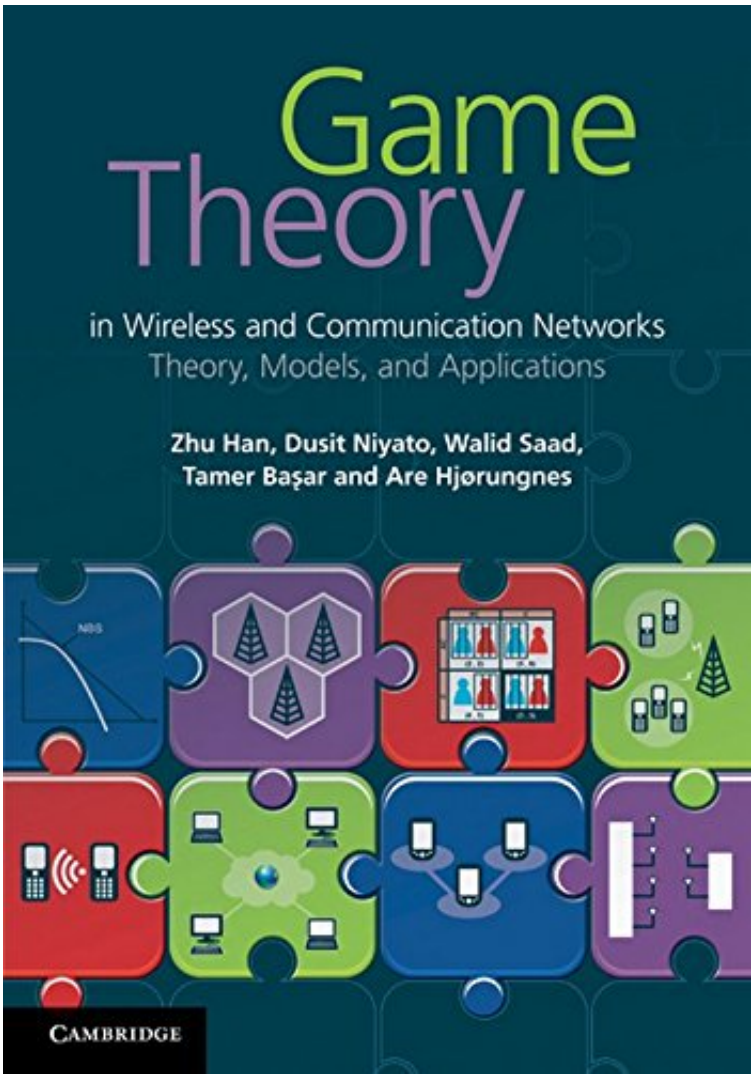

#2411727 in Books Zhu Han 2012-01-09Original language:EnglishPDF # 1 9.72 x 1.18 x 6.85l, 2.30 #File Name: 0521196965554 pagesGame Theory in Wireless and Communication Networks | File size: 25.Mb

Zhu Han, Dusit Niyato, Walid Saad, Tamer Baar, Are Hjrungnes : Game Theory in Wireless and Communication Networks: Theory, Models, and Applications before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Theory in Wireless and Communication Networks: Theory, Models, and Applications:

This unified treatment of game theory focuses on finding state-of-the-art solutions to issues surrounding the next generation of wireless and communications networks. Future networks will rely on autonomous and distributed architectures to improve the efficiency and flexibility of mobile applications, and game theory provides the ideal framework for designing efficient and robust distributed algorithms. This book enables readers to develop a solid understanding of game theory, its applications and its use as an effective tool for addressing wireless communication and networking problems. The key results and tools of game theory are covered, as are various real-world technologies including 3G networks, wireless LANs, sensor networks, dynamic spectrum access and cognitive networks. The book also covers a wide range of techniques for modeling, designing and analysing communication networks using game theory, as well as state-of-the-art distributed design techniques. This is an ideal resource for communications engineers, researchers, and graduate and undergraduate students.

"Written by an international team of noted researchers, this timely book is a valuable summary of current research and an indispensable tool for further work. The presented material is ideal for graduate students, researchers, and practicioners...recommended" - J.Y Cheung, emeritus University of Oklahoma, CHOICE"This book is a source of theoretic background on game theory and wireless network technologies with many real and convincing application examples. The book is logically fluid, without an overwhelming load of formalism and axiomatic approaches that are, too often, offered by books on game theory aimed at engineers. We are convinced that the work will become a reference book for graduate students and network engineers interested in the design of future communication network protocols." - IEEE Communications MagazineAbout the AuthorZhu Han is an Assistant Professor of Electrical and Computer Engineering at the University of Houston. He was awarded his Ph.D. in Electrical Engineering from the University of Maryland, College Park, in 2003 and worked for two years in industry as an RD Engineer for JDSD.Dusit Niyato is an Assistant Professor in the School of Computer Engineering at the Nanyang Technological University (NTU), Singapore. He received his Ph.D. in Electrical and Computer Engineering from the University of Manitoba, Canada, in 2008.Walid Saad is an Assistant Professor at the Department of Electrical and Computer Engineering at the University of Miami. He received his Ph.D. from the University of Oslo in 2010 and previously worked at several companies in the telecommunications and IT fields.Tamer Baar is a Swanlund Chair holder and CAS Professor of Electrical and Computer Engineering at the University of Illinois, Urbana-Champaign. He is a member of the US National Academy of Engineering, a Fellow of the IEEE and IFAC, founding president of the ISDG and current president of the AACC.Are Hjrungnes is a Professor in the Faculty of Mathematics and Natural Sciences at the University of Oslo, Norway. He is a Senior Member of the IEEE and received his Ph.D. from the Norwegian University of Science and Technology in 2000.