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**212**

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# Game Theory for Networks

7th International EAI Conference, GameNets 2017  
Knoxville, TN, USA, May 9, 2017  
Proceedings

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# Preface

The 7th EAI International Conference on Game Theory for Networks (GameNets 2017) was held in the city of Knoxville, Tennessee, USA, on May 9, 2017. The conference attracted researchers and practitioners sharing a deep interest in the field of game theory for networks. Game theory has proven to provide indispensable tools enabling the analysis, modeling, and design of traditional as well as emerging complex networks. In this regard, the mission of GameNets 2017 was to introduce novel advancements in the research, development, and design of game-theoretic tools for networks and to draw future directions that this research must take to cope with the ever-growing complexity of modern networks.

The conference included 15 papers whose scope ranges from advancing fundamental game-theoretic concepts to focusing on various prominent network-based applications in the fields of the smart electric grid, the Internet of Things, social networks, network security, mobile service markets, and epidemic control. The conference included two keynote addresses by Prof. Vincent Poor and Prof. Eitan Altman, whose keynotes focused, respectively, on the use of game theory in smart grids and network neutrality analyses.

We would like to express our gratitude to all the authors for their submissions and contributions as well as to the Technical Program Committee and the reviewers who performed and supervised the review process.

We would also like to thank the European Alliance for Innovations (EAI), whose support was indispensable to the success of GameNets 2017.

August 2017

Lingjie Duan  
Anibal Sanjab  
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