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Game Theory for Networks

Third International ICST Conference
GameNets 2012
Vancouver, BC, Canada, May 24-26, 2012
Revised Selected Papers



Springer

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Preface

The 3rd International Conference on Game Theory for Networks (Gamenets) was held during May 24–26, 2012 in the Empire Landmark Hotel in spectacular Vancouver, Canada. Vancouver is widely recognized as one of the world’s most “liveable cities”. The mission of the conference is to share novel basic research ideas as well as experimental applications in the Gamenets area in addition to identifying new directions for future research and development.

Gamenets 2012 had 20 peer reviewed papers and a plenary talk on mean-field games by Prof. Peter Caines of McGill University.

We would like to thank the authors for providing the content of the program. We would also like to express our gratitude to the TPC and reviewers, who worked very hard in reviewing papers. This year, we received 24 paper submissions from authors all over the world. After a rigorous peer review by the Technical Program Committee (TPC), 13 papers were accepted. In addition, 7 invited papers were included in the technical program.

We would like to thank our financial sponsor EAI (European Alliance for Innovation) for their support in making Gamenets 2012 a successful event.

Vikram Krishnamurthy

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