Tuesday 13th march

Speaker: Eitan Altman, INRIA, Sophia Antipolis, France
Title: Game Theory for Wireless Networks
Abstract:
Game theory is a vast field that covers decision making in the presence of more than one agent that decides or that is concerned by the outcome of the decision making. The goal of the course is to get acquainted with tools from game theory that are applicable for modeling wireless networks. These will include Zero-sum games, non-cooperative concepts such as Nash equilibrium, correlated equilibrium, Wardrop equilibrium, potential games, evolutionary games, repeated and Markov games. We shall then present concepts from cooperative games concerning resource allocations.