Game Theory And Learning For Wireless Networks Fundamentals And Applications

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Adversarial learning techniques that rely on a game theory-based framework can be relevant as it models behaviors of the learner and the adversary based on the benefits and costs incurred for retraining the model and generating an attacker. But, what if the initial model was already robust to adversarial attacks?

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Game theory resources including lectures, text books, and online games. Includes sections on game theory in movies and interactive simulations of game-theoretic concepts. Provided by Mike Shor at Vanderbilt University.

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t. e. Game theory is the study of mathematical models of strategic interaction among rational decision-makers. It has applications in all fields of social science, as well as in logic, systems science and computer science. Originally, it addressed zero-sum games, in which each participant's gains or losses are exactly balanced by those of the other participants.

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Game Theory is increasingly becoming a part of the real-world in its various applications in areas like public health services, public safety, and wildlife. Currently, game theory is being used in adversary training in GANs, multi-agent systems, and imitation and reinforcement learning.

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After a brief overview of game theory and learning in games setup, we first introduce the network-based fictitious play algorithm for the complete information game setting where players know the state of the environment and try to learn the behavior of other players. Convergence properties of the algorithm are presented.

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The focus in Game Theory is on Analysis of the Games once an equilibrium is reached. The focus in Deep Reinforcement Learning is only on learning how to play the game and Winning the Game. Once you win a game, nothing else matters. #Games in Game Theory vs Deep Reinforcement Learning

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