Game Theory Solutions for the Internet of Things: Emerging Research and Opportunities

Part of the Advances in Web Technologies and Engineering Book Series

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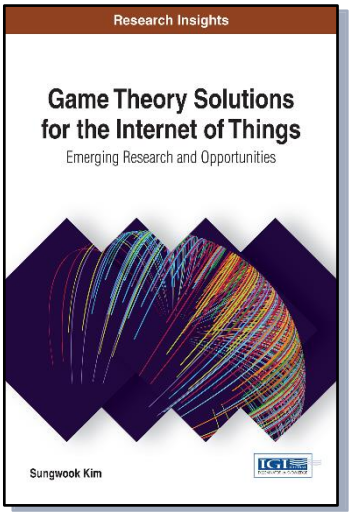

Description:

There is an enhanced level of connectivity available in modern society through the increased usage of various technological devices. Such developments have led to the integration of smart objects into the Internet of Things (IoT), an emerging paradigm in the digital age.

Game Theory Solutions for the Internet of Things: Emerging Research and Opportunities examines the latest strategies for the management of IoT systems and the application of theoretical models to enhance real-world applications and improve system efficiency. Highlights innovative algorithms and methods, as well as coverage on cloud computing, cross-domain applications, and energy control.

Readers:

This book is a pivotal source of information for researchers, practitioners, graduate students, professionals, and academics interested in the game theoretic solutions for IoT applications.

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Topics Covered:

- Cloud Computing
- Control Protocols
- Cross-Domain Applications
- Energy Control
- Large-Scale Systems
- Resource Sharing Mechanisms
- System Infrastructure

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Sungwook Kim received the BS, MS degrees in computer science from the Sogang University, Seoul, in 1993 and 1995, respectively. In 2003, he received the Ph.D degree in computer science from the Syracuse University, Syracuse, New York, supervised by Prof. Pramod K. Varshney in 2003. He has held faculty positions at the department of Computer Science of ChoongAng University, Seoul. In 2006, he returned to his Alma Mater, Sogang University, where he is currently a Professor of Department of Computer Science & Engineering, and is a research director of the internet communication control research laboratory. His current research interests are in game theory and network design applications.