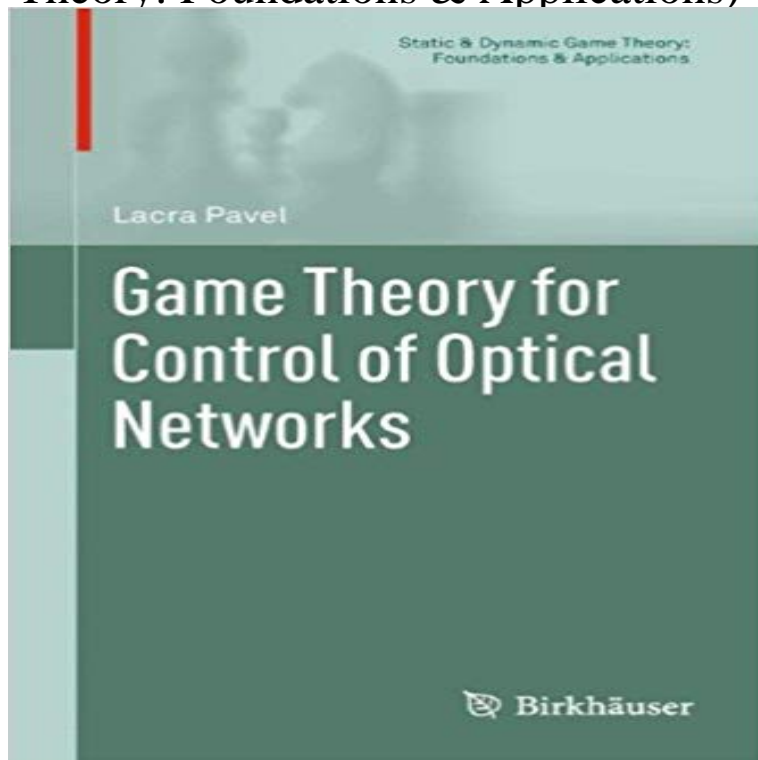


Game Theory for Control of Optical Networks (Static & Dynamic Game Theory: Foundations & Applications)



Optical networks epitomize complex communication systems, and they comprise the Internet's infrastructural backbone. The first of its kind, this book develops the mathematical framework needed from a control perspective to tackle various game-theoretical problems in optical networks. In doing so, it aims to help design control algorithms that optimally allocate the resources of these networks. With its fresh problem-solving approach, *Game Theory in Optical Networks* is a unique resource for researchers, practitioners, and graduate students in applied mathematics and systems/control engineering, as well as those in electrical and computer engineering.

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