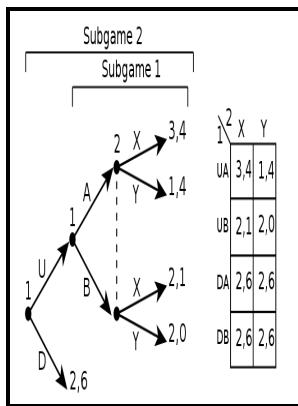


Theory of search games and rendezvous

Kluwer Academic Publishers - Search Theory



Description: -

- Jeux, Théorie des
- Décision, Théorie de la
- Game theory
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The Theory of Search Games and Rendezvous (Dec 08, 2010 edition)

Search on the Infinite Line. Furthermore, modern topics such as the spreading of gossip or disease in social networks have lead to new challenging problems in search and rendezvous.

The Theory of Search Games and Rendezvous by Shmuel Gal, Steve Alpern (Paperback, 2010) for sale online

Third, with the proposed algorithm, the consensus problems will be analyzed from a novel perspective. Rendezvous problems emerge naturally, for instance, to optimize performance and convergence of mobile robots. Liu Hugh hong-tao is a professor at the University of Toronto Institute for Aerospace Studies UTIAS , Toronto, Canada, where he also serves as the Associate Director, Graduate Studies.

Rendezvous problem

The book examines a whole variety of new configurations of theory and problems that arise from these two aspects of the analysis - resulting in a penetrating state-of-the-art treatment of this highly useful mathematical, analytical tool. Advanced level students focused on these fields will also find this book valuable as a secondary text book or reference. This contributed volume covers a wide range of topics including rendezvous problems and solutions, rendezvous on graphs, search games on biology, mobility in governed social networks, search and security, and more.

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Part One: Search Games in Compact Spaces. Shmuel Gal's work on Search Games Gal, 1980 stimulated considerable research in a variety of fields including Computer Science, Engineering, Biology, and Economics.

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Gal, Rendezvous search on the line with distinguishable players. A centralized system will directly control the operation of each agent with information flow from a single centre, while in a distributed system, agents operate separately under certain communication protocols.

Rendezvous on a line

Book II considers the opposite motive of the target, namely, that he wants to be found. Although each robot follows the same instruction sequence, a unique label assigned to each robot is used for. Rendezvous problems emerge naturally, for instance, to optimize performance and convergence of mobile robots.

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