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In this work, we investigate a security game between an attacker and a defender, originally proposed in \cite{emadi2019security}. As is well known, the combinatorial nature of security games leads to a large cost matrix. Therefore, computing the value and optimal strategy for the players becomes computationally expensive. In this work, we analyze a special class of zero-sum games in which the ...

Title: On the Characterization of Saddle Point ... - arxiv.org

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2 1. Introduction To those learning game theory, the series offers a self-contained formal introduction to extensive-form games. In particular, this paper's Section 2 summarizes the game theory in the previous two papers, and notes 12, 22, 25, 27, and 30, with Figures 2.1, 2.3, and 2.4, work through an introductory example. Game-theory

arXiv:2004.11196v2 [econ.TH] 28 Jul 2020

Each game's notes were shared and discussed by both researchers to conclude the results. 4 RESULTS Based on our analysis of 12 programming games, we identify what reflective features are being used and when they occur in each game. Figure 1 shows which games had a particular reflection feature and when they occurred. Next, we

Reflection in Game-Based Learning: A Survey of ... - arxiv.org

l: (1) A represents the game matrix or payo matrix for player 1. Since we consider a zero-sum game, the payo matrix for player 2 is $-A$. Note that we assume both players have the complete information of the target costs. Let p, q be the probability vectors representing the mixed strategies for player 1 and player 2, respectively.

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explain the basic rules in Section 2.1. The original game allows cheap-talk negotiation between Denotes Equal Contribution - Correspondence to: {twa, eccles, yorambac}@google.com arXiv:2006.04635v1 [cs.LG] 8 Jun 2020

Learning to Play No-Press Diplomacy with Best ... - arXiv

Computer Science and Game Theory Authors and titles for recent submissions. Fri, 15 May 2020; Thu, 14 May 2020; Wed, 13 May 2020; Tue, 12 May 2020; Mon, 11 May 2020 [total of 23 entries: 1-23] [showing up to 25 entries per page: fewer | more] Fri, 15 May 2020 arXiv:2005.07094 [pdf, other]

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Detecting manipulated facial images and videos is an increasingly important topic in digital media forensics. As advanced face synthesis and manipulation methods are made available, new types of fake face representations are being created which have raised significant concerns for their use in social media. Hence, it is crucial to detect manipulated face images and localize manipulated regions ...

[1910.01717] On the Detection of Digital Face Manipulation

game theoretic analysis of such games. 1 Introduction In this paper we present a game theoretic analysis of the two-player Generalized Cops and Robber (henceforth GCR) games introduced by Bonato and MacGillivray in [4]. GCR can be understood as a general framework for pursuit games on graphs. We have two main goals.

Some Game Theoretic Remarkson Two ... - br.arxiv.org

In wireless packet-forwarding networks with selfish nodes, applications of a repeated game can induce the nodes to forward each others' packets, so that the network performance can be improved. However, the nodes on the boundary of such networks cannot benefit from this strategy, as the other nodes do not depend on them. This problem is sometimes known as the curse of the boundary nodes. To ...

Coalition Games with Cooperative ... - arxiv-vanity.com

arXiv:1712.09721v1 [cs.NI] 21 Dec 2017 [TECHNICAL REPORT] 1 Analysis of the Game-Theoretic Modeling of Backscatter Wireless Sensor Networks under

[TECHNICAL REPORT] 1 Analysis of the Game ... - arXiv

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arXiv - Wikipedia

In 1979, David Fabian found a complete game of two-person Chinese Checkers in 30 moves (15 by each player) [Martin Gardner, Penrose Tiles to Trapdoor Ciphers, MAA, 1997]. This solution requires that the two players cooperate to generate a win as quickly as possible for one of them.

The shortest game of Chinese Checkers and related problems ...

A generative adversarial network (GAN) is a class of machine learning frameworks designed by Ian Goodfellow and his colleagues in 2014. Two neural networks contest with each other in a game (in the sense of game theory, often but not always in the form of a zero-sum game). Given a training set, this technique learns to generate new data with the same statistics as the training set.

Generative adversarial network - Wikipedia

We study a simple motion differential game of many pursuers and one evader in the plane. We give a nonempty closed convex set in the plane, and the pursuers and evader move on this set. They cannot leave this set during the game. Control functions of players are subject to coordinate-wise integral constraints.

Differential game of many pursuers with integral ...

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These games are acquiring more and more popularity, and the most well-known of them (World of Warcraft, developed by Blizzard Ent.) claims to have more than 10 million users worldwide [1]. It reached a maximum number of 12 million users, although the raising of other titles which are free to play is reducing its share. Nevertheless, it can still

Traffic Optimization for TCP-based ... - export.arxiv.org

The combination of deep reinforcement learning and search at both training and test time is a powerful paradigm that has led to a number of a successes in single-agent settings and perfect-information games, best exemplified by the success of AlphaZero. However, algorithms of this form have been unable to cope with imperfect-information games. This paper presents ReBeL, a general framework for ...

Combining Deep Reinforcement Learning ... - arxiv-vanity.com

Krzysztof Kutt and Dominika Drażnyk¹ and Maciej Szelażek² and Szymon Bobek and Grzegorz J. Nalepa³ Abstract. The paper describes BIRAFFE2 data set, which is a re-sult of an affective computing experiment conducted between 2019 and 2020, that aimed to develop computer models for classification and recognition of emotion.

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