



Game Theory and Applications [3rd Joint China-Dutch Workshop and 7th China Meeting, GTA 2016, Fuzhou, China, November 20-23, 2016, Revised Selected Papers /

Li, Deng-Feng.,
ed. lit
Yang, Xiao-Guang.,
ed. lit
Uetz, Marc.,
ed. lit
Xu, Gen-Jiu.,
ed. lit

Springer Singapore :
Imprint: Springer,
2017

Computer science Application software Game theory Computer Science
Computer Appl. in Social and Behavioral Sciences Game Theory, Economics,
Social and Behav. Sciences Big Data

Monografía

<https://rebiunoda.pro.baratznet.cloud:38443/OpacDiscovery/public/catalog/detail/b2FpOmNlbGVicmF0aW9uOmVzLmJhcmF0ei5yZW4vMTk1NDExNjA>

Título: Game Theory and Applications [Recurso electrónico] 3rd Joint China-Dutch Workshop and 7th China Meeting, GTA 2016, Fuzhou, China, November 20-23, 2016, Revised Selected Papers edited by Deng-Feng Li, Xiao-Guang Yang, Marc Uetz, Gen-Jiu Xu

Editorial: Singapore Springer Singapore Imprint: Springer 2017

Descripción física: XV, 369 p. 30 il

Mención de serie: Communications in Computer and Information Science 758

Restricciones de acceso: Acceso restringido a miembros del Consorcio de Bibliotecas Universitarias de Andalucía

Detalles del sistema: Modo de acceso: world wide web

Fuente de adquisición directa: Springer (e-Books)

ISBN: 9789811067532 9789811067525

Autores: Li, Deng-Feng., ed. lit Yang, Xiao-Guang., ed. lit Uetz, Marc., ed. lit Xu, Gen-Jiu., ed. lit

Baratz Innovación Documental

- Gran Vía, 59 28013 Madrid
- (+34) 91 456 03 60
- informa@baratz.es