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Properties of Solution Concepts for N-person Cooperative Games The Theory of Social Situations Economics, Game Theory And International Environmental Agreements: The Ca' Foscari Lectures Vector-Valued Optimization Problems in Control Theory Molecular Theory of Solutions Game Theory and Learning for Wireless Networks Game Theory and Economic Analysis Decision and Game Theory for Security Papers in Game Theory Decision Theory and Decision Behaviour Game Theory Algorithmic Game Theory Theory of Conditional Games Mathematical Programming The State of the Art Cooperative Games, Solutions and Applications Theory of Cryptography Concept And Application Of Group Theory Advances in Game Theory. (AM-52), Volume 52 Game Theory and the Law Cooperative Game Theory and Applications New Frontiers in Artificial Intelligence The Theory of Social Situations Game Theory Algorithmic Game Theory Algorithmic Game Theory An Introductory Course on Mathematical Game Theory and Applications Game Theoretic Problems in Network Economics and Mechanism Design Solutions Cooperative Game Theory and Applications Game Theory Labour Unions and the Theory of International Trade Statistical Decision Theory and Related Topics V Cooperative Games, Solutions and Applications Uncertainty in Economic Theory Fuzzy Solution Concepts for Non-cooperative Games Solution Concepts for N-person Cooperative Games Game Theory and Its Applications Durable-Strategies Dynamic Games Rational Interaction CONCUR 2008 - Concurrency Theory On the Nature of Solution Concepts for Cooperative Games

Properties of Solution Concepts for N-person Cooperative Games

1980

this book first published in 1991 offers an integrative approach to the study of formal models in the social and behavioural sciences the theory presented here unifies both the representation of the social environment and the equilibrium concept the theory requires that all alternatives that are available to the players be specified in an explicit and detailed manner and this specification is defined as a social situation a situation therefore not only consists of the alternatives currently available to the players but also includes the set of opportunities that might be induced by the players from their current environment the theory requires that all recommended alternatives be both internally and externally stable the recommendation cannot be self defeating and at the same time should account for alternatives that were not recommended in addition to unifying the representation and the solution concept the theory also extends the social environments accommodated by current game theory

The Theory of Social Situations

1990-10-26

the science and management of environmental problems is a vast area comprising both the natural and social sciences and the multidisciplinary links often make these issues challenging to comprehend economics game theory and international environmental agreements the ca foscari lectures aims to introduce students to the multidimensional character of international environmental problems in general and climate change in particular ecology economics game theory and diplomacy are called upon and brought together in the common framework of a basic mathematical model within that framework and using tools from these four disciplines the book develops a theory that aims to explain and promote cooperation in international environmental affairs other books on the topic tend to be research oriented volumes of various papers instead this is a book that offers a reasonably sized synthesis of the multidimensional societal problems of transfrontier pollution particularly of climate change it uses mathematical modeling of economic and game theory concepts to examine these environmental issues and demonstrate many results in an accessible fashion readers interested in understanding the links between ecology and economics as well as the connection between economics and institutional decision making will find in this text not only answers to many of their queries but also questions for further thinking

Economics, Game Theory And International Environmental Agreements: The Ca' Foscari Lectures

2019-05-29

vector valued optimization problems in control theory

Vector-Valued Optimization Problems in Control Theory

1980-06-19

this book presents new and updated developments in the molecular theory of mixtures and solutions it is based on the theory of kirkwood and buff which was published more than fifty years ago this theory has been dormant for almost two decades it has recently become a very powerful and general tool to analyze study and understand any type of mixtures from the molecular or the microscopic point of view

the traditional approach to mixture has been for many years based on the study of excess thermodynamic quantities this provides a kind of global information on the system the new approach provides information on the local properties of the same system thus the new approach supplements and enriches our information on mixtures and solutions

Molecular Theory of Solutions

2006-07-27

written by leading experts in the field game theory and learning for wireless networks covers how theory can be used to solve prevalent problems in wireless networks such as power control resource allocation or medium access control with the emphasis now on promoting green solutions in the wireless field where power consumption is minimized there is an added focus on developing network solutions that maximizes the use of the spectrum available with the growth of distributed wireless networks such as wi fi and the internet the push to develop ad hoc and cognitive networks has led to a considerable interest in applying game theory to wireless communication systems game theory and learning for wireless networks is the first comprehensive resource of its kind and is ideal for wireless communications r d engineers and graduate students samson lasaulce is a senior cnrs researcher at the laboratory of signals and systems lss at supélec gif sur yvette france he is also a part time professor in the department of physics at École polytechnique palaiseau france hamidou tembine is a professor in the department of telecommunications at supélec gif sur yvette france merouane debbah is a professor at supélec gif sur yvette france he is the holder of the alcatel lucent chair in flexible radio since 2007 the first tutorial style book that gives all the relevant theory at the right level of rigour for the wireless communications engineer bridges the gap between theory and practice by giving examples and case studies showing how game theory can solve real world resource allocation problems contains algorithms and techniques to implement game theory in wireless terminals

Game Theory and Learning for Wireless Networks

2011-09-19

this book presents the huge variety of current contributions of game theory to economics the impressive contributions fall broadly into two categories some lay out in a jargon free manner a particular branch of the theory the evolution of one of its concepts or a problem that runs through its development others are original pieces of work tha

Game Theory and Economic Analysis

2002-06-20

this book constitutes the refereed proceedings of the second international conference on decision and game theory for security gamesec 2011 held in college park maryland usa in november 2011 the 16 revised full papers and 2 plenary keynotes presented were carefully reviewed and selected from numerous submissions the papers are organized in topical sections on attacks adversaries and game theory wireless adhoc and sensor networks network games security insurance security and trust in social networks and security investments

Decision and Game Theory for Security

2011-11-02

this volume contains twelve of my game theoretical papers published in the period of 1956 80 it

complements my essays on ethics social behavior and scientific explanation reidel 1976 and my rational behavior and bargaining equilibrium in games and social situations cambridge university press 1977 these twelve papers deal with a wide range of game theoretical problems but there is a common intellectual thread going though all of them they are all parts of an attempt to generalize and combine various game theoretical solution concepts into a unified solution theory yielding one point solutions for both cooperative and noncooperative games and covering even such non classical games as games with incomplete information section a the first three papers deal with bargaining models the first one discusses nash s two person bargaining solution and shows its equivalence with zeuthen s bargaining theory the second considers the rationality postulates underlying the nash zeuthen theory and defends it against schelling s objections the third extends the shapley value to games without transferable utility and proposes a solution concept that is at the same time a generaliza tion of the shapley value and of the nash bargaining solution

Papers in Game Theory

2013-03-09

this book presents the content of a year s course in decision processes for third and fourth year students given at the university of toronto a principal theme of the book is the relationship between normative and descriptive decision theory the distinction between the two approaches is not clear to everyone yet it is of great importance normative decision theory addresses itself to the question of how people ought to make decisions in various types of situations if they wish to be regarded or to regard themselves as rational descriptive decision theory purports to describe how people actually make decisions in a variety of situations normative decision theory is much more formalized than descriptive theory especially in its advanced branches normative theory makes use of mathematicallanguage mode of discourse and concepts for this reason the definitions of terms encountered in normative decision theory are precise and its deductions are rigorous like the terms and assertions of other branches of mathematics those of mathematically formalized decision theory need not refer to anything in the real i e the observable world the terms and assertions can be interpreted in the context of models of real li fe situations but the verisimilitude of the models is not important they are meant to capture only the essentials of adecision situation which in reallife may be obscured by complex details and ambiguities it is these details and ambiguities however that may be crucial in determining the outcomes of the decisions

Decision Theory and Decision Behaviour

2013-03-14

covering both noncooperative and cooperative games this comprehensive introduction to game theory also includes some advanced chapters on auctions games with incomplete information games with vector payoffs stable matchings and the bargaining set mathematically oriented the book presents every theorem alongside a proof the material is presented clearly and every concept is illustrated with concrete examples from a broad range of disciplines with numerous exercises the book is a thorough and extensive guide to game theory from undergraduate through graduate courses in economics mathematics computer science engineering and life sciences to being an authoritative reference for researchers

Game Theory

2013-03-21

this book constitutes the proceedings of the first international symposium on algorithmic game theory it

covers routing and scheduling markets mechanism design a potpourri of games solution concepts and cost sharing

Algorithmic Game Theory

2008-04-20

this book describes conditional games a form of game theory that accommodates multiple stakeholder decision making scenarios where cooperation and negotiation are significant issues and where notions of concordant group behavior are important the book extends the concept of a preference ordering that permits stakeholders to modulate their preferences as functions of the preferences of others

<u>Theory of Conditional Games</u>

2012

in the late forties mathematical programming became a scientific discipline in its own right since then it has experienced a tremendous growth beginning with economic and military applications it is now among the most important fields of applied mathematics with extensive use in engineering natural sciences economics and biological sciences the lively activity in this area is demonstrated by the fact that as early as 1949 the first symposium on mathe matical programming took place in chicago since then mathematical programmers from all over the world have gath ered at the intfrnational symposia of the mathematical programming society roughly every three years to present their recent research to exchange ideas with their colleagues and to learn about the latest developments in their own and related fields in 1982 the xi international symposium on mathematical programming was held at the university of bonn w germany from august 23 to 27 it was organized by the institut fur okonometrie und operations re search of the university of bonn in collaboration with the sonderforschungs bereich 21 of the deutsche forschungsgemeinschaft this volume constitutes part of the outgrowth of this symposium and docu ments its scientific activities part i of the book contains information about the symposium welcoming addresses lists of committees and sponsors and a brief review about the ful kerson prize and the dantzig prize which were awarded during the opening ceremony

<u>Mathematical Programming The State of the Art</u>

2012-12-06

this book constitutes the refereed proceedings of the sixth theory of cryptography conference tcc 2009 held in san francisco ca usa march 15 17 2009 the 33 revised full papers presented together with two invited talks were carefully reviewed and selected from 109 submissions the papers are organized in 10 sessions dealing with the paradigms approaches and techniques used to conceptualize define and provide solutions to natural cryptographic problems

Cooperative Games, Solutions and Applications

1988-07-31

quantum mechanics provides the basis for solution of molecular structure and group theory is the mathematics which serves as a link between the molecular symmetry and quantum mechanics therefore the knowledge of group theory is essential to understand the structural aspects of molecules the basic purpose of the present book is to describe the fundamental concepts related to symmetry and group theory and to discuss their applications in lucid manner with optimum mathematical part which is required to understand the chemical problems the book is divided into ten chapters emphasizing on the

concepts and applications of group theory it is tried to include enormous and sufficient number of examples to explain the concepts hope that this book will definitely serve the purpose and prove to be useful for the students who are pursuing their studies in this subject at graduation or post graduation level

Theory of Cryptography

2009-02-25

the description for this book advances in game theory am 52 volume 52 will be forthcoming

Concept And Application Of Group Theory

2003-01-01

this book is the first to apply the tools of game theory and information economics to advance our understanding of how laws work organized around the major solution concepts of game theory it shows how such well known games as the prisoner s dilemma the battle of the sexes beer quiche and the rubinstein bargaining game can illuminate many different kinds of legal problems game theory and the law highlights the basic mechanisms at work and lays out a natural progression in the sophistication of the game concepts and legal problems considered

Advances in Game Theory. (AM-52), Volume 52

2016-03-02

in this book applications of cooperative game theory that arise from combinatorial optimization problems are described it is well known that the mathematical modeling of various real world decision making situations gives rise to combinatorial optimization problems for situations where more than one decision maker is involved classical combinatorial optimization theory does not suffice and it is here that cooperative game theory can make an important contribution if a group of decision makers decide to undertake a project together in order to increase the total revenue or decrease the total costs they face two problems the first one is how to execute the project in an optimal way so as to increase revenue the second one is how to divide the revenue attained among the participants it is with this second problem that cooperative game theory can help the solution concepts from cooperative game theory can be applied to arrive at revenue allocation schemes in this book the type of problems described above are examined although the choice of topics is application driven it also discusses theoretical questions that arise from the situations that are studied for all the games described attention will be paid to the appropriateness of several game theoretic solution concepts in the particular contexts that are considered the computation complexity of the game theoretic solution concepts in the situation at hand will also be considered

Game Theory and the Law

1994

this book presents the joint post proceedings of five international workshops organized by the japanese society for artificial intelligence during the 19th annual conference jsai 2005 the volume includes 5 award winning papers of the main conference along with 40 revised full workshop papers covering such topics as logic and engineering of natural language semantics learning with logics agent network dynamics and intelligence conversational informatics and risk management systems with intelligent data analysis

Cooperative Game Theory and Applications

1997-03-31

this book first published in 1991 offers an integrative approach to the study of formal models in the social and behavioural sciences the theory presented here unifies both the representation of the social environment and the equilibrium concept the theory requires that all alternatives that are available to the players be specified in an explicit and detailed manner and this specification is defined as a social situation a situation therefore not only consists of the alternatives currently available to the players but also includes the set of opportunities that might be induced by the players from their current environment the theory requires that all recommended alternatives be both internally and externally stable the recommendation cannot be self defeating and at the same time should account for alternatives that were not recommended in addition to unifying the representation and the solution concept the theory also extends the social environments accommodated by current game theory

New Frontiers in Artificial Intelligence

2006-06-27

a guide to the fundamentals of game theory for undergraduates and mba students

The Theory of Social Situations

1990-10-26

thepresentvolumewasdevotedto thethirdeditionofthe internationalsym sium on algorithmic game theory sagt an interdisciplinary scienti c event intended to provide a forum for researchers as well as practitioners to exchange innovative ideas and to be aware of each other s e orts and results sagt 2010 took place in athens on october 18 20 2010 the present volume contains all contributed papers presented at sagt 2010 together with the distinguished invited lectures of amos fiat tel aviv university israel and paul goldberg university of liverpool uk the two invited papers are presented at the ginning of the proceedings while the regular papers follow in alphabetical order by the authors names in response to the call for papers the program committee pc received 61 submissions amongthesubmissionswerefour paperswith atleastonecoauthor that was also a pc member of sagt 2010 for these pc coauthored papers anindependent subcommittee eliaskoutsoupias paulg spirakis andxiaotie deng made the judgment and eventually two of these papers were proposedfor inclusion in the scienti c program for the remaining 57 non pc coauthored papers the pc of sagt 2010 conducted a thorough evaluation at least 3 and on average 3 9 reviews per paper and electronic discussion and eventually selected 26 papers for inclusion in the scienti c program an additional tutorial games played in physics was also provided in sagt 2010 courtesy of the academic research network algogames a o a o of the university of patras

Game Theory

2012-05-31

in recent years game theory has had a substantial impact on computer science especially on internet and e commerce related issues algorithmic game theory first published in 2007 develops the central ideas and results of this exciting area in a clear and succinct manner more than 40 of the top researchers in this field have written chapters that go from the foundations to the state of the art basic chapters on algorithmic methods for equilibria mechanism design and combinatorial auctions are followed by chapters on important game theory applications such as incentives and pricing cost sharing

information markets and cryptography and security this definitive work will set the tone of research for the next few years and beyond students researchers and practitioners alike need to learn more about these fascinating theoretical developments and their widespread practical application

Algorithmic Game Theory

2010-10-06

game theory provides a mathematical setting for analyzing competition and cooperation in interactive situations the theory has been famously applied in economics but is relevant in many other sciences such as psychology computer science artificial intelligence biology and political science this book presents an introductory and up to date course on game theory addressed to mathematicians and economists and to other scientists having a basic mathematical background the book is self contained providing a formal description of the classic game theoretic concepts together with rigorous proofs of the main results in the field the theory is illustrated through abundant examples applications and exercises the style is distinctively concise while offering motivations and interpretations of the theory to make the book accessible to a wide readership the basic concepts and results of game theory are given a formal treatment and the mathematical tools necessary to develop them are carefully presented in this second edition the content on cooperative games is considerably strengthened with a new chapter on applications of cooperative games and operations research including some material on computational aspects and applications outside academia

Algorithmic Game Theory

2007-09-24

this monograph focuses on exploring game theoretic modeling and mechanism design for problem solving in internet and network economics for the first time the main theoretical issues and applications of mechanism design are bound together in a single text

An Introductory Course on Mathematical Game Theory and Applications

2023-12-01

in this book applications of cooperative game theory that arise from combinatorial optimization problems are described it is well known that the mathematical modeling of various real world decision making situations gives rise to combinatorial optimization problems for situations where more than one decision maker is involved classical combinatorial optimization theory does not suffice and it is here that cooperative game theory can make an important contribution if a group of decision makers decide to undertake a project together in order to increase the total revenue or decrease the total costs they face two problems the first one is how to execute the project in an optimal way so as to increase revenue the second one is how to divide the revenue attained among the participants it is with this second problem that cooperative game theory can help the solution concepts from cooperative game theory can be applied to arrive at revenue allocation schemes in this book the type of problems described above are examined although the choice of topics is application driven it also discusses theoretical questions that arise from the situations that are studied for all the games described attention will be paid to the appropriateness of several game theoretic solution concepts in the particular contexts that are considered the computation complexity of the game theoretic solution concepts in the situation at hand will also be considered

Game Theoretic Problems in Network Economics and Mechanism Design Solutions

2009-04-03

professor zagare provides methods for analysing the structure of the game considers zero and nonzero sum games and the fundamental minimax theorem and investigates games with more than two players including the possibility of coalitions between players

Cooperative Game Theory and Applications

2013-03-14

this book provides a theory of trade between countries in at least one of which the pattern of competitive markets is disturbed by a powerful national labour union and in which therefore wage distortions are endogenous the book then proceeds to re examine the several comparative equilibrium questions of conventional trade theory in addition several questions are confronted which can be posed only in the new framework in chapters ii and iii two well known models of production and trade are taken in chapter iv the analysis of chapter ii is reconsidered under the assumption that there is a strong labour union in each trading country chapters v vii broaden the scope of analysis by allowing for capital accumulation and its interaction with union policies

Game Theory

1984-07

the fifth purdue international symposium on statistical decision the was held at purdue university during the period of ory and related topics june 14 19 1992 the symposium brought together many prominent leaders and younger researchers in statistical decision theory and related areas the format of the fifth symposium was different from the previous symposia in that in addition to the 54 invited papers there were 81 papers presented in contributed paper sessions of the 54 invited papers presented at the sym posium 42 are collected in this volume the papers are grouped into a total of six parts part 1 retrospective on wald s decision theory and sequential analysis part 2 asymptotics and nonparametrics part 3 bayesian analysis part 4 decision theory and selection procedures part 5 probability and probabilistic structures and part 6 sequential adaptive and filtering problems while many of the papers in the volume give the latest theoretical developments in these areas a large number are either applied or creative review papers

Labour Unions and the Theory of International Trade

2014-06-28

the study of the theory of games was started in von neumann 1928 but the development of the theory of games was accelerated after the publication of the classical book theory of games and economic behavior by von neumann and morgenstern 1944 as an initial step the theory of games aims to put situations of conflict and cooperation into mathematical models in the second and final step the resulting models are analysed on the basis of equitable and mathematical reasonings the conflict and or cooperative situation in question is generally due to the interaction between two or more individuals players their interaction may lead up to several potential payoffs over which each player has his own preferences any player attempts to achieve his largest possible payoff but the other players may also exert their influence on the realization of some potential payoff as already mentioned the theory of games consists of two parts a modelling part and a solution part concerning the modelling part the

mathematical models of conflict and cooperative situations are described the description of the models includes the rules the strategy space of any player potential payoffs to the players the preferences of each player over the set of all potential payoffs etc according to the rules it is either permitted or forbidden that the players communicate with one another in order to make binding agreements regarding their mutual actions

Statistical Decision Theory and Related Topics V

2012-12-06

this volume brings together important papers coupled with new introductions in the massively influential area of uncertainty in economic theory seminal papers are available together for the first time in book format with new introductions and under the steely editorship of itzhak gilboa this book is a useful reference tool for economists all over the globe

Cooperative Games, Solutions and Applications

2013-03-09

this book proposes novel methods for solving different types of non cooperative games with interval fuzzy intuitionistic fuzzy payoffs it starts by discussing several existing methods and shows that some mathematically incorrect assumptions have been considered in all these methods it then proposes solutions to adapt those methods and validate the new proposed methods such as gaurika method ambika i iv mehar method and others by using them for solving existing numerical problems the book offers a comprehensive guide on non cooperative games with fuzzy payoffs to both students and researchers it provides them with the all the necessary tools to understand the methods and the theory behind them

Uncertainty in Economic Theory

2004-08-02

this book integrates the fundamentals methodology and major application fields of noncooperative and cooperative games including conflict resolution the topics addressed in the book are discrete and continuous games including games represented by finite trees matrix and bimatrix games as well as oligopolies cooperative solution concepts games under uncertainty dynamic games and conflict resolution the methodology is illustrated by carefully chosen examples applications and case studies which are selected from economics social sciences engineering the military and homeland security this book is highly recommended to readers who are interested in the in depth and up to date integration of the theory and ever expanding application areas of game theory

Fuzzy Solution Concepts for Non-cooperative Games

2020

durable strategies that have prolonged effects are prevalent in real world situations revenue generating investments toxic waste disposal long lived goods regulatory measures coalition agreements diffusion of knowledge advertisement and investments to accumulate physical capital are concrete and common examples of durable strategies this book provides an augmentation of dynamic game theory and advances a new game paradigm with durable strategies in decision making schemes it covers theories solution techniques and the applications of a general class of dynamic games with multiple durable strategies non cooperative equilibria and cooperative solutions are derived along with advanced topics

including random termination asynchronous game horizons and stochastic analysis the techniques presented here will enable readers to solve numerous practical dynamic interactive problems with durable strategies this book not only expands the scope of applied dynamic game theory but also provides a solid foundation for further theoretical and technical advancements as such it will appeal to scholars and students of quantitative economics game theory operations research and computational mathematics not too many new concepts have been introduced in dynamic games since their inception the introduction of the concept of durable strategies changes this trend and yields important contributions to environmental and business applications dušan m stipanović professor university of illinois at urbana champaign before this book the field simply did not realize that most of our strategies are durable and entail profound effects in the future putting them into the mathematical framework of dynamic games is a great innovative effort vladimir turetsky professor ort braude college durable strategies dynamic games is truly a world leading addition to the field of dynamic games it is a much needed publication to tackle increasingly crucial problems under the reality of durable strategies vladimir mazalov director of mathematical research russian academy of sciences president of the international society of dynamic games

Solution Concepts for N-person Cooperative Games

1985

the unifying theme of the 23 contributions to this book is the social interaction of rational individuals the work of john c harsanyi on game theory social choice and the philosophy of science finds an echo in these essays contributions by well known game theorists and economists present a great variety of stimulating theoretical investigations part i contains six papers on non cooperative game theory written by maschler owen myerson peleg rosenmüller hart and mas collel part ii with three contributions by kalei samet van damme d aspremont and gérard varet is devoted to the use of non cooperative game theory in the analysis of problems of mechanism design basic questions of non cooperative game theory are discussed in three essays by güth hardin and sugden in part iii applied game models are discussed in three papers by friedman selten and shubik in part iv problems of social choice are investigated in part v which deals with utilitarianism and related topics in five contributions by hammond binmore arrow roemer and broome finally part vi contains three papers an interdisciplinary comparison of physics and economics by samuelson a methodological essay by brock and an appraisal of the work of john c harsanyi

Game Theory and Its Applications

2015-09-08

this volume contains the proceedings of the 19th international conference on concurrency theory concur 2008 which took place at the university of torontointoronto canada august19 22 2008 concur2008wasco located with the 27th annual acm sigact sigops symposium on the principles of distributed computing podc 2008 and the two conferences shared two invited speakers some social events and a symposium celebrating the lifelong research contributions of nancy lynch the purpose of the concur conferences is to bring together researchers developers and students in order to advance the theory of concurrency and promote its applications interest in this topic is continuously growing as a consequence of the importance and ubiquity of concurrent systems and their applications and of the scienti c relevance of their foundations topics include basic models of concurrency such as abstract machines domain theoretic m els game theoretic models process algebras and petri nets logics for c currency such as modal logics temporal logics and resource logics models of specialized systems such as biology inspired systems circuits hybrid systems mobile systems multi core processors probabilistic systems real time systems synchronoussystems and services veri cationand analysis techniques for concurrent systems such as abstract interpretation atomicity checking mod checking race detection run time veri cation

state space exploration static analysis synthesis testing theorem provingand type systems andrelated p
gramming models such as distributed or object oriented of the 120 regular and 5 tool papers submitted
this year 33 regular and 2 tool papers were accepted for presentation and areincluded in the present v
ume

Durable-Strategies Dynamic Games

2022-03-31

Rational Interaction

2013-03-09

CONCUR 2008 - Concurrency Theory

2008-08-19

On the Nature of Solution Concepts for Cooperative Games

1982

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