An Interdiction Game on a Queueing Network with Multiple Intruders

Corine M. Laan, Tom van der Mijden, Ana Isabel Barros,
Richard J. Boucherie, Herman Monsuur

PII: S0377-2217(17)30157-1
DOI: 10.1016/j.ejor.2017.02.035
Reference: EOR 14272

To appear in: *European Journal of Operational Research*

Received date: 24 November 2015
Revised date: 31 January 2017
Accepted date: 20 February 2017

Please cite this article as: Corine M. Laan, Tom van der Mijden, Ana Isabel Barros, Richard J. Boucherie, Herman Monsuur, An Interdiction Game on a Queueing Network with Multiple Intruders, *European Journal of Operational Research* (2017), doi: 10.1016/j.ejor.2017.02.035

Highlights

- Find optimal deployment of security forces to protect against multiple intruders.
- New interdiction game combining game theory and queueing theory.
- Queueing theory modeling the dynamic flow and time-dependent interdictions.
- Game theory is used to model the interaction between intruder and interdictor.
- Analytical expressions and algorithms to find optimal strategies for interdictor.