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An Interdiction Game on a Queueing Network with Multiple Intruders

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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.

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