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Acceptable Costs of Minimax Regret Equilibrium: A Solution to Security Games with Surveillance-Driven Probabilistic Information

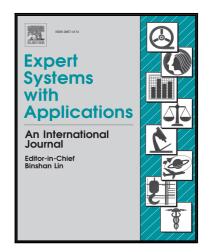
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Highlights

- We extend the application of security game to online security resource allocation.
- A regret and loss aversion based method for online security game is given.
- An epistemic characterization is given for the justification of the new method.
- We show the linear programming formulation and robustness analysis of the method.
- The viability of the method is demonstrated with an experimental evaluation.

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