



**Decision and Game Theory for Security: Third
International Conference, GameSec 2012,
Budapest, Hungary, November 5-6, 2012,
Proceedings (Lecture Notes in Computer Science)**

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This book constitutes the refereed proceedings of the Third International Conference on Decision and Game Theory for Security, GameSec 2012, held in Budapest, Hungary, in November 2012.

The 18 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on secret communications, identification of attackers, multi-step attacks, network security, system defense, and applications security.

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