Retraction Note to: A Resource Allocation Algorithm Based on Game Theory in UDN

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Retraction Note to:

Chapter “A Resource Allocation Algorithm Based on Game Theory in UDN” in: X. Gu et al. (Eds.): *Machine Learning and Intelligent Communications*, LNICST 226, https://doi.org/10.1007/978-3-319-73564-1_45

The authors have retracted this conference chapter [1] because it shows significant overlap with a previously published chapter [2]. All authors agree to the retraction.

[1] Chen C., Dai J., Cheng C., Huang Z. (2018) A Resource Allocation Algorithm Based on Game Theory in UDN. In: Gu X., Liu G., Li B. (eds) *Machine Learning and Intelligent Communications*. MLICOM 2017. Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, vol 226. Springer, Cham

[2] Y. Liu, Y. Wang, Y. Zhang, R. Sun and L. Jiang, “Game-theoretic hierarchical resource allocation in ultra-dense networks,” 2016 IEEE 27th Annual International Symposium on Personal, Indoor, and Mobile Radio Communications (PIMRC), Valencia, 2016, pp. 1–6. <https://doi.org/10.1109/PIMRC.2016.7794819>

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