

ITEC451
Activity 32

Name:

1. **[Game Theory]** In Information Warfare, we want to maximize a propagation delay of the enemy's communication path by blocking some communication links. Unfortunately, due to our limited capability at this moment, we can block only one road leading out of City A and one road leading out of City N. They will not know which roads have been blocked until they try to use the blocked link at City A or City N. Which links should we block to maximize the propagation delay of the communication from City Y to City D? Propagation delay will increase in proportion to the distance.

Communication Link	Length of Communication Link (Miles)
City Y – City A	800
City Y – City N	900
City N – City S	400
City N – City O	200
City A – City S	300
City A – City O	600
City S – City D	500
City O – City D	300