Reproduct Defensive strategy by the target type email attack using the theory of games

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Abstract

This paper discusses real time and dynamic decision making process on cyber attacks, under the game theoretical assumption that an attacker will act to maximize illegal gain while a defender dose to minimize loss due to the attack.The paper develops a decision making model corresponding to the process,where the gain and loss are assessed alternately by the attacker and defender, and attack and defense plans are sequentinally determined.