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Important Dates

Deadline for Full Paper Submission:
December 10, 2010 (extended)
Notification of Acceptance:
January 28, 2011
Final Submission and Early Registration Deadline:
February 25, 2011
Conference Date:
April 16-18, 2011

SCOPE OF CONFERENCE

Game theory provides a formal mathematical framework to study complex interactions among interdependent rational players. For more than half a century, game theory has led to revolutionary developments in economics, and has also found important applications in politics, sociology, psychology, engineering, and transportation. This conference will bring together researchers who apply game theory to analyze, design, and assess the performance of networks. Both the application of game theory to networking problems and the development of new game-theoretic methodologies that can be applied in that context are of interest. This conference will bring together researchers who apply game theory to analyze, design, and assess the performance of networks.

TOPICS

Topics of interest include (but are not limited to):

- Distributed network resource allocation
- Trust and reputation management
- Security assessment and enhancement
- Dynamic spectrum assignment and management
- Cognitive radio networks
- Dynamic topology formation in networks
- Incentives for cooperation in networks
- Node mobility and route adaptation
- Fairness in forwarding and medium access
- Peer to peer and overlay networks
- Network pricing
- Multiple service provider interactions
- Powerline communication networks
- Electrical power networks
- Formation of social networks
- Biological networks
- Biologically-inspired network design
- Applicability and limitations of game theory in the networking domain
- Algorithmic game theory
- Equilibrium selection among multiple equilibria
- Paradigms of bounded rationality and consequences
- S-modular and potential games
- Price of anarchy
- Games of imperfect or asymmetric information
- Learning mechanisms in games
- Computation of Nash, correlated, and market equilibria
- Preference elicitation and winner determination in combinatorial auctions
- Stackelberg games
- Cooperative game theoretical models
- Multi-stage and repeated games
- Mechanism design
- Evolutionary games in wireless networks

SUBMISSION

Prospective authors are invited to submit their contributions as extended abstracts of up to 8 pages in single-column format with one-and-a-half line spacing, and containing sufficient information to allow for a detailed review. Final versions of papers to be included in the program will be up to 16 pages using LNICST single column format. A conference CD will be available at the conference, as part of the conference registration package.
Submission web page
http://www.easychair.org/conferences/?conf=gamenets11

PUBLICATION

Extended versions of particularly outstanding papers will be considered for publication (TBC) in a Special Issue of a major journal (SCI) relevant to the main topics of this workshop.