CALL FOR PAPERS

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Game-Comm2007

1st International Workshop on

GAME THEORY FOR COMMUNICATION NETWORKS

http://www.game-comm.org/

22 October, 2007, Nantes (France)

The Workshop on Game theory in Communication networks (GameComm) is a one-day event held in conjunction with the Second International Conference on Performance Evaluation Methodologies and Tools (VALUETOOLS'07), which will be held in Nantes, France, on October 22, 2007.

Game theoretic approaches have been recently used to gain an understanding of the behavior of various systems in communication networks. Specifically, game theoretic models have helped understand Internet pricing, flow and congestion control, and routing. Application of game theory to communication networks has brought together researchers from a variety of disciplines, such as computer science, queueing, and optimal control.

This workshop is aimed at bringing together researchers, who are applying game theory to analyzing, designing, and assessing the performance of networks. The objective is to generate discussion of best practices in modeling, as well as limitations of game theory as a performance assessment and design tool for 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.

The conference invites original technical papers that were not previously published and are not currently under review for publication elsewhere. Topics include, but are not limited to:

- Routing and epidemic routing
- Fairness in forwarding and medium access
- Applying game theory to Cognitive radio
- Stochastic games and applications
- Security and cooperation in wireless networks
- Pricing nerwork services
- Power control games
- Oligopolistic competition
- Dynamic games
- Evolutionary games : Theory and applications
- Greedy behavior in wireless networks
- Incentives for cooperation in networks
- Forwarding incentives for wireless and peer-to-peer networks
- Price of Anarchy

Selected papers will be published in a special issue of ***Performance Evaluation,*** and others for fast track publication in ***Discrete Event Dynamic Systems.***

Important Dates

Full papers due: May 5, 2007
Notification of acceptance: June 20, 2007
Final version due: July 20, 2007

Submissions: Authors are invited to submit full papers of up to 10 pages in ACM conference proceedings format through COCUS (http://cocus.create-net.it)