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### Keynote Speaker

Jean-Pierre Hubaux EPFL, Switzerland

# GameComm 2008

The Second International Workshop on  
Game theory in Communication networks

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

**October 20, 2008, Athens, Greece**

*In Cooperation with VALUETOOLS 2008*

**Industry-sponsor: Deutsche Telekom AG Laboratories**

**Co-sponsored by Create-Net and ICST**

**In Technical Cooperation with ACM**

## – Call for Papers –

**Overview:** The workshop on Game Theory in Communication Networks (GameComm) is a one-day meeting organized in conjunction with the 3<sup>rd</sup> International Conference on Performance Evaluation Methodologies and Tools (Valuetools'08 <http://www.valuetools.org>) and in technical cooperation with ACM. GameComm 2008 will take place in Athens, Greece, on October 20, 2008.

The distributed nature of wireline and wireless communication networks gives rise to many challenges related to their analysis, control, and management. The selfish nature of users, development of decentralized control mechanisms, and fair allocation of system resources are among major issues in networks research. Consequently, game theoretic methods are increasingly utilized to gain a deeper understanding of these complex problems and systems. Specifically, game theoretic models have been used in the context of Internet pricing, flow and congestion control, routing, power control, and recently security, among many other topics. The application of game theory to communication networks has attracted researchers from a variety of disciplines, including computer science, operations research, control theory, and economics.

This workshop aims to bring together researchers who are interested in all aspects of the application of game theory to the analysis and design of communication networks. The goal is to display the state-of-the-art in this field, stir discussion, and outline possible directions for further progress.

**Workshop topics:** encompass all aspects of game theoretical analysis as it applies to communication networks, including (but not limited to) the following methods and application areas:

- Repeated and dynamic games
- Stochastic games
- S-modular and potential games
- Network formation games
- Mechanism design
- Fairness and efficiency
- Robustness and worst-case design
- Evolutionary games
- Learning in Games
- Medium access control
- Power control
- Routing and message forwarding
- Congestion control
- Cognitive radio
- Pricing
- Security

**Papers:** Technical papers describing original, previously unpublished research, not currently under review by another conference or journal, are solicited. The conference language is English.

### Important dates

**Submission deadline:**  
June 2, 2008

**Acceptance notification:**  
July 8, 2008

**Camera-ready due:**  
August 8, 2008

**Submission Instructions:** Prospective authors are encouraged to submit a PDF version of the full paper in the IEEE conference proceedings format, which are limited to 10 two-column pages in a font no smaller than 10-points. All submitted papers will go through a peer review process. All papers should be submitted through the EasyChair Conference Management System <http://www.easychair.org/conferences/?conf=gamecomm2008>

**Publication:** All submitted papers and posters will be rigorously reviewed by the technical program committee members and the reviewers they invite. Accepted papers will be published in Valuetools conference proceedings. **Selected papers will be considered for publication in a special issue of the Telecommunication Systems Journal dedicated to GameComm 2008.**

At least one listed author on the final paper must register by the camera-ready due date and attend the workshop to present her/his paper.