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 Participation –

Invitation: You are cordially invited to attend GameComm'2008 – the 2nd International Workshop on Game theory in Communication Networks, which will take place in Athens, Greece, on October 20th. The workshop is held in conjunction with Valuetools 2008, along with several other related workshops.

Note: Reduced registration fees are available for participants of ValueTools who wish to attend GameComm, and vice-versa.

Overview: The workshop on Game Theory in Communication Networks (GameComm) is a one-day meeting organized in conjunction with the 3rd International Conference on Performance Evaluation Methodologies and Tools (Valuetools'08 http://www.valuetools.org) and in technical cooperation with ACM.

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

Workshop technical program: can be found on the workshop website at http://www.game-comm.org

Workshop Co-Chairs

Tansu Alpcan Deutsche Telekom Labs., Germany

Nahum Shimkin Technion, Israel

Laura Wynter IBM , USA

Technical Program Committee

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Jeff Shamma Georgia Tech., USA
Thomas L. Vincent Univ. of Arizona, USA

Keynote Speaker

Jean-Pierre Hubaux EPFL, Switzerland

Workshop date
October 20, 2008
Location
Athens, Greece