



# Gamecomm'09

The Third International Workshop on Game Theory in Communication Networks

## Workshop Co-Chairs

Yezekeael Hayel  
Samson Lasaulce

## Technical Program Committee

Tansu Alpcan  
Eitan Altman  
Konstantin Avrachenkov  
Tamer Basar  
Mérouane Debbah  
Zhu Han  
Eduard Jorswieck  
Daniel Palomar  
Gesualdo Scutari  
Nahum Shimkin

## Keynote Speaker

Jörgen Weibull

## Call for papers for Gamecomm'09

October 23<sup>rd</sup>, Pisa, Italy



### Scope of the Workshop (part of Valuetools'09)

While game theory has been recognized of being one of the dominant paradigms to analyze important problems like congestion, routing, spectrum auction, new important areas of applications have appeared recently, which explains a recent surge of game theory in communication networks. Among the underlying key concepts we find ad hoc, decentralized and distributed networks, cognitive radio, security in networks of agents and artificial intelligence. The spirit of this workshop is to gather not only researchers and experts in game theory for wired and wireless networks but also from other disciplines like computer sciences, control, economics, operational research, having an interest in this type of applications.

### Topics of Interest

Solicited topics encompass all aspects of game-theoretical analysis as it applies to communication networks including (but not limited to) the following areas:

Algorithmic game theory	Intelligent networks
Cognitive radio	Learning in games
Congestion and routing games	Pricing mechanisms
Distributed networks	Resource allocation
Equilibrium analysis	Security issues
Energy management	Spectrum management

### Important Dates

Final paper submission deadline : **June 21, 2009 (hard)**  
 Notification of acceptance : **July 17, 2009**  
 Camera-ready papers due : **July 27, 2009**  
 Early registration deadline : **To be announced**

### Papers and Submission

Prospective authors are encouraged to submit a PDF version of the full paper in the ACM conference proceedings format, which are limited to 10 two-column pages in a font no smaller than 10 points. In the framework of Valuetools, a best paper and best student paper will be selected by peer reviews and will be acknowledged with awards during the Valuetools social event.

For more information please see at <http://www.game-comm.org>