

Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering

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Game Theory for Networks

Second International ICST Conference

GAMENETS 2011

Shanghai, China, April 16–18, 2011

Revised Selected Papers

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Preface

The second edition of the International ICST Conference on Game Theory in Networks (GAMENETS 2011) was held during April 16–18, 2011, at the Crowne Plaza Century Park in Shanghai, China, a beautiful venue internationally recognized for business, trading and rapidly becoming a conspopolitan international city. This edition continued the scientific event previously held in Istanbul, Turkey (2009), with both events being dedicated to the latest advances on game-theoretic methods and techniques for solving communication and networks problems. GAMENETS 2011 brought together researchers who apply game theory to analyze, design and assess the performance of networks, including such problems as cyber and network security, spectrum sharing, social network analysis, algorithmic game theory, etc.

GAMENETS 2011 was organized as a 3-day 2-track event with 3 keynote speeches and 14 technical sessions. A total of 42 paper submissions were received from all over the world. All papers received rigorous peer reviews from the Technical Program Committee (TPC). After carefully examining all the review reports, the TPC finally selected 24 regular papers for presentations at the conference with an acceptance rate of 57%. In addition, 23 papers were invited from well-known researchers in the area. The program included three outstanding keynote speakers from academia and industry: Nimrod Meggido (IBM Almaden Research), Sergiu Hart (Hebrew University of Jerusalem), and John Chuang (UC Berkeley). A social dinner was also scheduled on the second day of the conference.

The conference had close to 60 participants from industry and academia from a wide range of countries such as the USA, Canada, France, Hong Kong, Singapore, China, India, Japan, UK, Italy, and Greece. We thank the invited keynote and other speakers for accepting our invitation, and taking out time to make it to the conference in Shanghai. We also thank all members of the TPC for their valuable input in ensuring an excellent technical program. We also thank the General Co-chairs Thanos Vasilakos and Xinbing Wang, and other members of the Organizing Committee for putting in so much hard work to make this event a great success.

Our gratitude also extends to the representatives of ICST, EAI, and CREATE-NET for sponsoring this event and for their help in arranging all the logistics. A special acknowledgment is due to Elena J. Fezzardi from EAI for running the event smoothly. Last but not least, we the General Chairs would like to thank all the reviewers, whose effort reflects their commitment to the success of this yearly event.

We eagerly look forward to another successful GAMENETS edition in 2012 and forthcoming years.

Rahul Jain
Rajgopal Kannan

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