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WEBPAGE

<https://project.inria.fr/netgcoop2020>

Important information

Paper submission deadline:

January 15, 2020

Notification of acceptance:

February 10, 2020

Camera ready

February 20, 2020

Contributed papers should be written in English and consist of no more than 9 single-column pages (excl. figures). All submissions must be original work, and must not have been published or submitted at any other venue. All accepted and registered papers will be published in the Springer Lecture Notes on Computer Science (LNCS). The most innovative paper will be presented with the **best paper award** at the conference.

Call For Papers

The 10th International Conference on Network Games, Control and Optimization will take place in Cargèse, Corsica, France on March 18-20, 2020. The goal of the conference is to bring together researchers and practitioners from different areas of game theory, control, and optimization, with a special focus on their applications to network science.

NetGCoop 2020 welcomes submissions on all aspects of efficient and robust control, operation, optimization and performance evaluation. Both theoretical and experimental submissions are encouraged; the areas of interest include (but are not limited to):

- Optimization and control-theoretic tools in networking
- Differential games and mean-field games over networks
- Network models based on algorithmic game theory
- Learning mechanisms in networks
- Incentives for cooperation in networks
- Static and dynamic network pricing
- Auctions, bargaining, and contract design in networks
- Optimization of wireline, wireless, and power networks
- Economics of cloud, fog, and edge computing
- Software-defined networking
- Trust and reputation management in network
- Games for competition, ad placement, influence networks
- Network formation games and routing
- Resource allocation

Keynote Speakers

Anna NAGURNEY (UMass Amherst, USA)

Marco SCARSINI (LUISS, Italy)

Jason MARDEN (UCSB, USA)