NETGCOOP 2020

March 18-20, Cargese, Corsica (France)

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Paper submission
February 15, 2020

Registration
February 21, 2020

NetGCoop solicits full papers (up to 9 pages), short papers (up to 4 pages), and extended abstracts (up to 1 page). Accepted 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
- Performance and economics of software-defined networking
- Trust and reputation management in networks
- Games for 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)