



CALL FOR PAPERS

ICGTN 2022
Apr 08-09, 2022
Athens, Greece

The International Research Conference is a federated organization dedicated to bringing together a significant number of diverse scholarly events for presentation within the conference program. Events will run over a span of time during the conference depending on the number and length of the presentations.

ICGTN 2022 : International Conference on Game Theory for Networks is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Game Theory for Networks. The conference will bring together leading academic scientists, researchers and scholars in the domain of interest from around the world. Topics of interest for submission include, but are not limited to:

Novel solution concepts such as equilibrium or core solutions
Dynamic and stochastic games
Coalition formation games
Evolutionary game theory for wireless networks
Super-modular and sub-modular games
Mechanism design
Truthfulness and profitability in auctions and their applications to communication networks
Correlated equilibrium

Analysis of security and privacy in networks via game theory
Reinforcement and Q-learning
Imperfect/asymmetric information games
Self-organizing and cognitive radio networks
Femto-cell coexistence and scheduling
Multi-armed and restless bandit
Game Theory for Cloud Computing and its Application
Investigation of the Price of Anarchy (PoA)