

April 30 – May 2, 2008
Paderborn, Germany

Venue: Heinz-Nixdorf-Forum (HNF)

Invited Speaker

Christos Papadimitriou,
University of California at Berkeley, USA

Reinhard Selten
Friedrich-Wilhelms-Universität Bonn, Germany

Paul Spirakis,
Computer Technology Institute, Greece

Program Committee

Petra Berenbrink,
Simon Fraser University, Canada

Xiaotie Deng,
City University of Hong Kong, Hong Kong S.A.R.

Amos Fiat,
Tel Aviv University, Israel

Dimitris Fotakis,
University of the Aegean, Greece

Nicole Immorlica,
CWI, Netherlands

Elias Koutsoupias,
University of Athens, Greece

Stefano Leonardi,
Università di Roma, Italy

Marios Mavronicolas,
University of Cyprus, Cyprus

Vladimir V. Mazalov,
Russian Academy of Sciences, Russia

Igal Milchtaich,
Bar-Ilan University, Israel

Dov Monderer,
Technion, Israel

Burkhard Monien,
University of Paderborn, Germany (Chair)

Giuseppe Persiano,
Università di Salerno, Italy

Tim Roughgarden,
Stanford University, USA

Amin Saberi,
Stanford University, USA

Bill Sandholm,
University of Wisconsin, USA

Paul Spirakis,
Computer Technology Institute, Greece

Bernhard von Stengel,
London School of Economics, UK

Takashi Ui,
Yokohama National University, Japan

Vijay V. Vazirani,
Georgia Institute of Technology, USA

Berthold Vöcking,
RWTH Aachen, Germany

Peter Widmayer,
ETH Zurich, Switzerland

Call for Papers

1st International Symposium on Algorithmic Game Theory

The purpose of SAGT is to bring together researchers from Computer Science, Economics and Mathematics to present and discuss original research at the intersection of Algorithms and Game Theory. Authors are invited to submit previously unpublished work for possible presentation at this conference. New foundational work is solicited on topics including but not limited to:

- Solution Concepts in Game Theory
- Game Classes (e.g., Bimatrix, Potential, Bayesian)
- Exact and Approximate Computation of Equilibria
- Convergence and Learning in Games
- Complexity Classes in Game Theory
- Algorithmic Aspects of Fixed-Point Theorems
- Mechanisms, Incentives and Coalitions
- Cost-Sharing Algorithms and Analysis
- Computational Aspects of Market Equilibria
- Computational Problems in Economics, Finance, Decision Theory and Pricing
- Auction Algorithms and Analysis
- Price of Anarchy and its Relatives
- Representations of Games and their Complexity
- Economic Aspects of Distributed Computing and the Internet
- Network Formation on the Internet
- Congestion, Routing and Network Design Games
- Game-Theoretic Approaches to Networking Problems
- Byzantine Game Theory

Authors are invited to submit an extended abstract of no more than 12 pages in LNCS style presenting original research on any of the research fields related to SAGT. No simultaneous submission to other publication outlets (either a conference or a journal) is allowed. All submissions will be rigorously peer-reviewed and evaluated on the basis of the quality of their contribution, originality, soundness, and significance. The final version will be restricted to 12 pages (in LNCS style). The proceedings will be published by the Lecture Notes in Computer Science (LNCS) series of Springer.

<http://sagt08.upb.de>

Important Dates

Submission: November 10, 2007, 24:00 Greenwich Mean Time
Notification: January 19, 2008
Camera Ready: February 9, 2008
Conference: April 30 – May 2, 2008

