2014 Conference on Decision and Game Theory for Security (GameSec), Los Angeles, CA, USA

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Recent advances in networking, communications, computation, software, and hardware technologies have revolutionized the information technology landscape. Indeed, this cyberspace has become an integral part of every person's daily life and the way we conduct business. Protecting the sensitive content of every nation's cyberspace infrastructure has thus become critical to ensure economic growth, prosperity, and advancement. However, the heterogeneous, dynamic, and large-scale nature of modernday networked and information technology infrastructure warrants novel analytical and practical approaches for securing its assets and maintaining its trustworthiness.

Owing to its powerful analytical and modeling frameworks, game theory has recently emerged as a key tool for building resilient, secure, and dependable networked systems. Coupled with synergistic techniques such as dynamic control, mechanism design, and economics, game theory is expected to constitute the heart of a much needed science of security. The goal of the GameSec conference to gather original contributions that present theoretical and practical contributions that will build the knowledgebase in the science of security, in general, and game-theoretic security, in particular.

Main Topics

The goal of this conference is to bring together academic and industrial researchers in an effort to identify and discuss the major technical challenges and recent results that highlight the connection between game theory, control, distributed optimization, economic incentives and real world security, reputation, trust and privacy problems in a variety of technological systems. Topics of interest include but are not limited to the following:

- Game-theory and mechanism design for security.
- Pricing and economic incentives for building dependable and secure systems.
- Dynamic control, learning, and optimization approaches.
- Game theory for privacy in the context of applications and user data.
- Decision making and decision theory for cybersecurity.
- Security of wireless and communication networks.
- Novel algorithms, protocols, and approximation techniques.
- Socio-technological and behavioral approaches to security.
- Risk assessment and risk management.
- Emerging paradigms such as cyberphysical security and moving target defence.
- New approaches for resilient control systems.
- Applications areas: smart grid, wireless networks, computer networks, and cloud.
- Empirical and experimental economic analyses and simulation studies

Conference information and submission instructions: http://www.gamesec-conf.org/

Important Dates

Paper Submission (Extended Firm!): June 30, 2014

Decision Notification: August 11, 2014

Camera-ready manuscript due.: August 31, 2014