Saturday, April 16

9:15am-9:30am	**Opening Remarks**	
9:30am-10:30am	**Plenary 1: Nimrod Megiddo** *Some Challenges In the Application of Game Theory*	
10:30am-11:00am	**Coffee Break**	
11:00am-12:30pm	**Sessions A1: Mechanism Design** Session Chair: Jianwei Huang • *Mechanism Design with Limited Information: The Case of Nonlinear Pricing,* Dirk Bergemann, Ji Shen, Yun Xu and Edmund M. Yeh • *Hierarchical Auctions for Network Resource Allocation,* Wenyuan Tang and Rahul Jain • *Local public good provision in networks: A Nash implementation mechanism,* Shrutivandana Sharma, Demosthenis Teneketzis	**Sessions A2: Physical Layer Games** Session Chair: Jang-Won Lee • *Channel Assignment on Wireless Mesh Network Backbone with Potential Game approach,* Pedro B. F. Duarte, Zubair Md. Fadlullah, Athanasios V. Vasilakos and Nei Kato • *Game based Self-Organizing Scheme for Femtocell Networks,* Kwanghun Han, Seunghyun Choi, Du Ho Kang and Sunghyun Choi • *Potential Games for Power Control and Subcarrier Allocation in Uplink Multicell OFDMA Systems,* Stefano Buzzi, Giulio Colavolpe, Daniela Saturnino and Alessio Zappone • *Additively Coupled Sum Constrained Games,* Yi Su and Mihaela van der Schaar
12:30pm-2:00pm	**Lunch**	
2:00pm-3:30pm	**Sessions B1: Network Neutrality and Regulation** Session Chair: Rahul Jain • *Technology choices and pricing policies in wireless networks,* Yuanzhang Xiao, William Zame and	**Sessions B2: Network Mechanisms** Session Chair: Mihaela van der Schaar • *The Sharing-Mart System: Digital Content Sharing, Online Auctions, and Incentives,* Christopher Leberknight, Ranjan

	Mihaela van der Schaar • *Network Regulations and Market Entry,* Galina Schwartz, John Musacchio, Mark Felegyhazi and Jean Walrand • *Bandwidth Exchange for Fair Secondary Coexistence in TV White Space,* Dan Zhang and Narayan Mandayam • *Net Neutrality and Quality of Service,* E. Altman, J. Rojas, S. Wong, M.K. Hanawal, and Y. Xu	Pal, Mung Chiang, Harold Vincent Poor • *Selfish Random Access: Equilibrium Conditions and Best-response Learning,* Hazer Inaltekin, Mung Chiang and H. Vincent Poor • *Multi-Portfolio optimization: A unified framework based on variational inequality,* Yang Yang, Francisco Rubio, Gesualdo Scutari, Daniel P. Palomar
3:30pm-4:00pm	**Coffee Break**	
4:00pm-5:30pm	**Sessions C1: Stochastic and Dynamic Games** Session Chair: Galina Schwartz • *Every stochastic game with perfect information admits a canonical form,* Endre Boros, Khaled Elbassioni, Vladimir Gurvich and Kazuhisa Makino • *Analyzing the Dynamics of Evolutionary Prisoner's Dilemma on Structured Networks,* Ahmet Yasin Yazicioglu, Xiaoli Ma and Yucel Altunbasak • *Spatio-temporal control for Dynamic Routing Games,* Manjesh Kumar Hanawal, Eitan Altman, Rachid El-Azouzi and Balakrishna Prabhu • *Designing Incentive Schemes Based on Intervention: The Case of Imperfect Monitoring,* J. Park and M. van der Schaar	**Sessions C2: Security Games I** Session Chair: Costas Busch • *How to Choose Communication Links in an Adversarial Environment?* Assane Gueye, Jean C. Walrand and Venkat Anantharam • *Adversary Games in Secure/Reliable Network Routing,* Junghwan Shin, Gruia Calinescu, Sanjiv Kapoor and Michael Quinn • *A Network Security Classification Game,* Ning Bao, O. Patrick Kreidl and John Musacchio

Sunday, April 17

	Sessions D1: Algorithmic Game Theory & Learning Session Chair: Jeonghoon Mo	Sessions D2: Game-Theoretic Network Models Session Chair: John Musacchio
9:00am-10:30am	• *Convergence Dynamics of Resource-Homogeneous Congestion Games,* Richard Southwell and Jianwei Huang • *Bottleneck Routing Games on Grids,* Costas Busch, Rajgopal Kannan and Alfred Samman • *Optimal Price of Anarchy of Polynomial and Super- Polynomial Bottleneck Congestion Games,* Rajgopal Kannan, Costas Busch and Athanasios(Thanos) VASILAKOS • *Performance and Convergence of Multi-user Online Learning,* Cem Tekin and Mingyan Liu	• *Incentivizing Upload Capacity in P2P-VoD Systems: A Game Theoretic Analysis,* Weijie Wu, John C. S. Lui, Richard T. B. Ma • *Service Routing in Multi-ISP Peer-to-Peer Content Distribution: Local or Remote?* Srinivas Shakkottai • *Bargaining and peering between network content and coverage providers,* Dah Ming Chiu, Jianwei Huang, Sam Feng
10:30am-11:15am	**Coffee Break**	
11:15am-12:15pm	**Plenary 2: Sergiu Hart** *Game Dynamics and Equilibria*	
12:30pm-2:00pm	**Lunch**	
2:00pm-3:30pm	Sessions E1: Cooperative Games in Networks Session Chair: Rajgopal Kannan • *Coalition Stability under QoS Based-Market Segmentation,* Helene Le Cadre, Johanne Cohen, Loubna Echabbi and Dominique Barth • *On the Shapley-like Payoff Mechanisms in Peer-Assisted Services with Multiple Content*	Sessions E2: Security Games II Session Chair: Srinivas Shakkottai • *Jamming Game in a Dynamic Slotted ALOHA Network,* Andrey Garnaev, Yezekael Hayel, Eitan Altman and Konstantin Avrachenkov • *Nash Equilibria for Weakest Target Security Games with Heterogeneous Agents,* Benjamin Johnson, Jens Grossklags,

	Providers, Jeong-woo Cho and Yung Yi • *Economic Viability of Femtocell Service Provision,* Lingjie Duan, Jianwei Huang and Biying Shou	Nicolas Christin and John Chuang • *Noisy mean field game model for malware propagation in opportunistic networks,* Hamidou Tembine, Pedro Vilanova and Merouane Debbah

Monday, April 18

	Sessions F1: Incentives for Relaying	Sessions F2: Spectrum Sharing Games
	Sessions F1: Incentives for Relaying Session Chair: Rahul Jain	**Sessions F2: Spectrum Sharing Games** Session Chair: Xinbing Wang
9:00am-10:30am	• *The Impact of Incomplete Information on Games in Parallel Relay Networks,* Hongda Xiao and Edmund Yeh • *Hierarchical Coalition Formation Game of Relay Transmission in IEEE 802.16m,* Dusit Niyato, Xiangyun Zhou, Are Hj?rungnes, Ping Wang and Yifan Li • *A Game-Theoretic Framework for Resource Allocation in IEEE 802.16j Transparent Relay Networks,* Hui-Tang Lin and Ying-You Lin	• *Dynamic Spectrum Negotiation with Asymmetric Information,* Yang Yan, Jianwei Huang, Xiaofeng Zhong and Jing Wang • *Evolution of Cooperation: A Case with Interference-Aware Cooperative Spectrum Sensing,* Hung-Yun Hsieh • *A Game Theoretic Approach for Multi-hop Power Line Communications,* Walid Saad, Zhu Han, and Vincent Poor • *To sense or not to sense in energy-efficient power control games,* M. Le Treust, Y. Hayel, S. Lasaulce, and M. Debbah
10:30am-11:00am	**Coffee Break**	
	Sessions G1: P2P and Social Networks Session Chair: Yun Xu	**Sessions G2: Economics of Network QoS** Session Chair: Ben Johnson
11:00am-12:30pm	• *Designing Social Norm Based Incentive Schemes to Sustain Cooperation in a Large Community,* Yu Zhang, J. Park and M. van der Schaar	• *Paris Metro Pricing for Internet Service Differentiation,* Dongmyung Lee, Taehyun Kim, Jeonghoon Mo and Jinwoo Park • *Joint Price and QoS Market Share*

	Minimizing the social cost of an epidemic, Subhonmesh Bose, Elizabeth Bodine-Baron, Babak Hassibi and Adam Wierman *"Two is a Crowd" - Optimal Trend-Adoption in Social Networks,* Lilin Zhang and Peter Marbach	*Game with Adversarial Service Providers and Migrating Customers,* Baslam Mohamed, SABIR Essaid, El-Azouzi rachid and Echabbi Loubna *Capacity Allocation Games for Network-Coded Multicast Streaming,* Elliot Anshelevich, Bugra Caskurlu, Koushik Kar and Hang Zhang
12:30pm-2:00pm	**Lunch**	
2:00pm-3:00pm	**Plenary 3: John Chuang** *Incentive Dynamics of Interdependent Network Security*	