



Workshop Co-Chairs:

Marco Luise
University of Pisa, Italy

Merouane Debbah
Supelec Paris, France

Eduard Jorswieck
TU Dresden, Germany

Technical Program Committee

Tansu Alpcan (Germany)
Eitan Altman (France)
Tamar Basar (USA)
Holger Boche (Germany)
Stefano Buzzi (Italy)
David Gesbert (France)
Zhu Han (USA)
Are Hjørungnes (Norway)
Erik G. Larsson (Sweden)
Amir Lesham (Israel)
Daniel Palomar (China)
Vincent H. Poor (USA)
Mihaele van der Schaar, (USA)
A. Lee Swindlehurst (USA)
Michele Zorzi (Italy)

Paper submission deadline -
October 15, 2010
Notification of acceptance -
January 15, 2011
Camera ready due date -
February 15, 2011

Sponsored by



IEEE ICC 2011 Workshop on

Game Theory and Resource Allocation for 4G

- GeT-ReAI 2011 -

Kyoto, Japan, June 5, 2011

www.ICC-getreal.com

The main objective of this workshop is to show how tools from game theory can be applied successfully to solve resource allocation and spectrum management problems for future wireless communication systems. In the last decade, game theory has been applied to solve conflict problems in economics, and has found important applications in politics, sociology, psychology, and transportation. Game theory has more recently been employed to model and analyze modern communication systems, such as power control in wireless networks and routing in wire line networks. Also, it provides a structured approach to many important resource allocation problems in cognitive radio, dynamic spectrum access, signal design, cooperative wireless systems, scheduling, and routing.

This Workshop, whose proposal was jointly generated by the EU Research Projects SAPHYRE, ACROPOLIS, and NEWCOM++, aims at inspiring the analysis and development of new game theoretic approaches to resource allocation in wireless communications including information theory, signal processing, networking, and pricing for future mobile services.

We invite you to submit your original full papers on the most recent results and technology trends in the fields of:

- Static noncooperative games (Nash and Stackelberg equilibria)
- Cooperative (axiomatic bargaining) game theory
- Auction theory, coalitions, and pricing
- Finite and infinite dynamic games
- Stochastic and repeated games
- Games with imperfect and asymmetric information
- Game theory for resource allocation in communications
- Game theory for cognitive radio and spectrum sharing
- Worst-case system design based on minimax formulations
- Development of decentralized algorithms using game theory

Paper submission:

Submitted papers must represent original material that is not currently under review in any other conference or journal, and has not been previously published. Paper length should not exceed five-page technical paper manuscript. Please read the author guidelines http://www.ieee-icc.org/2011/author_guide.php

Paper should be submitted in a .pdf A4 format by selecting ICC 2011 at the EDAS paper submission website and the selecting the workshop submission link. All papers are also included in the IEEE Xplore.