



# GameSec 2011

## Conference on Decision and Game Theory for Security

November 14-15, 2011, College Park, Maryland, USA

Conference Website:

[www.gamesec-conf.org](http://www.gamesec-conf.org)



Maryland Cybersecurity Center (MC<sup>2</sup>) ISDG

### Important Dates

#### Submission deadline:

June 15, 2011

**July 5, 2011**

#### Acceptance date:

August 31, 2011

#### Camera-ready due:

September 15, 2011

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## Call for Papers

**GameSec 2011**, the 2<sup>nd</sup> Conference on Decision and Game Theory for Security will take place on the campus of the University of Maryland, College Park, on November 14-15, 2011. The **GameSec** conference aims to bring together researchers who aim to establish a theoretical foundation for making resource allocation decisions that balance available capabilities and perceived security risks in a principled manner. The conference focuses on analytical models based on game, information, communication, optimization, decision, and control

theories that are applied to diverse security topics. At the same time, the connection between theoretical models and real world security problems are emphasized to establish the important feedback loop between theory and practice. Observing the scarcity of venues for researchers who try to develop a deeper theoretical understanding of the underlying incentive and resource allocation issues in security, we believe that GameSec will fill an important void and serve as a distinguished forum of highest standards for years to come.

**Topics of interest** include (but are not limited to):

Security games  
Security and risk management  
Mechanism design and incentives in security  
Decentralized security algorithms  
Security of networked systems  
Security of Web-based services and social networks  
Intrusion and anomaly detection  
Resource allocation for security  
Optimized response to malware  
Identity management  
Privacy and security  
Reputation and trust  
Infrastructure security  
Security and trust in safety critical systems  
Supply chain security management  
Evolution, biology, security and trust  
Virtualization and security  
Composite trust in man-machine systems  
Security in control and inference systems

Security and trust in the future Internet  
Information security and watermarking  
Physical layer security in wireless networks  
Information theoretic aspects of security  
Adversarial machine learning  
Distributed learning for security  
Cross-layer security  
Usability and security  
Human behavior, security and trust  
Dynamic control of security systems  
Organizational aspects of risk management  
Cooperation and competition in security  
Composable security  
Security economics  
Health care IT security and privacy  
Statistical mechanics games and security  
Hardware-software co-design for security  
Multimedia security  
Security and trust metrics, measurements and standards

#### Technical Sponsors:

Maryland Cybersecurity Center (MC<sup>2</sup>)

#### Technical Co-sponsors:

IEEE Control System Society; Intl. Society of Dynamic Games  
In-Cooperation with ACM SIGSAC

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- Svetlana Radosavac (DoCoMo Labs., USA)  
- Saswati Sarkar (Univ. of Pennsylvania, USA)  
- Jeff Shamma (Georgia Institute of Technology, USA)  
- Alonso Silva (INRIA, France)  
- Rajesh Sundareshan (Indian Institute of Science, India)  
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**Submission instructions** are available on the conference website. The initial submissions are in PDF format and limited to 12 single-column pages to decrease the workload of volunteer reviewers. The camera-ready version of accepted papers is limited to 20 single-column pages. The conference proceedings will be published in Springer LNCS.