

GameSec 2019

Submitted by Anonymous on Wed, 04/17/2019 - 10:22am

[Oct 30, 2019 7:00 am - Nov 01, 2019 6:00 pm CET](#)

10th Conference on Decision and Game Theory for Security - GameSec 2019

DESCRIPTION

As we close the second decade of the 21st century, modern societies are becoming dependent on information, automation, and communication technologies more than ever. Managing security in the resulting systems, many of which are safety critical, poses significant challenges. The 10th Conference on Decision and Game Theory for Security focuses on protection of heterogeneous, large-scale and dynamic cyber-physical systems as well as managing security risks faced by critical infrastructures through rigorous and practically-relevant analytical methods. GameSec 2019 invites novel, high-quality theoretical and practically-relevant contributions, which apply decision and game theory, as well as related techniques such as optimization, machine learning, dynamic control and mechanism design, to build resilient, secure, and dependable networked systems. The goal of GameSec 2019 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 connections between game theory, control, distributed optimization, machine learning, economic incentives and real-world security, reputation, trust and privacy problems.

TOPICS INCLUDE (BUT NOT RESTRICTED TO)

- Game theory, control, and mechanism design for security and privacy
- Decision making for cybersecurity and security requirements engineering
- Security and privacy for the Internet-of-Things, cyber-physical systems, cloud computing, resilient control systems, and critical infrastructure
- Pricing, economic incentives, security investments, and cyber insurance for dependable and secure systems
- Risk assessment and security risk management
- Security and privacy of wireless and mobile communications, including user location privacy
- Socio-technological and behavioral approaches to security
- Empirical and experimental studies with game, control, or optimization theory-based analysis for security and privacy
- Adversarial Machine Learning and the role of AI in system security

SPECIAL SESSIONS ON "ADVERSARIAL AI" AND "CYBER-PHYSICAL SYSTEM SECURITY"

The conference will have special sessions focusing on timely and exciting research topics "Adversarial AI" and "Cyber-physical system security". Researchers, who wish to present novel results on these topics are encouraged to consider these sessions.

GENERAL CHAIRS

John S. Baras (University of Maryland)
Gyorgy Dan (KTH Royal Institute of Technology)

TPC CHAIRS

Tansu Alpcan (University of Melbourne)
Yevgeniy Vorobeychik (Washington University in St. Louis)

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Event Details

Location: Stockholm, Sweden

URL: <https://gamesec-conf.org>

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[Science of Security Validation and Verification Community Forum 2019 security](#)
