Call for Talks

GASICS'10
2nd Workshop on Games for Design, Verification and Synthesis

workshop colocated with CONCUR'10

Paris (France), 4 September 2010

http://www.lsv.ens-cachan.fr/Events/gasics10/

Organizers:

Kim G. Larsen (AAU, Denmark)
Nicolas Markey (LSV, France)
Jean-François Raskin (ULB, Belgium)
Wolfgang Thomas (RWTH, Germany)

Important Dates:

Submission: 15 June 2010
Notification: 30 June 2010
Workshop: 4 September 2010

Invited speakers:

- Krishnendu Chatterjee (IST Austria)
- Antonn Kučera (Masaryk U., Brno)

Participation:

The workshop GASICS'10 will be colocated with CONCUR'10, and will take place on 4 September 2010. There will be a 50 euro registration fee for participants, including lunch and breaks.

Programme Committee:

Véronique Bruyère (UMH, Belgium)
Marcin Jurdziński (U. Warwick, UK)
Kim G. Larsen (AAU, Denmark)
Nicolas Markey (LSV, France)
Jean-François Raskin (ULB, Belgium)
Pierre-Yves Schobbens (FUNDP, Belgium)
Olivier Serre (LIAFA, France)
Wolfgang Thomas (RWTH, Germany)

Contact:

Should you need extra information about the workshop, please contact
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Scope of the workshop

GASICS is an ESF project of the EUROCORES programme LogICCC (Modelling intelligent interaction – Logic in the Humanities, Social and Computational sciences). It studies game theoretic formalizations of interactive computational systems and algorithms for their analysis and synthesis. Our aim is to extend the existing notions of games played on graphs introduced by computer scientists. Currently, most of the games played on graphs are of the sort "two-players zero-sum", we aim to extend them to "multiple-players non-zero-sum", and show the applicability of the new theory to the analysis and synthesis of interactive computational systems.

The aim of this workshop is to bring together researchers working on game-related subjects, and to discuss on various aspects of game theory in the fields where it is applied. The workshop will be composed of two invited talks, together with contributed talks on the following (non-exhaustive) list of relevant topics:

- Adapted notions of games for synthesis of complex interactive computational systems
- Games played on complex and infinite graphs
- Games with quantitative objectives
- Game with incomplete information and over dynamic structures
- Heuristics for efficient game solving.

Previous edition

This is the second edition of the GASICS workshop. The first edition took place in Grenoble (France) on 28 June 2009, as a workshop of CAV'09.

Submissions

An abstract no-longer than 2 pages should be sent by e-mail to
gasics@ulb.ac.be
We welcome already-published works as well as reports on ongoing research. There will be no formal proceedings, but the abstracts of the presentations together with handouts of presentations will be made available to the participants. Contributed talks are planed to last 30 minutes.