



Second International Workshop on Incentive-Based Computing (IBC'06)

July 4-7, 2006, Lisboa, Portugal

<http://ibc.cs.wayne.edu/>

CALL FOR PAPERS

held in conjunction with the 26-th IEEE International Conference on Distributed Computing Systems (IEEE ICDCS 2006)

<http://icdcs2006.di.fc.ul.pt/>

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The emergence of the Internet as a global platform for computation and communication has sparked the development and deployment of large-scale open distributed systems. The scale of these systems entails that they support a large and heterogeneous set of users. At the same time, open systems give users increased power to operate in pursuit of local and often divergent interests, even at the expense of global system objectives.

To retain the fast pace of innovation facilitated by open systems and to ensure their long-term survival, it is essential that we design efficient protocols that are robust in the presence of self-interested agents. This need has motivated recent interest in the study of incentives in many areas of distributed computing such as: resource allocation in computational grids, peer-to-peer systems, congestion control, routing, multi-agent systems, and distributed data-mining. Making incentives an explicit aspect of distributed system design represents a revolutionary change. The great challenge in this area is to design incentive compatible protocols that are computationally tractable, bandwidth efficient and consistent with application requirements. Research in this area is often cross-disciplinary, borrowing knowledge from economics, computer science, computer engineering and game theory. IBC'06 represents a timely opportunity to bring together a community of researchers involved in economics, game theory and computing. It will allow researchers to present current and on-going work as well as to exchange research ideas and future directions in the emerging field of incentive-based computing. Topics of interest include, but not limited to:

- ◆ Algorithmic Mechanism Design
- ◆ Incentive-based resource allocation
- ◆ Economic models in distributed computing
- ◆ Incentive engineering
- ◆ Game theoretic modeling
- ◆ Equilibrium Analysis and Computation
- ◆ Resource allocation games
- ◆ Strategyproof computing
- ◆ Market-based protocols
- ◆ Auction-based protocols
- ◆ Privacy-preserving incentive mechanisms
- ◆ Applications of incentive-based computing (e.g. grids, peer-to-peer, Internet search, auctions)

IMPORTANT DATES

Deadline for paper submission: February 18, 2006

Notification of acceptance: March 10, 2006

Deadline for camera-ready papers: March 29, 2006

PAPER SUBMISSION AND PUBLICATION

All submitted papers will be evaluated on relevance, technical quality, and presentation quality. Papers must not have appeared before in a journal or conference with published proceedings, nor may they be under review or submitted to another conference or workshop. All accepted papers will be published in the workshop proceedings as regular papers. The proceedings will be published by IEEE Computer Society Press.

Submitted papers should be limited to **6 pages** formatted using the **IEEE Computer Society Proceedings style**: <ftp://pubftp.computer.org/Press/Outgoing/proceedings>
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