MONDAY (MARCH 23)

9:00 AM - 10:35 AM MORNING SESSION I

9:00 AM - 9:05 AM   Introduction by symposium chair Fei Fang

9:05 AM - 9:35 AM   Finding Equilibria in Large Games using Variational Inequalities  
                    (Ian Gemp and Sridhar Mahadevan)

9:35 AM - 10:05 AM  Integrating Abstraction and Equilibrium Computation  
                    (Kevin Waugh, Dustin Morrill, Drew Bagnell and Michael Bowling)

10:05 AM - 10:35 AM Column Generation for a Strong Formulation of Stackelberg Games  
                    (Felipe Lagos, Fernando Ordonez and Martine Labbe)

10:35 AM - 11:00 AM COFFEE BREAK

11:00 AM - 12:30 PM MORNING SESSION II

11:00 AM - 11:30 AM Robust Strategy against Risk Averse Adversaries in Security Games  
                    (Yundi Qian, William Haskell and Milind Tambe)

11:30 AM - 12:00 AM Effectiveness of Incorporating Adversary Probability Perception Modeling in Security Games  
                    (Adam Ackerman, Elizabeth Carpenter, Robert Gutierrez and Sierra Kelly)

12:00 PM - 12:30 PM Defender Strategies In Domains Involving Frequent Adversary Interaction  
                    (Fei Fang, Peter Stone and Milind Tambe)

12:30 PM - 2:00 PM LUNCH

2:00 PM - 3:00 PM Invited Talk  
                    (Michael Bowling, University of Alberta)

3:00 PM - 3:30 PM Decision-theoretic Clustering of Strategies  
                    (Nolan Bard and Michael Bowling)
3:30 PM - 4:00 PM COFFEE BREAK

4:00 PM - 5:30 PM AFTERNOON SESSION II

Revised Advice with a Strategic Adversary
(Aaron Kolb and Vincent Conitzer)

Can local caution restore global tacit collusion?: Repeated multimarket contact with observation errors
(Atsushi Iwasaki, Tadashi Sekiguchi, Shun Yamamoto and Makoto Yokoo)

Two-Stage Security Game – Exploring Information Asymmetry
(Haifeng Xu, Zinovi Rabinovich, Shaddin Dughmi and Milind Tambe)

6:00 PM - 7:00 PM RECEPTION

TUESDAY (MARCH 24)

9:00 AM - 10:30 AM MORNING SESSION I

Stackelberg Games for Antibody Design
(Swetasudha Panda and Yevgeniy Vorobeychik)

Designing Fair, Efficient, and Incentive Compatible Team Formation Markets
(Mason Wright and Yevgeniy Vorobeychik)

What Goes Around Comes Around: Maximal Cooperation in Repeated Games on Social Networks
(Catherine Moon and Vincent Conitzer)

10:30 AM - 11:00 AM COFFEE BREAK

11:00 AM - 12:30 PM MORNING SESSION II

Network Security Hardening Based on Optimal Attack Planning
(Karel Durkota, Viliam Lisy, Branislav Bosansky and Christopher Kiekintveld)

Optimizing Defensive Investments in Interdependent Cyber-Physical Systems
(Paul Wood, Saurabh Bagchi and Alefiya Hussain)

A Behavioral Game Modeling Cyber Attackers, Defenders, and Users
(Sarah Kusumastuti, Jinshu Cui, Arjun Tambe and Richard John)

12:30 PM - 2:00 PM LUNCH

2:00 PM - 3:30 PM AFTERNOON SESSION I

Invited Talk
(Ali Abbas, Director of CREATE)

Online Learning Methods for Border Patrol Resource Allocation
(Richard Klima, Christopher Kiekintveld and Viliam Lisy)
3:30 PM - 4:00 PM COFFEE BREAK

4:00 PM - 5:30 PM AFTERNOON SESSION II

4:00 PM - 4:30 PM   Validating Attacker-Defender Games using Experiments and Surveys
                     (Jun Zhuang)

4:30 PM - 5:00 PM   Modeling Adversary Risk Attitude, Trade-offs among Multiple Objectives, and Consistency in Stackelberg Security Games
                     (Jinshu Cui and Richard John)

5:00 PM - 5:30 PM   Effectiveness of Probability Perception Modeling and Defender Strategy Generation Algorithms in Repeated Stackelberg Games
                     (Debarun Kar, Fei Fang, Francesco Maria Delle Fave, Nicole Sintov, Milind Tambe and Arlette Wissen)

6:00 PM - 7:00 PM PLENARY SESSION

   WEDNESDAY (MARCH 25)

9:00 AM - 10:30 AM MORNING SESSION I

9:00 AM - 9:30 AM   Privacy-Preserving Coordination in Security Games
                     (Ariel Procaccia, Sashank Reddi and Nisarg Shah)

9:30 AM - 10:00 AM   Audit Games with Multiple Defender Resources
                     (Jeremiah Blocki, Nicolas Christin, Anupam Datta, Ariel Procaccia and Arunesh Sinha)

10:00 AM - 10:30 AM   The Heterogeneous Colonel Blotto Game
                     (Galina Schwartz, Patrick Loiseau and Shankar Sastry)

10:30 AM - 11:00 AM COFFEE BREAK

11:00 AM - 12:30 PM MORNING SESSION II

11:00 AM - 11:30 AM   Decentralized Multi-agent Visibility Based Target Tracking Game
                     (Rui Zou, Mengzhe Zhang and Sourabh Bhattacharya)

11:30 AM - 12:30 PM   Discussions, thoughts and future directions