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 - 3:30 PM   AFTERNOON SESSION I

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

4:00 PM - 4:30 PM  Repeated Advice with a Strategic Adversary
(Aaron Kolb and Vincent Conitzer)

4:30 PM - 5:00 PM  Can local caution restore global tacit collusion?: Repeated multimarket contact with observation errors
(Atsushi Iwasaki, Tadashi Sekiguchi, Shun Yamamoto and Makoto Yokoo)

5:00 PM - 5:30 PM  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

9:00 AM - 9:30 AM  Stackelberg Games for Antibody Design
(Swetasudha Panda and Yevgeniy Vorobeychik)

9:30 AM - 10:00 AM  Designing Fair, Efficient, and Incentive Compatible Team Formation Markets
(Mason Wright and Yevgeniy Vorobeychik)

10:00 AM - 10:30 AM  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

11:00 AM - 11:30 AM  Network Security Hardening Based on Optimal Attack Planning
(Karel Durkota, Viliam Lisy, Branislav Bosansky and Christopher Kiekintveld)

11:30 AM - 12:00 AM  Optimizing Defensive Investments in Interdependent Cyber-Physical Systems
(Paul Wood, Saurabh Bagchi and Alefiya Hussain)

12:00 PM - 12:30 PM  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 Invited Talk
(Ali Abbas, Director of CREATE)

3:00 PM - 3:30 PM  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