Game-Theoretic and Behavioral Analyses for Security Workshop

April 24 to April 25, 2020
Rutgers University-New Brunswick
Busch Campus, CAIT Auditorium
Piscataway, NJ

This workshop will bring together engineers, operation researchers, statisticians, psychologists, and other scholars interested in understanding security and human behavior, and the use of game theory in adversarial decision-making. The workshop’s goal is to discuss, in an interdisciplinary setting, issues where security, operations research, machine learning, and behavioral sciences interact.

**Topics Include:**

- Adversarial Behavior Analyses
- Infrastructure Security
- Search Games
- Patrolling Games
- Interdiction Games
- Cybersecurity
- Bilevel/Linear Programming
- Machine Learning for Security
- Adversarial Risk Analysis
- Serious Games

**Rutgers Organizers:**

- Melike Baykal-Gursoy  
  Department of Industrial and Systems Engineering
- Pernille Hemmer  
  Psychology, Center for Cognitive Science
- Predrag Spasojevic  
  Department of Electrical and Computer Engineering, WINLAB

**Confirmed Speakers to Date:**

- Emrah Akyol  
  State University of New York-Binghamton
- Vicki Bier  
  University of Wisconsin-Madison
- Christine Brugh  
  North Carolina State University
- Cleotilde Gonzalez  
  Carnegie Mellon University
- Miguel Lojeune  
  George Washington University
- Peter Levilo  
  MITRE
- Thomas Lidbetter  
  Rutgers University-New Brunswick
- H. Vincent Poor  
  Princeton University
- Ted Ralphs  
  Lehigh University
- Fabrizio Ruggeri  
  IMATI
- Bowei Xi  
  Purdue University
- Jun Zhuang  
  University at Buffalo
- Saman Zonouz  
  Rutgers University-New Brunswick

**Space is limited!**
To find out more, see updated speakers list, and register, visit:

ise.rutgers.edu/workshop

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