



Workshop "Games, Business Processes and Models of Interactions"

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— one day —

Content

Game theory as it was initiated by Johann von Neumann is a well formulated mathematical theory of social interaction. Its subjects are decision situations, where the result for each participant may depend not only on their own decisions and actions, but usually also on those of the other participants. Within scientific economic theory, game theory has become the dominant model to describe the interactions between economic players.

The informational theory of interacting processes actually focuses on a very similar subject, namely the interaction between computational systems, whose results also depend on the decisions and actions of the other participants. However, the informational theory of interacting processes currently comprises a variety of different approaches and techniques: Petri nets, event-driven process chains, speech acts/transaction patterns, algebraic process descriptions, distributed algorithms, abstract state machines, persistent Turing machines/interactive transition systems, extended I/O automata in their various flavors, agents, dedicated process description languages, or protocols – to name just some important representatives.

At the latest with the advent of electronically executed business processes, it could be expected that both fields would somehow cross-fertilize each other.

This workshop therefore is an attempt to bring the researchers of both realms together and to ask how the tools and insights of game theory might be useful to describe informational (business) processes and their interactions and vice versa.

We invite scientific contributions relating essential aspects of the informational theory of interacting processes to suitable aspects of game theory and vice versa. The relation to business processes is desired but not necessary.

Addressees

In the sense that "there is nothing more practical than a good theory," the target group of this workshop are practitioners who are interested in working on a sound theoretical base and theoreticians who are eager to resolve practical relevant issues. Contributions in German or English are possible.

Important Dates

26.04.2009 Submission of workshop contributions
25.05.2009 Notification of acceptance/rejection of workshop contributions
01.07.2009 Submission of print-ready contributions for the proceedings

Contributions

All contributions have to be electronically submitted as PDF documents through the [website of INFORMATIK 2009](#) until April 26, 2009. They must be prepared following the [guidelines](#) of the GI-Edition "Lecture Notes in Informatics (LNI)" and may not exceed 8 pages in this format.

Submitted contributions will be refereed, and accepted contributions will be published in GI-Edition "Lecture Notes in Informatics." At least one author is expected to register for the workshop and to give a talk about the contribution.

Participation

For participation at the workshop, [registration at INFORMATIK 2009](#) is required.

Program Committee

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