NIMBioS Tutorial
Game Theoretical Modeling of Evolution in Structured Populations

Agenda

Monday, April 25, 2016

8:00-8:45  Breakfast at NIMBioS
8:45-9:00  Welcome by Suzanne Lenhart, NIMBioS Associate Director for Education & Outreach
9:00-9:30  Introduction of tutors and participants (Organizers: M. Broom J. Rowell, J. Rychtar, J. Van Cleve )
9:30-10:45 Jonathan Rowell: Introduction to game theory
10:45-11:00 Coffee break
11:00-12:00 Mark Broom: Evolutionary Graph Theory
12:00-12:05 Group photo
12:05-1:00 LUNCH
1:00-2:00  Mark Broom: General framework
2:00-3:15  Alun Lloyd: Modeling Novel Strategies for Controlling Mosquito-Borne Diseases
3:15-3:30  Coffee break
3:30-4:00  Jan Rychtar: Territorial Raider games and Machine learning algorithms
4:00-5:00  Jan Rychtar: Activity - writing Matlab codes for machine learning and territorial raider games
5:00-6:00  Reception (light snacks provided by NIMBioS)
After 6:  dinner on our own
Tuesday, April 26

8:00-8:45 Breakfast at NIMBioS

8:45-10:00 Paulo Shakarian: Diffusion in Social Networks

10:30-10:45 Coffee break

10:45-12:00 Sergey Gavrilets: Collective action problem in "us versus nature" and "us versus them" games

12:00-1:00 LUNCH

1:00-3:00 Jeremy Van Cleve: Multilevel selection and population genetics in structured populations

3:00-3:30 Coffee break

3:30-4:30 Jonathan Rowell: Spatially Structured Biological Games When Neither Players Nor Space Are Discrete

4:30-5:30 Jonathan Rowell: Activity – writing Matlab codes

After 5:30 dinner on our own

Wednesday, April 27

8:00-9:00 Breakfast at NIMBioS

9:00-10:30 Jan Rychtar: Activity - writing Matlab codes for machine learning and territorial raider games, part 2

10:30-10:45 Coffee break

10:45-11:45 Mark Broom: outlooks, application of the framework

11:45-12:00 final words and adjure

12:00 Lunch