16th IEEE International Conference on Scalable Computing and Communications

http://scalcom2016.sciencesconf.org/
Co-located with: IEEE UIC 2016 and IEEE ATC 2016

July 18-21, 2016, Toulouse-France

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The 16th IEEE International Conference on Scalable Computing and Communications covers the different aspects related to communication networks, including design, queueing theory, performance analysis, communication protocols, distributed application deployment with emphasis on scalability. ScalCom 2016 deals also with modern computing systems for High Performance Computing (HPC) and High-Throughput Computing (HTC). The Conference covers particularly clusters, massively parallel systems and heterogeneous computing systems using multicore processors and computing accelerators like Graphics Processing Units (GPU) and Many Integrated Cores (MIC). Design and analysis of parallel algorithms is covered. New trends like mobile, pervasive, cloud computing and the convergence of communication and computing are also considered.

The 16th IEEE International Conference on Scalable Computing and Communications (ScalCom 2016) will include a highly selective program of technical papers, accompanied by workshops, demos, panel discussions and keynote speeches. We welcome high quality papers that describe original and unpublished research advancing the state of the art in scalable computing and Communications.

Topics for submissions include but are not limited to the following :

Track1. Cloud computing and engineering:
- X as a Service, where X includes Backend, Business Process, Database, Information, Infrastructure, Network, Platform, Security, Software, and Storage.
- performance, dependability, and service level agreements
- cloud programming models and tools

Track 2. GPU, accelerators and novel architectures for Scalability-Rethinking:
- parallel programming models
- embedded parallel and distributed systems
- heterogenous computing systems
- GPU, MIC, and FPGA based parallel systems
- parallel I/O
- memory organization

Track 3. Modelling and Simulation of Large Complex Systems.
- complex systems modelling and simulation
- cellular Automata, Genetic Algorithms, Neural networks, Swarm Intelligence implementations
- integrated approach to optimization and simulation
- high-performance Software developed to solve science (e.g., biological, physical, and social), engineering, medicine, and humanities problems

Track 4. Extreme scale systems and applications
- peta-scale and exa-scale workloads
- high-performance and high-throughput computing
- run-time systems for extreme scale applications
- fault-tolerance in large scale applications
- near-data processing and data-centric approaches

Track 5. Mobile, wireless and pervasive computing
- queueing theory
- design and performance analysis of communication networks
- communication protocols
- distributed applications with emphasis on scalability
- distributed applications deployment
- internet of things
- pervasive computing
- distributed robotics
- energy
- convergence of communication and computing

IMPORTANT DATES

Paper Submission Deadline: March 25, 2016
Authors Notification: May 6, 2016
Camera-ready: May 20, 2016

PAPER SUBMISSION

Main conference papers are limited to 8 pages, following the IEEE CPS format, and are to be submitted as PDF via the Scalcom 2016 submission site. Submission deadline: March 25, 2016, https://easychair.org/conferences/?çonf=scalcom2016

PAPER PUBLICATION

Accepted conference papers will be published by IEEE CPS (IEEE-DL and EI indexed). At least one author of each accepted paper is required to register and present their work at the conference; otherwise the paper will not be included in the proceedings.

Best Paper Awards will be presented to high quality papers. Selected papers, after further extensions and revisions, will be recommended to special issues. More details can be found via

http://scalcom2016.sciencesconf.org/

WORKSHOPS

The ScalCom 2016 Organizing Committee invites proposals for workshops addressing research areas related to the conference. Accepted workshop papers will be included in the proceedings published by IEEE CPS Press. For submission details/deadlines see:

http://scalcom2016.sciencesconf.org/resource/page/id/6

CONTACTS

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