
CALL FOR PAPERS

IEEE CloudCom 2016

8th IEEE International Conference on Cloud Computing Technology and Science
December 12-15th, 2016, Luxembourg City, Luxembourg

<http://2016.cloudcom.org>

IMPORTANT DATES

Regular Papers Due..... July 15, 2016

PhD Consortium Papers Due..... August 10, 2016

Posters and Demo Paper Due..... August 10, 2016

Notification of Paper Acceptance..... August 31, 2016

Camera Ready Due..... September 15, 2016

Conference Date..... December 12 - 15, 2016

The “Cloud” is a natural evolution of distributed computing and of the widespread adaption of virtualization and Service-Oriented Architectures (SOA). In Cloud Computing, IT-related capabilities and resources are provided as services, via the Internet and on-demand, accessible without requiring detailed knowledge of the underlying technology.

IEEE International Conference on Cloud Computing Technology & Science 2016

will be the 8th in the series of conferences, steered by the Cloud Computing Association, that brings together researchers, developers and users interested in cloud computing systems to present and discuss the needs of, and innovations in, the area and related technologies.

TOPICS OF INTEREST, but are not limited to:

1. Architecture and Virtualization

- o Intercloud architecture models
- o Cloud services delivery models, campus integration & “last mile” issues
- o Networking technologies
- o Programming models & systems/tools
- o Cloud system design with FPGAs, GPUs, APUs
- o Storage & file systems
- o Scalability & performance
- o Resource provisioning, monitoring, management & maintenance
- o Operational, economic & business models
- o Green data centers
- o Computational resources, storage & network virtualization
- o Resource monitoring
- o Virtual desktops
- o Resilience, fault tolerance, disaster recovery
- o Modeling & performance evaluation
- o Disaster recovery
- o Energy efficiency

2. Cloud Services and Applications

- o Cloud services models & frameworks
- o Cloud services reference models & standardization
- o Cloud-powered services design

- Business processes, compliance & certification
 - Data management applications & services
 - Application workflows & scheduling
 - Application benchmarks & use cases
 - Cloud-based services & protocols
 - Fault-tolerance & availability of cloud services and applications
 - Application development and debugging tools
 - Business models & economics of cloud services
- 3. IoT and Mobile on Cloud**
- IoT cloud architectures & models
 - Cloud-based dynamic composition of IoT
 - Cloud-based context-aware IoT
 - Mobile cloud architectures & models
 - Green mobile cloud computing
 - Resource management in mobile cloud environments
 - Cloud support for mobility-aware networking protocols
 - Multimedia applications in mobile cloud environments
 - Cloud-based mobile networks and applications
- 4. Big Data**
- Machine learning
 - Data mining
 - Approximate & scalable statistical methods
 - Graph algorithms
 - Querying & search
 - Data lifecycle management
 - Frameworks, tools & their composition
 - Dataflow management & scheduling
- 5. High Performance Computing in/with the Cloud**
- Load balancing
 - Middleware solutions
 - Scalable scheduling
 - HPC as a Service
 - Programming models
 - Use cases & experience reports
 - Cloud deployment systems
 - TCO analysis Cloud vs HPC
- 6. Security and Privacy**
- Accountability & audit
 - Authentication & authorization
 - Cloud integrity
 - Cryptography for & in the cloud
 - Hypervisor security
 - Identity management & security as a service
 - Prevention of data loss or leakage
 - Secure, interoperable identity management
 - Trust & credential management
 - Trusted computing
 - Usable security
- 7. Distributed Cloud / Cloud Brokering / Edge Computing**
- Distributed Cloud Infrastructure
 - Cloud federation & hybrid cloud infrastructure
 - Utility Computing (UC)
 - Cloud Brokering Problem
 - Edge Computing infrastructure
 - Cloudlets
 - Fog Computing Systems

More details can be found at the following URL: <http://2016.cloudcom.org/conf/tracks.html>

See <http://2016.cloudcom.org/submissions/cfp.html>

Submitted papers must not substantially overlap papers that have been published or that are simultaneously submitted to a journal or a conference with proceedings.

Authors must submit their papers by the deadline indicated above, using the EasyChair submission system available on the following URL:

<https://easychair.org/conferences/?conf=cloudcom2016>

Only PDF files will be accepted. Manuscripts need to be prepared according to the IEEE CS format. All regular paper submissions should be written in English with a maximum paper length of 8 pages. All submitted papers will be reviewed by at least three experts (acceptance rate: ~18%).

Accepted papers **must be presented** at the conference. At least one author of each accepted paper must register to the conference, by the early date indicated by the organizers, and present the paper.

The conference proceedings of CloudCom 2016 will be published by IEEE CS Press (IEEE Xplore) and indexed by EI and ISSN. Distinguished papers will be invited to be included within a number of special issues in prestigious international journals.

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