



IEEE International Conference on Communications
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Empowering Intelligent Communications

CALL FOR PAPERS

COMMUNICATION SOFTWARE, SERVICES, AND MULTIMEDIA APPLICATIONS (CSSMA) SYMPOSIUM

Symposium Co-Chairs

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Scope and Topics of Interest

The Communication Software, Services and Multimedia Applications (CSSMA) Symposium will provide an international platform for academics, scientists and researchers to discuss and present state-of-the-art work on challenging issues related to software design, deployment, delivering and management of services and multimedia applications over heterogeneous networks. It will provide an opportunity for face-to-face discussions, idea exchanging and information sharing among experts from both academia and industry.

The Symposium solicits original contributions in, but not limited to, the following topical areas:

- Multimedia systems and services
 - Multimedia cloud services
 - Multimedia streaming services
 - Multicast, broadcast services and IPTV
 - Interactive and/or immersive media services
 - Virtual Reality and Augmented Reality communication systems
 - Multimedia content analysis and search
 - Converged application / communication services
 - Web services and distributed software technology
 - Multimedia Bigdata and social media
 - Distributed systems and applications for multimedia services
 - AI and Machine Learning for multimedia network and applications

- Architecture for next generation services
 - Architectures for digital media ecosystems: from producer to consumer
 - Software Defined Networking and Network Functions Virtualization (SDN/NFV)
 - Architecture of content generation and adaptation
 - Mobile edge computing and/or cloud computing for media services delivery
 - Internet digital media ecosystem
 - Scalable and network-aware digital media solutions
 - Crowdsourcing services and platforms

- Social networking services and platforms
 - Home network services and platforms
 - Everything-as-a-Service (XaaS) model and delivery platforms
 - Architecture for cooperative communications and ubiquitous computing
 - Communications software in vehicular communications
 - Networked autonomous systems
- Quality in services and multimedia applications
 - Quality of Experience (QoE) modelling and metrics
 - Adoption of QoE models for assessment, control and management of multimedia services
 - Mapping from Quality of Service (QoS) to QoE
 - QoS/QoE monitoring and/or prediction for encrypted VoIP or video streaming services
 - Strategies of End-to-End QoE management
 - QoE-aware multimedia service management
 - Quality-oriented routing algorithms
 - Performance studies of digital media ecosystem
 - High quality service provisioning for multimedia applications
- Service Management
 - Security and privacy in network and service management
 - Scalability and reliability issues
 - Charging, pricing, and business models
 - Context awareness and personalization
 - Cross-layer optimization for multimedia service support
 - Virtual home environment and network management
 - Cooperative networking for streaming media content
- Content Caching and Distribution
 - Content caching for 5G
 - Content distribution in wireless networks
 - Content distribution in cloud
 - Content caching in heterogeneous networks
 - Distributed content caching
 - Caching in next generation networks

Submission Guidelines

The IEEE ICC 2019 website provides full instructions on how to submit papers and the paper format.

You will select the desired symposium when submitting papers.

The paper submission deadline is October 14, 2018.

Only PDF files will be accepted for the review process and all submissions must be done through EDAS at <http://edas.info/>