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IEEE GLOBECOM   IEEE ComSoc

Communication Software and Multimedia Symposium

SYMPOSIUM CHAIRS AND CO-CHAIRS

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SCOPE AND MOTIVATION

With the thunderous rise of virtualization and softwarization in modern networks, and the emergence of a revolutionary landscape of multimedia applications (e.g., virtual and augment realities, tele-presence, tactile, internet), the Communication Software and Multimedia Symposium welcomes manuscripts from both industry and academia on all aspects of the modeling, design, implementation, deployment, and management of communications softwarization, services, and multimedia applications. The symposium will provide a platform to present state-of-the-art research work on challenging issues related to software design, deployment, delivery, and management of services and multimedia applications. It will also provide an opportunity for face-to-face discussions and information sharing among experts from both academia and industry.

The symposium is sponsored by IEEE ComSoc Communication Software (TCCS) and Multimedia Communications (MMTC) technical committees.

TOPICS OF INTEREST

The Communication Software & Multimedia Symposium seeks original contributions in the following topical areas, plus others that are not explicitly listed but are closely related:

Network Softwarization & Services

- Network function virtualization
- Service function chaining
- Resource sharing & isolation
- Software defined networking
- Virtualization technologies/techniques
- Software and services in mobile/multi-access edge and fog computing
- MEC-, SDN-, NFV-based network services
- Service, slice, and infrastructure monitoring
- Performance, interoperability, and scalability challenges/issues
- Security and privacy issues in virtualized environments

- Mobile core networks and their slicing
- Slice programmability, modeling, composition algorithms and deployment
- Network/service orchestration and management
- Experimental testbeds, trials and deployment
- Business models & new verticals
- Model and delivery platforms
- Scalable video delivery
- Cooperative networking for streaming media content
- Service overlay networks
- Massive network data analytics
- Machine learning for network service enhancement
- Proactive management of the softwarized network infrastructures
- Distributed systems and applications, including Grid Services
- Convergence of communication and global services
- Communications software in vehicular communications
- Architectures for cooperative communications and ubiquitous computing - Software Defined Radio Access Network (RAN)

Quality in Services and Multimedia Applications

- Quality of Experience (QoE) modelling and metrics
- Adoption of QoE metrics and models for assessment, control and management of multimedia services
- Strategies of End-to-End QoE management
- Quality-oriented routing algorithms
- Video quality assessment and impairment concealment
- Performance studies of digital media ecosystem
- High quality service provisioning for multimedia applications

Multimedia Systems and Services

- Multimedia cloud services
- Multimedia streaming, multicast and broadcast services
- Virtual/augmented/mixed reality
- 360-degree video streaming
- Volumetric and point cloud video streaming
- Multimedia security and privacy
- Multimedia edge computing and fog communication
- SDN and NFV support for multimedia
- Multimedia Internet-of-Thing (IoT)
- Mobile multimedia and 5G
- Wearable multimedia
- Machine learning techniques for multimedia content analysis, video delivery and service
- Multimedia big data and social media
- Energy-efficient multimedia streaming
- Web Services and distributed SW technology
- IMS and multimedia services
- Home and entertainment digital media ecosystem

- IPTV service and home networking
- Triple and Quadruple play services
- Emerging multimedia communication techniques, e.g., tactile

Machine learning techniques for multimedia content analysis

- Machine learning techniques for video delivery and service
- Machine learning techniques for multimedia communications
- Multimedia Big data and social media
- Multimedia security and privacy
- Multimedia Edge Computing and Fog Communication

Service Management

- Security and privacy in network and service management
- Scalability and reliability issues
- Charging, pricing, business models
- Context awareness and personalization
- Next generation services and emerging threats
- Cross-layer optimization for multimedia service support

IMPORTANT DATES

Deadline for paper submission: 1 April 2024

Date for notification: 1 August 2024

Deadline for final paper submission: 1 September 2024

SUBMISSION INSTRUCTIONS

All papers for technical symposia should be submitted via EDAS through the following link:

https://edas.info/N31420