CfP: 13th IEEE Conference on Embedded and Ubiquitous Computing (EUC 2015)

Submitted by Anonymous on Mon, 03/16/2015 - 2:59pm

13th IEEE/IFIP International Conferences on Embedded and Ubiquitous Computing (EUC'2015)


Important Dates:

- Submission Deadline for Papers: June 1, 2015
- Author Notification: July 24, 2015
- Camera-Ready and Author Registration: September 4, 2015
- Submission Deadline for Workshops/Tutorials/Special Sessions: March 13, 2015
- Notification of Acceptance for Workshops/Tutorials/Special Sessions: March 20, 2015
- Conference dates: October 21-23, 2015

Overview

Embedded and ubiquitous computing is an exciting paradigm that promises to provide computing and communication services to the end users all the time and everywhere. Its systems are now invading every aspect of our daily life and promise to revolutionize our life much more profoundly than electric motors or even personal computer evolution ever did. The emergence of this technology is a natural outcome of research and technological advances in a variety of areas including embedded systems, pervasive computing and communications, wireless networks, mobile computing, distributed computing and agent technologies.

The 13th IEEE/IFIP International Conference on Embedded and Ubiquitous Computing (EUC 2015) is the next event, in a series of highly successful international conferences on Embedded and Ubiquitous Computing. EUC 2015 will take place in Porto, Portugal. The conference will be held from 21 to 23 October, 2015.

Topics:

The EUC 2015 conference will provide a forum for engineers and scientists in academia, industry, and government to address all challenges including technical, safety, social, and legal issues related to embedded and ubiquitous computing and to present and discuss their ideas, results, work-in-progress and experience on all aspects of embedded and ubiquitous computing. Topics of particular
interest include, but are not limited to:

**Hardware architectures and design tools**

- Architectures for low-power wireless communication
- Reconfigurable architectures (e.g., FPGAs, CGRAs)
- Hardware accelerators
- System-level, high-level, and RTL/Logic synthesis
- Hardware/software co-design, partitioning, and interaction
- Efficient hardware implementation for ubiquitous algorithms/computing
- Application-specific processors and systems for ubiquitous computing
- Prototyping and simulation of ubiquitous and embedded applications
- Hardware support for collaborative ubiquitous applications
- System/Network-on-Chip
- Simulation and validation of mixed Hardware/Software systems

**Software for embedded and ubiquitous computing**

- Prototyping and simulation of ubiquitous and embedded applications
- Operating systems services for embedded systems.
- Programming paradigms, languages, aspects of modeling and specification
- Software architectures and design methodologies, including compilers, memory management, virtual machines, scheduling, operating systems, middleware, and code generation
- Modeling, analysis, and optimization of non-functional and performance aspects such as timing, memory usage, energy, QoS, and reliability
- Scheduling, execution time analysis, timing aspects, and real-time support
- Formal methods and verification
- Model based design of heterogeneous systems

**Cyber-physical systems**

- Smart sensing and sensor networks
- Wireless sensor networks
- Body area networks
- Distributed sensing and sensor fusion
- Wireless Communication & Networks
- Network Protocols

**Power/energy-aware and green embedded and ubiquitous computing**

- Power- and Thermal-Aware Design
- Operating systems services for power/energy savings
- Programming paradigms and languages aware of power/energy
- Software architectures and design methodologies, including compilers, for power/energy savings
- Algorithms for power/energy savings
- Case studies
- Middleware and virtual machines aware of power/energy

**Adaptive and context-aware computing**

- Self-awareness
- Self-Adaptive and Self-Healing Systems
- Runtime adaptability
- Reconfiguration management techniques
- Adaptivity provided by reconfigurable hardware
- Programming models and languages for context-aware computing
- Compilers for adaptivity and for context-aware computing

**Mobile systems and social media**

- Smart mobile systems
- Mobile and social media applications
- Wearable computing
- Big data analytics
- Multimedia and Data Management
- Pervasive Computing and Communications

**Security, safety and reliability/dependability**

- Operating systems security
- Human-computer interaction security and privacy
- Malicious software analysis and detection
- Detection, analysis, and prevention of distributed attacks
- Anti-fraud techniques; security of mobile devices
- Integrating security in Internet protocols: routing, naming, network management
- Security for emerging technologies: sensor/wireless/mobile/personal
- Security for future home networks, internet of things, body-area networks
- Security for large-scale systems and critical infrastructures (electronic voting, smart grid)
- Security of Web-based applications and services
- Fault-tolerant systems: Reconfigurable systems, application- and domain-specific systems, Systems-on-Chip, Networks-on-Chip, and memory subsystems
- Fault-tolerant runtime system management and variability or aging aware monitoring
- Fault-tolerant, variability or aging aware design
- Modeling and characterization of defects, faults and degradation mechanisms
- Test and diagnosis techniques

**Parallel and distributed systems**

- Distributed computing on embedded devices
- Programming paradigms
- Languages and compilers
- Middleware and virtual machines
- Agents and Distributed Computing
Middleware and Peer-to-Peer Computing
Offloading computations

Applications for embedded and ubiquitous computing

- Real-time and critical applications for embedded systems
- Information systems and data management for embedded systems
- Multimedia and consumer electronics applications
- Transportation application: automotive, avionics, etc.
- Novel applications for Reconfigurable Computing
- Cloud Computing for mobile systems
- Intelligent sensors
- Pervasive systems

PhD Forum

In all the subtopics considered in the tracks

Submissions

Authors are invited to submit original papers in English including, but not limited to, the areas of interest mentioned above. All contributions must be submitted electronically in the PDF format conforming to the IEEE Conference Proceedings Format (8.5" x 11", Two-Column).

Papers should be submitted through the EasyChair paper submission system (https://easychair.org/conferences/?conf=euc2015). Each paper is limited to 8 pages (or 10 pages with an overlength charge of 100EU per additional page).

By submitting a paper to the conference, authors assure that if the paper is accepted, at least one author will attend the conference and present the paper. For no-show authors, their papers will be removed from the digital library after the conference and their affiliations will be notified.

The program committee will select and award two "Best Paper Awards" for this conference.

Publications

The EUC 2015 accepted papers from this conference will be published by IEEE Computer Society in IEEE proceedings. Selected distinguished papers will be considered for possible publication in special issues of prestigious international journals.

Workshops/Tutorials/Special Sessions

The IEEE/IFIP International Conference on Embedded and Ubiquitous Computing (EUC 2015) organizing committee invites proposals for: (a) workshops, (b) tutorials and (c) special sessions to be included in the technical program of the main conference. Prospective organizers of these events are invited to submit
proposals on foundational and emerging topics in areas relevant to embedded and ubiquitous computing. These events will provide an opportunity for researchers and industry practitioners to share their research results and practical development experiences on specific challenging and emerging issues.

A proposal should include a proper title, an overview, scope, information about the program, a tentative list of members of the program committee, history of the event (if held previously by the same team), and short bios of all organizers.

For submissions of Workshops/Tutorials/Special Sessions please contact Jose G. F. Coutinho (Gabriel.Figueiredo@imperial.ac.uk), Imperial College London, UK, and Cristina Silvano (cristina.silvano@polimi.it), Politecnico di Milano, Italy.

Organizing Committee:

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PhD Forum
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William Fornaciari, Politecnico di Milano, Italy

Technical Program Committee:
Please, visit http://www.fe.up.pt/euc2015 for information about the TPC.

Previous Events:
Previous events of the International Conference on Embedded and Ubiquitous Computing (EUC) were ICDCS-ECS04 (Tokyo, Japan, 2004), EUC-04 (Aizu, Japan, 2004), EUC-05 (Nagasaki, Japan, 2005), EUC-06 (Seoul, Korea, 2006), EUC-07 (Taipei, Taiwan, 2007), EUC-08 (Shanghai, China, 2008), EUC-09 (Vancouver, Canada, 2009), EUC-10 (Hong Kong, China, 2010), EUC-11
(Melbourne, Australia, 2011), EUC-12 (Paphos, Cyprus, 2012), EUC-13 (Zhangjiajie, China, 2013), and EUC-14 (Milan, Italy, 2014).

**Sponsors:**
IEEE, IEEE Computer Society, IFIP

**Contact:**
If you need any further information, please contact us at:
euc2015conf@gmail.com

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**CfP: Dependability CPS - Ada Europe 2015 CFP SIMS Conference on Modeling and Simulation - Short Abstracts by March 20?**

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- Calls for Papers
- CPS Domains
- Communications Sector
- Information Technology Sector
- Architectures
- Architectures
- Consumer Communication
- Embedded Software
- Testing Systems
- Engineering
- Critical Infrastructure
- Wireless Sensing and Actuation
- Resilient Systems
- Science of Security
- Simulation
- Validation and Verification
- CPS Technologies
- Foundations