

[Please accept our apologies if you receive multiple copies of this email]

***** IEEE IUCC-2015 CFP *****

The 14th IEEE International Conference on Ubiquitous Computing and Communications

(IUCC-2015)

<http://cse.stfx.ca/~iucc2015/>

Liverpool, England, UK, 26-28 October 2015

Sponsored by

IEEE, IEEE Computer Society and IEEE Technical Committee of Scalable Computing (TCSC)

INTRODUCTION

=====

The technologies of computing and communications have undergone a series of evolutionary innovation over the past decades and improved the quality of human life significantly. Computing and communications in the 21st century faces an ever-increasing number of great challenges and revolutionary developments. Ubiquitous Computing and Communications is a revolutionary paradigm that aims to provide pervasive and reliable computing solutions and communication services anytime and anywhere. This emerging technology is built upon the rapid research and development advances in a wide range of key areas including wireless and sensor networks, mobile and distributed computing, embedded systems, agent technologies, autonomic communication, and information security. Ubiquitous Computing and Communications has drawn significant interests from both academia and industry and continues to attract tremendous research efforts due to its promising new business opportunity in information technology and engineering.

IUCC-2015 will be held on 26-28 October 2015 in Liverpool, UK. The conference offers an important international platform and brings together the scientists, engineers, researchers, and students from academy and industry all over the world to share their latest work, exchange experiences and discuss the state-of-the-art challenges of ubiquitous computing and communications. IUCC-2015 is soliciting original and previously unpublished papers addressing research challenges and advances towards the design, implementation and evaluation of ubiquitous computing and communications technologies, systems and applications.

SCOPE AND TOPICS

=====

Topics of particular interests include the following tracks, but are not limited to:

Track 1. Ubiquitous Computing

- Autonomic Computing

- Utility Computing
- Cloud Computing
- Mobile Computing
- Real-Time Computing
- Grid and Peer-to-Peer Computing
- Energy-Efficient Ubiquitous Computing
- Wearable Computers
- Embedded Computing
- Parallel and Distributed Computing
- Information Visualization
- Modelling and Analysis of Ubiquitous Computing Systems
- Internet Computing
- Ambient Intelligence
- Middleware and Agent Technologies
- Reliable and Trusted Computing
- Numerical Algorithms and Analysis
- Computational Simulation and Analysis
- Computational Science

Track 2. Ubiquitous Communications

- Autonomic Communications
- Computer Networking
- Communication Theory and Protocols
- Wireless Networks
- Cognitive Radio
- Pervasive Embedded Networks
- Ad Hoc and Sensor Networks
- RFID
- Network Middleware
- Enabling Technologies (e.g., Wireless PANs, LANs, Bluetooth)
- Location Systems and Technology
- Multimedia Communication Systems
- Human-Computer Interaction
- Mobility Management
- Future Networks and Protocols
- Web of Things
- Big Data
- Signal Processing for Communications and Networking
- Design and Implementation of Signal Processing Systems
- Multimedia Signal Processing

Track 3. Ubiquitous System, Services and Applications

- Context-Aware Applications
- Resource Management
- Programming Paradigms for Ubiquitous Computing Applications
- Smart Home

- Pervasive Health
- Ubiquitous Platforms
- Embedded Systems
- E-Commerce and E-Learning
- Multimedia Applications
- Quality-of-Service
- Information Security and Privacy
- Security Issues and Protocols
- Key Management, Authentication and Authorization
- Multimedia Information Security
- Forensics and Image Watermarking
- Distributed Sensing, Monitoring and Management Systems
- Wireless Emergency and Security Systems
- Wireless E-healthcare
- Software Engineering
- Biometrics and Human Computer Interaction
- Multidisciplinary Artificial Intelligence

Track 4. Ubiquitous Media and signal processing

- Ubiquitous Media Infrastructure
- Ubiquitous Sensor Networks / RFID
- 3G and Advanced Communication Techniques
- Ubiquitous Applications
- Ubiquitous Middleware
- Semantic Web and Knowledge Grid
- Signal Processing Theory and Methods
- Signal Processing for Communications and Networking
- Design and Implementation of Signal Processing Systems
- Sensor Array and Multichannel Signal Processing
- Signal Processing Education
- Audio Signal Processing
- Speech and Spoken Language Signal Processing
- Image, Video and Multidimensional Signal Processing

IMPORTANT DATES

=====

Workshop Proposal	22 May 2015
Submission Deadline:	15 July 2015
Authors Notification:	15 August 2015
Camera-ready Paper Due:	15 September 2015
Registration Due:	15 September 2015
Conference Date:	26-28 October 2015

PAPER SUBMISSION GUIDELINE

All papers need to be submitted electronically through the conference website (<http://cse.stfx.ca/~iucc2015/sub/>) with PDF format. The materials presented in the papers should not be published or under submission elsewhere. Each paper is limited to 8 pages (or 10 pages with over length charge) including figures and references using IEEE Computer Society Proceedings Manuscripts style (two columns, single-spaced, 10 fonts). You can confirm the IEEE Computer Society Proceedings Author Guidelines at the following web page: <http://www.computer.org/web/cs-cps/>

Once accepted, the paper will be included into the IEEE conference proceedings published by IEEE Computer Society Press (indexed by EI). At least one of the authors of any accepted paper is requested to register the paper at the conference.