

# Call for Papers for *Communications Software, Services and Multimedia Applications*

## **Scope and Motivation:**

The Communications Software, Services and Multimedia Application Symposium that will be part of GC2016 will provide an international technical forum for presenting research results on diverse aspects of communications software, services, and multimedia communications. It aims at bringing together experts from industry and academia to exchange original and innovative ideas on advancing the state-of-the-art and overcoming research challenges related to multimedia applications over wireless networks and the Internet, software design, and system deployment of communication services. Sample topics are listed below.

## **Main Topics of Interest:**

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

- Multimedia delivery and streaming over wired and wireless networks
- Cross-layer/Cross-system optimization for multimedia service support
- Multicast, broadcast and IPTV
- Crowdsourcing
- Multimedia computing systems and human-machine interaction
- Interactive media, gaming, and immersive environments
- Multimedia content analysis and search
- Multimedia databases and digital libraries
- Converged application/communication servers and services
- Multimedia security and privacy
- Multimedia analysis and social media
- 3D, multiview, and ultra-high-definition video delivery
- Multimedia QoS provisioning
- Communication tools and software for cloud/fog computing
- Communication tools and software for mobile edge computing
- Service creation, delivery, management



- Service-oriented networks
- Virtual home environment and network management
- Charging, pricing, business models
- Security and privacy in network and service management
- Cooperative networking for streaming media content
- Location-based services
- Social networking communication services
- Mobile services and service platforms
- Home network service platforms
- VoP2P and P2P-SIP services
- Ubiquitous computing services and applications
- Networked autonomous systems
- Communications software in vehicular networks
- Communications software in smart grid communications and cloud computing
- Software-defined networking
- Content delivery networks
- Information-centric networking
- Web services and distributed software technology
- Software for distributed systems and applications
- Peer-to-Peer technologies for communication services
- Context awareness and personalization

### **Sponsoring Technical Committees:**

- Multimedia Communications TC
- Internet TC

### **How to Submit a Paper:**

The IEEE Globecom 2016 website provides full instructions on how to submit papers. You will select the desired symposium when submitting. **The paper submission deadline is April 1, 2016. Unlike recent ICC's and Globecom's, this is a hard deadline that will not be extended.**

### **Symposium Co-Chairs:**

- F. Richard Yu, Carleton University, Canada, richardyu@carleton.ca
- Jun Wu, Tongji University, China, wujun@tongji.edu.cn

## Biographies:



**F. Richard Yu** received the PhD degree in electrical engineering from the University of British Columbia (UBC) in 2003. From 2002 to 2006, he was with Ericsson (in Lund, Sweden) and a start-up (in California, USA). He joined Carleton University in 2007, where he is currently an Associate Professor. He has published more than 300 papers in international journals and conferences in the areas of wireless/wired communications and networking, multimedia, security and green IT systems. He is the inventor of about 20 pending international patents. He received the IEEE Outstanding Leadership Award in 2013, Carleton Research Achievement Award in 2012, the Ontario Early Researcher Award (formerly Premier's Research Excellence Award) in 2011, the Excellent Contribution Award at IEEE/IFIP TrustCom 2010, the Leadership Opportunity Fund Award from Canada Foundation of Innovation in 2009 and the Best Paper Awards at IEEE ICC 2014, Globecom 2012, IEEE/IFIP TrustCom 2009 and Int'l Conference on Networking 2005. He serves on the editorial boards of several journals, including Co-Editor-in-Chief for Ad Hoc&Sensor Wireless Networks, Lead Series Editor for IEEE Trans. Veh. Tech., IEEE Comm. Survey Tutorials, EURASIP Journal on Wireless Comm. Networking, Wiley Journal on Security and Comm. Networks. He has served on the Technical Program Committee (TPC) and as TPC co-chair of numerous conferences. He is a registered Professional Engineer in the province of Ontario, Canada.



**Jun Wu** received his B.S. degree and M.S in Information Engineering from XIDIAN University in 1993 and 1996, respectively. He received his Ph.D. degrees in Information Engineering from Beijing University of Posts and Telecomm. In 1999. Wu joined Tongji University as a Professor in Dec. 2010. He has been a principal scientist in Huawei from 2009 to 2010, and also a principal scientist in Broadcom Inc from 2006 to 2009. His research interests include information theory, wireless communication, and digital signal processing, combined with ten years' industrial experiences in top communication enterprise, make him deeper understand theoretical problem, bridge gap between theory and practices. He has authored or co-authored more than 60 high quality papers, two chapters of a book, and filed 23 patents (8 patents are granted in USA). Wu has been an IEEE member since 2005. He is currently an IEEE Senior Member, ACM Member, Senior Member of Chinese Institute of Electronics (CIE), Member of China Computer Federation (CCF). He is a Technical Program Committee (TPC) member of ACM Shanghai Chapter. He served as IEEE Chinacom 2015 TPC Co-chair, IEEE ICC 2014 Wireless Networking and Multimedia Symposium Co-chair, IEEE ICME 2011~2014 TPC member, IEEE Globecom 2012 workshop TPC member.