** Call For Papers **

High Performance Computing Symposium 2016 (HPC’16)

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Important Deadlines
Abstract submission: November 02, 2015
Abstract feedback: November 10, 2015
Full paper submission: December 15, 2015
Notification of acceptance: January 31, 2016
Camera-ready paper: February 29, 2016
Up-to-date Deadlines
http://www.iue.tuwien.ac.at/hpc2016/

The 2016 Spring Simulation Multi-Conference will feature the 24th High Performance Computing Symposium (HPC 2016), devoted to the impact of high performance computing and communications on computer simulations. Advances in multicore and many-core architectures, networking, high end computers, large data stores, and middleware capabilities are ushering in a new era of high performance parallel and distributed simulations. Along with these new capabilities come new challenges in computing and system modeling. The goal of HPC 2016 is to encourage innovation in high performance computing and communication technologies and to promote synergistic advances in modeling methodologies and simulation. It will promote the exchange of ideas and information between universities, industry, supercomputing centers, and national laboratories about new developments in system modeling, high performance computing and communication, scientific computing as well as simulation.

Topics
- HPC issues in Big Data analytics
- High performance/large scale application case studies
- GPU for general purpose computations (GPGPU)
- Multicore and many-core computing
- Power aware computing
- Cloud, distributed, and grid computing
- Asynchronous numerical methods and programming
- Hybrid system modeling and simulation
- Large scale visualization and data management
- Tools and environments for coupling parallel codes
- Parallel algorithms and architectures
- High performance software tools
- Resilience at the simulation level
- Component technologies for HPC

Submission Guidelines

Prospective authors are invited to submit full papers (up to 8 pages, double column format) on topics related to the areas listed above. They will be peer reviewed and – if accepted and presented at the conference - submitted to the ACM Digital Library.
Submission of an abstract is not compulsory, yet authors who submit an abstract will receive a quick feedback by the symposium chairs for their full paper submission. Submissions will be evaluated on relevance, technical quality, and exposition. Papers must not have appeared before (or be pending) in a journal or conference with published proceedings, nor may they be under review or submitted to another forum during the HPC 2016 review process. All accepted papers will be published in the proceedings as regular papers. At least one author of an accepted paper must register for the symposium and must present the paper at the symposium.

Further submission details will be published on the 2016 Spring Simulation Multi-Conference website: http://www.scs.org/springsim/.

**Tutorial, Panels, Special Sessions and Best Paper Award**

Proposals for tutorials, panels, and special sessions are welcome; submit such proposals to the general or program chairs by **October 31, 2015**. Early submissions are appreciated. At least one paper from each symposium will be chosen for a Best Paper Award, which will be recognized in an awards ceremony before a plenary lecture.

**Program Committee**

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