

CNS'17

20th Communications and Networking
Simulation Symposium

Spring Simulation Multi-conference 2017

APRIL 23 - 26, 2017

Virginia Beach, VA

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Communications and Networks are the nerve system of Information Technology, and a dominating part of our daily lives. *Web 2.0, Data Science, Big Data, Social Networks, Mobile Devices, Smart Phones, Cloud Computing, and other network-based technologies* are seeing explosive growth of services to all user domains; public or private, military or government, educational or industry, healthcare or finance, science or entertainment. Quality of Service, Security, Interoperability, speedy access, and many other important requirements need to be studied, monitored, and predicted by methodologies such as simulation; a proven technique that can save costs, time, and/or lives.

CNS 2017 invites experts, researchers, developers, managers, and entrepreneurs of this dynamic field to publish and share original and unpublished findings with their peers in a forum dedicated to this field. CNS forum is eager to hear your success story and the challenges faced in the pursuit of advancing the focused technology. CNS has a track record of 19 successful years in providing great feedback and discussions to the presented topics. CNS'17 will be even a more exciting forum and program. We welcome you to join us this year.

We welcome papers describing design principles as well as applications pertinent (but not limited) to the tracks below with emphasis on modeling and simulation.

Topics

Big Data & Social Networks

- Big Data Modeling and Simulation
- Data Science and Network Simulation
- Information Retrieval and Search Engines
- Data Mining and Knowledge Discovery in Web
- Social Networks Simulation
- Web2.0 Simulation
- Web-Based Simulation and Applications
- Information Management and Simulation

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Cloud Computing

- Cloud Performance
- Cloud Interoperability
- Hybrid & Enterprise Cloud Architecture
- Virtualization & Data Centers
- Simulation on the Cloud
- Simulation tools for Cloud Computing
- Clusters and Grid Computing & Communications
- Distributed Simulation and Real Time Systems

Network Security

- Cyberspace Security
- Network Security
- Cloud Security
- Security of Mobile Devices
- Network Security and Management
- Network Design and Performance Analysis

Biological Networks and Healthcare

- Cellular communications and biological computing
- Wireless Sensor Networks in Healthcare
- Electronic Healthcare Records
- Military Healthcare System & Infrastructure
- Public Healthcare System & Infrastructure

Wireless Network & Mobile Network

- Ad Hoc Network
- Wireless Communications and Networks
- Mobile application
- Signaling and Routing protocols
- Smart Phone Application

Other Network related simulation

- Traffic Engineering and Measurements
- High Level Architecture Simulation and Application
- Virtual Environments and Virtual Classrooms
- Peer-to-Peer Communications and Computations
- Large Scale Networks simulation
- Simulation Tools for Communications and Networks
- Modeling Techniques, Verification and Validation
- Internet and Mobile QoS Architectures



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Tutorials, Panels, and Special Sessions:

Proposals are welcome for Tutorials, Panels, and Special Sessions in hot research areas such as security, cloud computing, big data, and electronic health record systems.

Tutorial proposal must follow the general format of the conference, and not need to be original work. It must however address current needs of general audience.

Panel proposal must articulate the topic, the members of the panel, and the moderator. Further, the panel discussion should include a brief leading presentation by the members, as well as encouraging questions by the audience.

Special Session proposal must describe the needs, structure, targeted audience, and any special tool or media they might need.

Submission Guidelines

Original papers for CNS 2017 should be submitted via CNS'17 Paper Submission web-page, official SCS SpringSim'17 Conference Paper Submission. All papers must include the authors' affiliation and e-mail addresses of ALL authors. The e-mail addresses should be related to the authors' institutions and not public portals.

Paper formatting instructions and copyright form are available in SpringSim web site. All papers will be fully refereed for accuracy, technical content, and relevance. Papers should be NO longer than 12 single-spaced single-column pages. At least one author must pre-register for the conference, paying the full registration fee, in order to have their paper included in the proceedings and the ACM Digital Library. 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 SpringSim'17 review process. A submission may be rejected for paper presentation, but it may be suggested for submission and presentation as a work in progress or poster. At least one author must register and present the paper/WIP/poster at the symposium. All submissions will be peer reviewed and feedback will be provided.

Please use the paper template provided in the conference website (www.scs.org/springsim). The use of the template will facilitate the prompt proceedings compilation and submission to the ACM Digital Library.

Important Dates

Workshop Proposal: September 30, 2016
Abstract Submission: October 15, 2016
Abstract Feedback: October 30, 2016
Full paper Submission: December 15, 2016
Notification of Acceptance: January 31, 2017
Camera-ready Paper: February 20, 2017

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