2018 ANNUAL SIMULATION SYMPOSIUM (ANSS’18)

The Annual Simulation Symposium is the oldest continuously operating simulation symposium in the Society for Modeling and Simulation (SCS) and captures what makes M&S a discipline. 2018 marks the 50th year of ANSS. Since 1968, ANSS has been a forum to exchange ideas, research results, methods, techniques, and applications among simulationists from industry, government, and academia.

ANSS’18 will continue its tradition of presenting state-of-the-art papers and panels highlighting topics of interest to simulation researchers, practitioners, and users. In celebration of our 50th year, we are pleased to announce two special tracks for ANSS’18: Sensory Augmentation in Simulation and Cyber Systems M&S. We welcome proposals in any areas that may be of interest to simulationists and that generate new ideas and applications in simulation research. Below is a list of possible topics. We also welcome recommendations for panel topics and engaging high-level invited speakers with expertise in these or related areas.

Potential Topics

- Humanities, Social Science, & Philosophy
- Engineering, Science, & Education
- Critical Infrastructure
- Healthcare and Medical
- Military & Homeland Security
- Avionics
- Business and Industry
- Human Behavior
- Big Data and Simulation
- Verification & Validation Advances
- Conceptual Modeling and Simulation Design
- Simulation Interoperability
- Social Network Modeling
- Decision Support
- M&S Standardization
- Simulation Ontologies
Special Track: Sensory Augmentation in Simulation

Track Chair: Krzysztof Rechowicz

Recent advances in augmented and virtual reality and human-computer interface have shown that the extension or augmentation of human sensory capacity is one of the most promising avenues of getting us closer to data and generating insights into Modeling & Simulation (M&S). This Special Interest Track endeavors to establish a platform under the umbrella of ANSS to share efforts that exploit sensory augmentation within the M&S domain. Authors are encouraged to submit papers on theory, methodology, tools, and technologies as well as applications, case studies, and practices. The following is a recommended but not exclusive list of topics:

- Interoperability between virtual objects and the real world
- Human-Simulation Interfaces
- Perspective-taking through sensory augmentation
- Simulation of human affects
- Context-aware sensory augmentation
- Multi-sensory immersive simulation environments

Special Track: Cyber Systems Modeling & Simulation

Track Chairs: Neal Wagner and Jose Padilla

All aspects of society are impacted by the use and misuse of cyber systems. Cyber systems are a complex blend of human and machine actors/agents, their interactions, and the effects these interactions produce. To build cyber systems with high performance and high security, it is necessary to understand and assess these systems and predict their effects. This track provides a forum for novel M&S efforts related to the characterization, evaluation, and prediction of cyber systems. Studies focused on theoretical and/or practical aspects of cyber systems M&S are encouraged. Example topics include:

- Cyber assessment
- Cyber threat modeling
- Human behavior modeling
- M&S for anomaly/intrusion detection
- Cyber decision-making
- Modeling uncertainty in cyber environments
- Cyber risk modeling
- Social media modeling
- Cyber economic systems modeling
- Cyber insurance modeling
- Predictive cyber analytics
- Cyber user behavior modeling
- Cyber systems analysis
- Cyber-physical systems modeling
- Cyber warfare modeling
- Cyber situational awareness
- Cyber emulation and cyber ranges
- Cyber M&S environments, tools, and techniques
Submission Guidelines

Original, high-quality technical papers are solicited for review, possible presentation, and subsequent publication in the conference proceedings. For further instructions, please refer to the Submission Instructions in the SCS Conference Proceedings Management System web site. Contributed papers are 8 pages long with double column format. They will be peer reviewed and – if accepted and presented at the conference – will possibly be submitted to the ACM and IEEE 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’18 review process. At least one author of an accepted paper must register for the symposium and must present the paper at the symposium. For author guidelines on how to submit a paper please see http://scs.org/authorskit/.

It is also possible to submit to the Work in Progress (WIP) or Posters tracks; more details will be announced on the website (http://www.scs.org/springsim). 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 WIP/poster at the symposium.

Symposia or Workshops Proposition

A call for Symposia or Workshops is open (see important dates), to raise visibility on topics of focused interest in a particular scientific or applications area. Check the SpringSim website for contact information, deadlines, and requirements for Symposia and Workshop proposals.

Important Dates

Abstract submission: Sept 15, 2017  
Workshop Proposal: September 29, 2017  
Full Paper submission: Nov 23, 2017  
Notification of Acceptance: Jan 12, 2018  
Camera-ready Paper: Feb 23, 2018

Contact

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For questions, please contact: scs@scs.org | (858) 277-3888
CALL FOR PAPERS

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