

CALL FOR PAPERS

2018 Spring Simulation Multi-Conference Baltimore, Maryland

April 15, 2018 – April 18, 2018

26th High Performance Computing Symposium (HPC 2018)

The 2018 Spring Simulation Multi-Conference will feature HPC 2018, 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 2018 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 of interest include (but are not limited to) high performance computing issues in Big Data analytics; high performance/large scale application case studies; the use of GPUs for general purpose computations (GPGPU); accelerator and co-processor computing; multicore and many-core computing; exascale challenges; power-aware computing; cloud, distributed, and grid computing; asynchronous numerical methods and programming; hybrid system modeling and simulation; hybrid parallel or distributed algorithms; large-scale visualization and data management; tools and environments for coupling parallel codes; parallel algorithms and architectures; high performance software tools and techniques; resilience at the simulation level; and reproducibility of application performance results.

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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 12 pages long with single 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. Proposals for special Symposia or Workshops should be submitted by e-mail to Layne T. Watson (ltwatson@computer.org).

Important Dates

Workshop Submission: Sep 29, 2017

Full Paper submission: Nov 23, 2017

Notification of Acceptance: Jan 12, 2018

Camera-ready Paper: Feb 23, 2018

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Contact

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

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