The goal of this annual conference is to provide a forum for professionals and researchers to discuss and disseminate the most promising contributions on performance evaluation of computer and telecommunication systems. Papers describing results of theoretical and/or practical significance are solicited. Experimental, modeling, analysis, and simulation studies as well as testbed deployment, field trials and experiences gained are all in the scope of the conference. Work presenting novel performance evaluation methods or providing insights on design and runtime tradeoffs are particularly encouraged.

Accordingly, the conference will focus on, but will not be limited to, the following subjects of interest:

### Networking Technologies and Telecommunication Systems
- Future Internet and next Generation Networking
- 5G & Beyond
- Hyperdense networks
- Massive MIMO
- mm Wave communications
- Multiple access, multiplexing, modulation and coding techniques
- Cooperative communications and networking
- Cognitive radio and networking
- Autonomic Networks
- Software Defined Networking
- Network Function Virtualization
- Cloud Radio Access Networks
- Radio over Fiber
- Flexible optical networks
- Optical-Wireless Communication and systems
- Visible light communications
- Internet of Things and enabling technologies
- Machine to Machine systems
- Device to Device communications
- Cyber-Physical Systems
- Wireless ad-hoc Networks
- Wireless Sensor Networks
- Delay Tolerant Networks
- Opportunistic Networks
- Vehicular ad-hoc networks / connected vehicles
- Nanonetworks
- Satellite and Space communications and networking
- Network design, optimization, management and performance evaluation
- Traffic engineering, network reliability, Quality of Service / Experience

### Computer Systems
- Parallel and Distributed Computing
- Service Oriented Architectures and Microservices
- Cloud and Edge Computing
- High Performance Computing
- Distributed and Mobile Middleware
- Computer Architectures
- Microprocessors
- Multi-core processors
- Memory systems
- High performance I/O
- Big Data Analytics, Artificial Intelligence
- Applications and Machine Learning
- Software Engineering, Performance, Evaluation and Testing
- Verification and Validation
- Programming Languages
- Parallel Algorithms
- Data Storage Systems
- Fault tolerance, signal processing, and coding techniques

### Tools & Methodologies
- Modeling and Analysis
- Performance Optimization, Bounds and Models
- Stochastic Models
- Queuing Systems and Networks
- Neural Networks and Fuzzy Logic Applications
- Integrated Modeling and Measurement
- Mathematical Aspects and Integrated Design of Performance
- Verification and Validation
- On-Line Performance Adaptation and Tuning
- Parallel and Distributed Simulation
- Case studies, Testbed deployments, field trials and experiences
- Scalability Studies

### Paper Submission
Please submit your complete papers electronically to: https://www.softconf.com/sim/SPECTS20/ Instructions for authors will be posted on the conference website: http://atc.udg.edu/SPECTS20/ Accepted and presented papers will be published in the conference proceedings and submitted to IEEE Xplore as well as other Abstracting and Indexing (A&I) databases.

Proposals for tutorials (max 2 hours) should be sent to the Tutorials Chairs.

### Best Paper Awards
All accepted papers will be evaluated for a best paper award based on originality and technical contribution by an external commission.

### Special Session
**Cloud and Fog Computing Resource Management and Performance Engineering** by Carlos Guerrero

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### Deadlines
- Tutorial proposals: Extended to May 22, 2020
- Paper submission: Extended to May 22, 2020
- Author notification: June 15, 2020
- Camera-ready paper submission: Extended to July 6, 2020