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 **CALL FOR PAPERS**

**The 33rd International Conference on Computer**

**Communications and Networks (ICCCN 2024)**

**July 29-31, 2024, Big Island, Hawaii, USA**

<http://www.icccn.org/icccn24/>

***ICCCN 2024 is Technically Co-Sponsored by the IEEE and IEEE Communication Society.***

**Paper Submission link:**[**https://easychair.org/conferences/?conf=icccn2024**](https://easychair.org/conferences/?conf=icccn2024) **(for all Conference, Workshop, and Poster papers)**. ***The site is open and accepting paper submissions.***

**ICCCN** is one of the leading international conferences for presenting novel ideas and fundamental advances in the fields of computer communications and networks. **ICCCN** serves to foster communication among researchers and practitioners with *a common interest in improving computer communications and networking through scientific and technological innovation*. ***ICCCN 2024 will be held in-person***.

**Scope:**

The primary focus of the **ICCCN 2024** conference is on new and original research results in the areas of design, implementation, and applications of computer communications and networks. ICCCN 2024 covers the following technical **Tracks** (the detailed Track scope and descriptions are posted at

[*www.icccn.org/icccn24/committeesandtracks/technical-tracks/index.html*](http://www.icccn.org/icccn24/committeesandtracks/technical-tracks/index.html)*):*

**Track 1: Infrastructure Networking Technologies**

* Andreas J. Kassler, Deggendorf Institute of Technology, Germany, [andreas.kassler@th-deg.de](mailto:andreas.kassler@th-deg.de)
* Cedric Westphal, UCSC & Futurewei, USA, [cedric.westphal@futurewei.com](mailto:cedric.westphal@futurewei.com)

**Track 2: Network Architecture, Algorithm, Protocol, and Evaluation**

* Dimitrios Koutsonikolas, Northeastern University, USA, [d.koutsonikolas@northeastern.edu](mailto:d.koutsonikolas@northeastern.edu)
* Pablo Serrano, Universidad Carlos III de Madrid, Spain, [pablo@it.uc3m.es](mailto:pablo@it.uc3m.es)

**Track 3: IoT and Cyber-Physical Systems**

* Houbing Herbert Song, University of Maryland, Baltimore, USA, [songh@umbc.edu](mailto:songh@umbc.edu)
* Carlos T. Calafate, UPV, Spain, [calafate@disca.upv.es](mailto:calafate@disca.upv.es)

**Track 4:** **Edge and Cloud Computing**

* Sidi Lu, College of William & Mary, USA, [slu08@wm.edu](mailto:slu08@wm.edu)
* Omer Rana, Cardiff University, UK, [ranaof@cardiff.ac.uk](mailto:ranaof@cardiff.ac.uk)

**Track 5: Pervasive Communications, Networking and Sensing**

* Wenyao Xu, State University of New York at Buffalo, USA, [wenyaoxu@buffalo.edu](mailto:wenyaoxu@buffalo.edu)
* Sangheon Pack, Korea University, South Korea, [shpack@korea.ac.kr](mailto:shpack@korea.ac.kr)

**Track 6: Social Networks, Extended Reality, and Metaverse**

* Bo Han, George Mason University, USA, [bohan@gmu.edu](mailto:bohan@gmu.edu)
* Dapeng Wu, Chongqing University of Posts and Telecommunications, China, [wudp@cqupt.edu.cn](mailto:wudp@cqupt.edu.cn)

**Track 7: Security, Privacy and Trust**

* Wei Yu, Towson University, USA, [wyu@towson.edu](mailto:wyu@towson.edu)
* Michele Nogueira Lima, Federal University of Minas Gerais (UFMG), Brazil, [michele@dcc.ufmg.br](mailto:michele@dcc.ufmg.br)

**Track 8: Emerging Topics in Networking**

* Andreas Reinhardt, TU Clausthal, Germany, [reinhardt@ieee.org](mailto:reinhardt@ieee.org)
* Ruidong Li, Kanazawa University, Japan, [lrd@se.kanazawa-u.ac.jp](mailto:lrd@se.kanazawa-u.ac.jp)

**Instructions for Authors:**

Submitted manuscripts must be formatted using the IEEE Conference template available at <https://www.ieee.org/conferences/publishing/templates.html> (double-column, 10-pt font, US letter) and must be submitted via EasyChair (https://easychair.org/conferences/?conf=iccc[n2024](https://easychair.org/conferences/?conf=icccn2024)) as PDF file. The manuscripts should be no longer than **9 pages** including all figures/tables and references. Submitted conference manuscripts must not have been previously published in or been under consideration for publication elsewhere (conference or journal). Submissions must include a title, abstract, keywords, author(s) and affiliation(s) with postal and e-mail addresses. *Changes to the paper title and author names, as well as the other metadata, are only permitted before the paper submission deadline.* The Program Committee will reject, without review, papers that either exceed the length specification or have been submitted or published elsewhere. Note: ICCCN’24 will select the Best Paper and a runner-up paper to recognize the research quality and excellence.

**Review and Publication of Manuscripts:**

Submitted manuscripts will be reviewed by the TPC and judged on originality, technical correctness, relevance, and quality of presentation. An accepted paper must be presented at the conference venue by a *registered author* at the full registration rate. Each full registration covers up to two conference papers authored by the registered author. 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.****IEEE reserves the right to exclude a paper from distribution after the conference, including IEEE Xplore® Digital Library, if the paper is not presented by one (the registered) of the authors of the accepted paper at the conference (onsite)****. If the registered/paid author cannot attend/give a presentation onsite then the author can transfer his/her reg to another author of the paper who will present the paper onsite (please see the registration transfer procedures in “Author Information” posted at the ICCCN 2024 website).*

**Workshops:**  
ICCCN 2024 workshops are exciting forums to present, discuss, and formulate specialize topics and emerging hot research topics (new areas, new problems or new methods). The workshops offer a perspective distinct from and complementary to the research themes of the main conference. Workshop manuscripts should be no longer than **6 pages** including all figures/tables and references. The detailed info can be found in each workshop’s Call for Papers from ([**http://www.icccn.org/icccn24/workshop/list-of-workshops/**](http://www.icccn.org/icccn24/workshop/list-of-workshops/)). For any questions or additional information, please contact the Workshop General or Workshop Program Chairs.

**Poster Papers:**

ICCCN 2024 provides an opportunity to present in-progress work in the fields of computer communications and networks. Topics of interest are the same as the research topics in the ICCCN 2024 conference Call for Papers. Early implementations, prototypes, work-in-progress systems/applications as well as commercial products that are related to the topics are welcome. Presenting a poster is an effective way to obtain early and valuable feedback from a knowledgeable crowd at the conference. Posters must be formatted in standard IEEE camera-ready format (double-column, 10-pt font). Each poster submission must be no longer than **2 pages** including all figures/tables and references.

**Important Dates:** All times below are 11:59 pm (New York, USA);

***Conference and Poster papers:***

* **Paper submission due:** ~~March 1, 2024~~ **→ March 25, 2024**
* **Poster Paper submission due: March 29, 2024**
* **Acceptance Notification:** ~~April 22, 2024~~ **→ May 2, 2024**
* **Conference date: July 29 – 31, 2024**

***Workshop papers:***

* **Paper submission due: ~~March 4, 2024~~ → March 29, 2024**
* **Acceptance Notification:**~~April 26, 2024~~ **→ May 9, 2024**
* **Workshop date: July 31, 2024**

***All*** (conference/poster/workshops) ***Camera-Ready Papers Due*: May 20, 2024 (Hard deadline)**

*Please refer to "****Author Information****" posted at the conference website for more info on paper submission, onsite presentation, registration tnansfer and related rules/policies.*

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