

CALL FOR PAPERS

2nd WORKSHOP on COORDINATED QUALITY OF SERVICE IN DISTRIBUTED SYSTEMS (COQODS-II)

<http://www.sp.edu.sg/icon2006/COQODS.htm>

to be held in conjunction with the

14th IEEE International Conference On Networks (ICON 2006)

13-15 September 2006, Singapore

Quality of Service (QoS) issues are usually discussed in a piecemeal manner pertaining to a particular entity such as the network, operating system, processor, server, storage device or database. However, as more devices such as computational and storage nodes are connected over networks to form distributed systems, the quality of end user experience and the timeliness of decisions and actions depend on the coordinated behavior of the network and connected entities, i.e. "coordinated QoS".

Coordinated QoS in distributed systems is important in newly emerging areas such as wireless sensor networks, ambient intelligence, pervasive computing, mixed reality, grid computing, online gaming and distributed storage, as well as traditional areas like multimedia and content delivery. In these areas, constraints such as power, computational, communication, memory and storage limitations dictate that careful attention be paid to QoS management in the different entities of the system, as well as the system as a whole. Thus, a wholistic approach to the design, analysis and management of distributed systems comprising a number of interconnected entities is necessary in order to efficiently achieve predictable and robust end-to-end performance to meet the stringent requirements of end users and specific applications.

The aim of the COQODS-II workshop is to provide a platform for the discussion of methods and schemes to achieve coordinated QoS in distributed systems, especially in the emerging areas mentioned above. COQODS-II follows on from the successful COQODS workshop held in conjunction with ICON 2004.

We would like to solicit technical papers on coordinated QoS and performance issues in distributed systems which focus on the network (wired and/or wireless) together with one or more other entities. Coordination among several network layers, or between the application and network layers, are also acceptable. The term "QoS" used here covers quantitative aspects such as delay, cycle time and jitter, and/or qualitative aspects such as security and enhanced user experience.

Specific areas of interest for coordinated QoS include, but are not limited to, the following:

I. SYSTEMS

- Wireless networks
- Ad hoc and sensor networks
- Mesh networks
- Grid computing
- Peer-to-peer systems
- Cluster computing
- Client-server systems
- Distributed storage, e.g. SAN, NAS
- Multimedia and Content Delivery Networks (CDNs)
- Operating systems
- (Distributed) real time systems
- Embedded systems
- Parallel and distributed systems
- Web servers
- Web services
- Service-Oriented Architecture (SOA)

II. TECHNIQUES

- Measurements
- Frameworks and platforms
- Middleware
- Protocols and signalling
- Development environments and programming languages
- Cross layer design and Optimization
- Service differentiation
- Resource management
- Super- or Coordinated Scheduling
- Workflow management
- Congestion and Flow control
- (Distributed) Coordination and Control
- Pricing, Control-theoretic and Game-theoretic approaches
- AI, Decision-theoretic and Machine Learning approaches
- Multi-Agent systems (MAS)
- QoS adaptation and automatic configuration
- Service Level Agreements (SLAs)
- Systems management
- Application-level QoS
- End-to-end and multi-domain QoS
- Security

Paper submission instructions can be found at

<http://www.sp.edu.sg/icon2006/COQODS.htm>

Papers will be published in the ICON 2006 proceedings and appear in IEEE Xplore.

TECHNICAL PROGRAM COMMITTEE

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IMPORTANT DATES

Full paper due: 31 March 2006
(extended to April 3, 2006)
Notification of acceptance: 31 May 2006
Camera-ready paper due: 1 July 2006
COQODS-II Workshop: 14 Sept 2006
ICON 2006 Conference: 14-15 Sept 2006

Please contact the Workshop Chairman Chen-Khong Tham at cktham@ieee.org if you have any queries.