CS290F – Homework Assignment 1

Summary of Journals, conferences and workshops related to Multimedia and Networking

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1 Summary of ratings

Name	Quality	impact
ACM Transactions on Multimedia computing	9	8
IEEE transaction on Multimedia	9	8
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IEEE-ACM transaction on networking	10	8
MMCN (Multimedia Computing and Networking)	7	5
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2 Journals

2.1 Multimedia journals containing networking related articles

2.1.1 ACM Transactions on Multimedia computing (ISI impact factor 2.465)

The ACM Transactions on Multimedia Computing, Communications, and Applications is the flagship publication of the ACM Special Interest Group in Multimedia (SIGMM). It focuses on multimedia computing (I/O devices, OS, storage systems, streaming media middleware, continuous media representations, media coding, media processing, etc.), multimedia communications (real-time protocols, end-to-end streaming media, resource allocation, multicast protocols, etc.), and multimedia applications (databases, distributed collaboration, video conferencing, 3D virtual environments, etc.).

Web page

http://tomccap.acm.org/

Publication

Quarterly archival journal

Format:

8 20-page articles in each issue including text, figures and references.

Review time

Review results are normally returned within three months of submission

2.1.2 IEEE transaction on Multimedia (ISI impact factor 2.288)

The goal of the new IEEE Transactions on Multimedia is to integrate all aspects of multimedia systems and technology, signal processing, and applications. It will cover various aspects of research in multimedia technology and applications including, but not limited to: circuits, algorithms and macro/micro-architectures, software, detailed design, synchronization, interaction, joint processing and coordination of multimedia and multimodal signals/data, compression, storage, retrieval, communication, networking, and multi-modality devices and systems. Types of signals involved include audio, video, speech, image, communication, geophysical, sonar, radar, medical, and musical.

Web page:

http://www.ieee.org/organizations/society/tmm/

Special issues:

- Integration of Context and Content for Multimedia Management (January 2009)
- Communities and Media Computing (April 2009)
- Quality-Driven Cross-Layer Design for Multimedia Communications (August 2009)

Publication:

8 publications per year

Format:

N no more than 8 published pages (double-column format, 10 point type) for a regular submission, or 6 published pages (9 point type) for a Correspondence item Available in print and digital form.

2.2 Networking Journals which contain multimedia related articles

2.2.1 IEEE Network magazine (ISI impact factor 3.068)

The primary purpose of IEEE Network, which is published bimonthly, is to inform readers on topics of interest to the networking community. As such, IEEE Network provides a focus for highlighting and discussing major computer communications issues and developments. The articles are intended to be of a survey or tutorial nature, slanted towards the practical, and comprehensible to the non-specialist.

Web page:

http://www.comsoc.org/ni/

Relevant calls related to multimedia:

- Special Issue on: Multimedia over Broadband Wireless Networks (June 25, 2005)

Format:

Mathematical equations should not be used unless they are vital to the presentation. Even then, they should be kept to a minimum. Articles should not exceed 4500 words. Figures and tables should be limited to a combined total of six.

Review time:

- Manuscript due at IEEE two months prior to issue date.
- Page proofs sent to contact author: Four weeks prior to issue date.
- Page proofs back to IEEE: Three weeks prior to issue date.

2.2.2 IEEE communication magazine (ISI impact factor 2.799)

IEEE Communications Magazine deals with all areas of communications including light-wave telecommunications, high-speed data communications, personal communications systems (PCS), ISDN, and more. The magazine is published by the IEEE Communications Society and includes special features, technical articles, book reviews, conferences, short courses, standards, governmental regulations and legislation, new products, and Society news.

Web page:

Relevant calls for multimedia:

- Peer-to-Peer Multimedia Streaming (June 2007)
- Advances in Mobile Multimedia Broadcasting (August 2007)

Format:

Mathematical equations should not be used unless they are vital to the presentation. Even then, they should be kept to a minimum. Articles should not exceed 4500 words. Figures and tables should be limited to a combined total of six.

Review time:

- Manuscript due at IEEE two months prior to issue date.
- Page proofs sent to contact author: Four weeks prior to issue date.
- Page proofs back to IEEE: Three weeks prior to issue date.

2.2.3 IEEE-ACM transaction on networking (ISI Impact factor 2.576)

The IEEE/ACM Transactions on Networking is committed to the timely publication of high-quality papers that advance the state-of-the-art and practical applications of communication networks. Both theoretical research contributions (presenting new techniques, concepts, or analyses) and applied contributions (reporting on experiences and experiments with actual systems) and tutorial expositions of permanent reference value are published. The topics covered by this journal include:

- Network Architecture and Design, including networks for local, metropolitan or wide areas, Broadband and very high rate networks, data networks, telephone networks, network interconnections, and the performance analysis of these systems.

- Communication Protocols, including the design and analysis of protocols for network access, error recovery, routing, congestion, and flow control; and formal methods for the verification, testing, and conversion of communication protocols.

- Network Software, including distributed processing environments for network systems; network software architecture; network applications, e.g., directory services and call processing; network signaling; and application programming interfaces.

- Network Technologies, including the selection and use of different technologies, such as lightwave or radio; switching technologies applied to networks; and network systems integration.

- Network Services and Applications, including connectionless and connection-oriented services; personal, location-independent communications; multimedia services and applications; and the implications of applications on network requirements.

- Network Operations and Management, including operations and management applications, network planning and evolution, network reliability and survivability, and network security.

Web page:

http://www.ton.seas.upenn.edu/

Publications

6 per year

Format:

Submitted papers must use two-column formatting with single-spaced text in a 10-point font. In addition, submitted papers should not exceed 14 pages in length (including title, abstract, all figures, tables, references, biographies and author pictures).

3 Conferences

3.1 Multimedia conferences containing networking related articles

3.1.1 MMCN (Multimedia Computing and Networking) (SPIE/ACM)

New ideas in all facets of multimedia systems, networking, applications, and other related areas of computing.

- Multimedia Systems (Multimedia OS Services , Power-aware Systems, Video-on-demand Services, Mixed and augmented Reality Systems.

- Measurement and Modeling (Performance Measurement of Multimedia Systems, Statistical Modeling of Server Traffic and Server Software, Multimedia System Simulations and Benchmark Comparisons)

- Multimedia Networking (Home, Mobile and Broadband Networks , QoS control and scheduling, push technologies and content distribution, peer-to-peer media systems, Internet Data Streaming, Delivery and Wide-Area Caching , Multimedia Security and Rights Management)

- Case Studies and Applications (Multimedia Search Engines, Entertainment and Networked Games, Distributed Augmented and Virtual Reality, Multimedia Authoring)

Web page:

http://mirage.cs.uoregon.edu/mmcn2009/

Important dates:

- Paper Submission: 03 July 2008, 11:59pm PDT
- Notification of Acceptance: 20 August 2008
- Camera Ready Version: 27 October 2008
- 200-word Final Summary: 27 October 2008
- Conference 19 January 2009

Format:

Full paper submissions should not exceed 12 single-spaced, single column pages including figures, tables, and references, using a typeface no smaller than 10 points. Short paper submissions should not exceed 8 pages

Statistics:

Year	Acceptance rate	Papers accepted	Tracks	days
2005	24.00%	0	1	1
2006	19.50%	17	1	1
2008	26.30%	0	1	1

3.1.2 ACM Multimedia

The papers should present interesting recent results or novel thought-provoking ideas in all areas of multimedia and its applications. Four conference tracks are planned, with focus on

- Multimedia Content
- Multimedia Systems
- Human Centered Multimedia
- Multimedia Applications

Workshops in 2009:

- AMC: ACM Workshop on Ambient Media Computing
- MTDL: The First ACM International Workshop on Multimedia Technologies for Distance Learning
- IMCE: International Workshop on Interactive Multimedia for Consumer Electronics
- EiMM: The 1st International Workshop on Events in Multimedia
- MSIADU: Workshop on Media studies and implementations that help Improving Access to Disabled Users
- SSCS: The Third Workshop on Searching Spontaneous Conversational Speech
- LSMRM: Large-Scale Multimedia Retrieval and Mining
- WSMC: The 1st Workshop on Web-Scale Multimedia Corpus
- CEA: Multimedia for Cooking and Eating Activities
- WSM: The first SIGMM Workshop on Social Media
- MiFor: Multimedia in Forensics

Web page:

http://www.acmmm10.org

Important dates:

- Registration (abstract submission) deadline: March 21st, 2010
- Submission deadline: April 11th, 2010
- Notification of acceptance: July 5th, 2010

- Camera-ready submission deadline: July 26th, 2010
- Conference: 25-29 October 2010

Format:

The maximum length allowed for full papers is 10 pages, The maximum length allowed for short papers is 4 pages.

Statistics:

Year	Acceptance rate	Papers accepted	Tracks	days
2004	16.60%	55	3	5
2005	15.70%	49	3	5
2006	16.40%	48	3	5

The Acceptance Rate for Short Papers was around 30%

3.2 Network conferences containing multimedia related articles

3.2.1 IEEE INFOCOM (Annual Joint Conf IEEE Comp & Comm Soc)

Started in 1982

The IEEE Conference on Computer Communications addresses key topics and issues related to computer communications, with emphasis on traffic management and protocols for both wired and wireless networks

- Ad hoc mobile networks
- Addressing & location management
- Broadband access technologies
- Capacity planning
- Cellular & broadband wireless nets
- Congestion control
- Content distribution
- Cross layer design and optimization
- Cyber-physical computing/networking
- Denial of service
- Delay/disruption tolerant networks
- Future Internet design
- Implementation & experimental testbeds
- Middleware support for networking
- Mobility models & systems
- Multicast & anycast
- Multimedia protocols and networking
- Network applications & services
- Network architectures
- Network control
- Network management
- Network simulation and emulation

- Novel network architectures
- Optical networks
- Peer-to-peer communications
- Performance evaluation
- Power control and management
- Pricing & billing
- Resource allocation & management
- Routing protocols
- Scheduling & buffer management
- Security, trust, & privacy
- Self-organizing networks
- Sensor nets & embedded systems
- Service overlays
- Switches & switching
- Topology characterization & inference
- Traffic measurement and analysis
- Traffic engineering, & control
- Virtual & overlay networks
- Web services & performance
- Wireless mesh networks and protocols

Web page:

http://www.ieee-infocom.org/

Important dates:

- Abstract due: Friday, July 24, 2009, 11:59 PM PDT (required)
- Full paper due: Friday, July 31, 2009, 11:59 PM PDT (firm deadline)
- Notification of acceptance : Saturday, November 21, 2009
- Final version due: TBA
- Conference: March 15-19, 2010

Format:

Papers must be no longer than 9 pages, in font size no smaller than 10 points

Statistics:

Year	Acceptance rate	Papers accepted	Tracks	days
2007	0.18%	252	6	5
2008	0.20%	236	6	5
2009	0.20%	282	6	5
2010	0.18%	276	6	5

3.2.2 ACM SIGCOMM (Conference on Applications, Technology, Architecture, and Protocols for Computer Communication)

Started in 1977

SIGCOMM is ACM's professional forum for discussing communications and computer networks. SIGCOMM members include scientists, engineers, educators and students. They study all aspects of computer communications and networks: analysis, technical design, engineering, measurement and management. Our members are particularly interested in the systems engineering and architectural questions surrounding computer communication.

- Design, implementation, and analysis of network architectures and algorithms
- Experimental results from operational networks or network applications
- Insights into network and traffic characteristics
- Network management and traffic engineering
- Network security, vulnerability, and defenses
- Network, transport, and application-layer protocols
- Networking issues for Web applications, VoIP, gaming
- Online social networks
- Operating system and host support for networking
- Peer-to-peer, overlay, and content distribution networks
- Fault tolerance, reliability, and troubleshooting
- Resource management, quality of service, and signaling
- Routing, switching, and addressing
- Techniques for network measurement and simulation
- Enterprise, datacenter, and storage area networks
- Wireless, mobile, ad-hoc, and sensor networks

Important dates:

- Main conference paper title and abstract submission: January 22, 2010
- Main conference full paper submission: January 29, 2010
- Notification of main conference paper acceptance: May 10, 2010
- Camera-ready main conference paper due: June 20, 2010
- Conference: August 30 – September 3, 2010

Format:

Submissions can be up to 14 pages in length, in two-column 10pt format. Note that accepted camera-ready papers will be 12 pages in length, in two-column format with 9pt font

Statistics:

Year	Acceptance rate	Papers accepted	Tracks	days
2006	0.12%	37	1	5
2007	0.14%	35	1	5
2008	0.12%	35	1	5
2009	0.10%	27	1	5

4 Workshops

4.1 Multimedia workshops containing networking related articles

4.1.1 MNSA (International Workshop on Multimedia Network Systems and Applications)

Started in 1998

Rresearch papers which deal with multimedia applications, middleware for constructing multimedia applications, information networking, commercial systems and tools.

Topics of interest include but are not limited to following:

- Multimedia Tool and Systems
- Distributed Multimedia Systems and Shared Applications
- Quality of Service Issues for Multimedia Applications
- Advanced Internet Technologies and Applications
- Web Service Tools and Systems
- Content-based Multimedia Information Retrieval Tools
- Multimedia Right Protection and Watermarking
- Wireless Networks and Mobile Multimedia Applications
- Agent Oriented Multimedia Systems and Applications
- Mobile Agents and Applications
- Computer Graphics and Virtual Reality
- Visual Languages and Visual Programming
- Distance Learning and Virtual Community
- E-Commerce and Related Applications
- Web-meeting Systems
- Multimedia Networking
- Applications of Video Coding and Streaming
- Applications of Image Processing
- Embedded Systems for Multimedia Applications
- Mobile Multimedia

Web page:

http://133.220.110.100/conf/MNSA/2010/cfp.html

Partner conference:

IEEE International Conference on Distributed Computing Systems (ICDCS)

Important dates:

- Submission deadline: December 31, 2009
- Notification of acceptance: February 15, 2010
- Camera ready papers: March 15, 2010
- Workshop: June 21-25, 2010

Format:

Full paper of about 8 pages (IEEE Computer Society proceedings Manuscripts: two column, single-spaced), including figures and references, using 10 font size.

4.1.2   ACM International Workshop on Wireless Multimedia Networking and comPuting (WMuNeP)

Started in 2004

This highly selective workshop is devoted to cover different aspects of wireless multimedia networking and performance modeling for WLANs, WPANs, WMANs, WWANs, MANETs, VANETs and sensor networks such as wireless video and wireless streaming, systematic design methodologies, algorithms, synchronization, analysis and performance modeling. The workshop will provide a forum for researchers and practitioners to present their contributions related to the above high-level aspects.

Topics of interest include (but are not limited to):

- Wireless multimedia network management
- Wireless multimedia traffic modeling
- Middleware and reflective systems support for wireless multimedia
- Proxy-based systems for video transcoding and content distribution
- Performance modeling, monitoring and evaluation of wireless multimedia networks and systems
- Multipoint, multicast wireless multimedia services
- Deployment of wireless multimedia applications, services and networks
- Protocols for wireless multimedia networks
- QoS and Resource Allocation in wireless multimedia networks
- Integration of wireless multimedia networks to broadband networks
- End-to-end IP multimedia wireless communications
- Coding and transmission for wireless multimedia networks
- Distributed wireless multimedia services
- Content-based wireless multimedia information retrieval tools
- Video, streaming, real-time wireless multimedia communications and applications
- Security in wireless multimedia networks
- Wireless multimedia right protection and watermarking

Web page:

http://research.cs.queensu.ca/wmunep/

Partner conference:

The 12th ACM International Conference on Modeling, Analysis, and Simulation of Wireless and Mobile Systems (MSWiM'09)

Important dates:

- Paper Submission: June 15, 2009
- Author Notification: July 15, 2009
- Camera-ready Paper: August 1, 2009
- Workshop: October 26-30, 2009

Format:

Paper length should be no more than 10 pages, double column, ACM style including tables and figures

4.2   Network workshops containing multimedia related articles

4.2.1   ACM HotNets Workshop

since 2002

The Workshop on Hot Topics in Networks (HotNets) was created to discuss early-stage, creative networking research and to debate positions that reflect on the research direction and needs of the broad networking community. Architecture, high-level design work, and positions that may shape long-term research direction are especially welcome. HotNets is structured to work in synergy with conferences such as SIGCOMM by providing a venue in which innovative work may receive feedback to help it mature into conference papers or otherwise have a long-term impact on the community. To fulfill these goals HotNets calls for short position papers that argue a thoughtful point-of-view rather than full-length conference papers, and maintains a broad and diverse scope.

Submission to the workshop is open and encouraged across a wide-ranging set of topics, including at least security, distributed systems, sensor networks, middleware, economics, and management, as well as more traditional core networking topics. Attendance is limited to around 60 participants, drawn mainly from the author pool, to help promote a welcoming atmosphere for discussions.

Web page:

http://conferences.sigcomm.org/hotnets/2009/cfp.html

Important dates:

- Abstract registration: July 17, 2009 (11:59pm EDT)
- Paper submission: July 24, 2009 (11:59pm EDT)
- Notification of decision: September 15, 2009
- Camera-ready submission: October 1, 2009

- Workshop dates: October 22-23, 2009

Format:

Submitted papers must be no longer than 6 pages (10 point font, 1 inch margins).

Statistics:

In previous years, HotNets has received over 100 submissions and selected one in four of these for presentation at the workshop.

5 Useful Sources

Conference rankings
http://cs.ualberta.ca/~zaiane/htmldocs/ConfRanking.html#2

Thomson's ISI web of knowledge
http://admin-apps.isiknowledge.com/JCR/JCR?RQ=HOME

Network conference statistics
http://www.cs.ucsb.edu/~almeroth/conf/stats/#infocom