2024 IEEE 24th International Conference on Communication Technology

Track 6. Cloud And Edge Computing

The capabilities of cloud and edge computing systems now cover three basic organizational needs: networking, storage, and computing. By using cloud technologies, data processing and storage become resilient, scalable, and adaptable. Alternatively, edge and fog computing brings unparalleled performance to mobile applications and the Internet of Things (IoT) by moving communication, computation and caching resource closer to edge and terminal user devices. Nonetheless, there are numerous significant technical challenges to be addressed, including secure virtualization of compute, storage, and network resources; dependable distributed storage for big data applications and small devices; high-speed networking in complex and heterogeneous environments; information processing and computing with varying requirements for quality of service; development of algorithms and protocols for improved system integration and computing services; and support for emerging applications such as IoT, artificial intelligence (AI), virtual reality/augmented reality (VR/AR), blockchain, big data, robotics, and more. This symposium aims to combine the group and individual efforts of industry and academics to enhance information systems in a variety of unexpected ways. Emphasis is placed on theory, algorithms, and system technologies that have the potential to significantly influence current cloud, fog, and edge computing/networking systems or spark innovative future innovations.

Topics

The Cloud and Edge Computing Symposium seeks original contributions in the following topical areas, plus others that are not explicitly listed but are closely related to mobile and wireless networks:

01. Platforms, infrastructures and applications
02. Sustainability and energy efficiency in cloud/edge/fog computing
03. Resource allocation, task offloading, SDN/NVF techniques
04. Service optimization, communication protocol design in public/private/hybrid
05. clouds
06. Virtualization across data centers and storage
07. Machine learning models for edge intelligence/VR/AR
08. Cloud computing and big data
09. Data Center Network (DCN) architectures
10. Communications and networking for clouds/edges/fogs
11. Cloud/edge/fog computing and on-demand computing models
12. Geographical constraints for deploying clouds/edges/fogs
13. Privacy, security, ownership and reliability issues
14. Cloud/edge/fog performance, QoS, and dynamic resource provisioning
15. Load balancing and application streaming
16. Roaming and mobile services in clouds/edges/fogs
17. Content and service distribution
18. Enterprise-centric cloud/edge/fog computing

Paper Submission Deadline	Notification of Acceptance
July 10th, 2024	August 5th, 2024

Track Chairs

Mingxiong Zhao
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Beijing University of Posts and Telecommunications, China

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Submission Instruction

Submission Link https://easychair.org/conferences/?conf=icct2024 and select Track 1
Template Paper (Word): https://icct2024.com/IEEEtemplate-word.doc
Template Paper (LaTex): https://icct2024.com/ieee-conference-latex-template.zip

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