

DISC 2016 – Call for Papers

30th International Symposium on Distributed Computing

September 26-29, 2016, Paris, France

www.disc-conference.org/wp/disc2016

DISC is the International Symposium on Distributed Computing, organized in cooperation with the European Association for Theoretical Computer Science.

Scope: Original contributions to theory, design, implementation, modeling, analysis, or application of distributed systems and networks are solicited. Topics of interest include, but are not limited to:

Important Dates

Abstract Registration	May 3, 2016 (AoE)
Paper Submission	May 10, 2016 (AoE)
Notification	July 7, 2016
Camera-Ready Submission	July 20, 2016
Conference	September 26–29, 2016

Program Committee

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- Distributed algorithms: correctness and complexity
- Concurrency, synchronization, and transactional memory
- Distributed operating systems, middleware, database systems
- Self-stabilizing, self-organizing, and autonomous systems
- Wireless, mobile, sensor and ad-hoc networks
- Fault tolerance, reliability, availability
- Game-theoretic approaches to distributed computing
- Specification, verification, and testing: tools, methodologies
- Networks: protocols, architectures, services, applications
- Multiprocessor and multicore architectures and algorithms
- System on chip and network on chip architectures
- Security in distributed computing, cryptographic protocols
- Distributed computing issues in the Internet and the Web
- Cloud and peer-to-peer computing
- Software-defined networking and network functions virtualization
- Mobile agents and autonomous robots

Submission: Papers are to be submitted electronically, following the guidelines on the conference web page. Submissions must be in English, in .pdf format, and begin with a cover page (not a cover letter) including: (1) title, (2) authors' names and affiliations, (3) contact author's email address, (4) a short abstract of the paper, (5) indication of whether this is a regular paper or a brief announcement, and (6) indication of whether the paper is eligible for the best student paper award.

A submission for a regular presentation must report on original research that has not previously appeared, and has not been concurrently submitted to a journal or conference with published proceedings. Any overlap with a published or concurrently submitted paper must be clearly indicated. A regular submission must not exceed 10 single-column pages using at least 11 point font on letter paper (excluding cover page and references). Authors are expected to include all the ideas necessary for an expert to verify the central claims in the paper. If necessary, the details may appear in a clearly marked appendix, which will be read at the discretion of the program committee.

A brief announcement submission must not exceed 2 pages in the same format. The material in brief announcements can be published in other conferences. Submissions not conforming to these rules and papers outside of the scope of the conference will be rejected without consideration. If requested by the authors on the cover page, a regular submission that is not selected for a regular presentation can be considered for the brief announcements track. Such a request will not affect consideration of the paper for a regular presentation.

Publication: The proceedings will be published as a volume in the ARCoSS Springer Lecture Notes in Computer Science series. Camera-ready versions of accepted papers must be submitted in the LNCS format. Accepted papers must be presented by one of the paper's authors, at the conference site, and according to the final schedule. Any paper accepted into the technical program but not presented on-site will be withdrawn from the official proceedings archived on Springer.

Awards: Awards will be given to the best paper and the best student paper. To be eligible for the best student paper award at least one of the paper authors must be a full-time student at the time of submission, and the student(s) must have made a significant contribution to the paper.