



SoftCOM 2002

International Conference on
Software, Telecommunications
and Computer Networks



Communications with Active Simulation Networks (CASN)



Workshop

October 08-11, 2002
Split, Dubrovnik (Croatia)
Ancona, Venice (Italy)

Call for Papers

Workshop on Communications with Active Simulation Networks (CASN) will be held aboard the luxury ship "Marko Polo" traveling on the route Split (Croatia) - Venice (Italy) - Ancona (Italy) - Dubrovnik (Croatia) in the frame of the 10th International Conference on Software, Telecommunications and Computer Networks - SoftCOM 2002.

The workshop focuses on networks and communication services for interactive distributed simulation applications. It is intended to provide a forum for a multidisciplinary approach of these communication systems. Networking and distributed systems researchers are invited to discuss novel concepts and technologies, with a special emphasis on distributed object systems and agents, component modeling, active and programmable networks, communication models and requirements in simulation applications, and means to develop communication systems based on these novel technologies, to better meet simulation application requirements. The symposium seeks original, yet unpublished papers in (but not limited to) the following topics:

- Communication requirements for distributed simulation systems.
- Models for communicating devices, autonomous agents and creatures.
- Ordering, synchronization and consistent communications.
- Communication services based on distributed object platforms: CORBA, JVM.
- Solutions with application level framing, programmability and active networks.
- Active and programmable network platforms: usage analysis, design, implementations and case studies with simulation applications.
- Active and programmable nodes based on distributed object platforms, component modeling: design, implementation and case studies with simulations applications.
- Alternative architectures, protocols and technologies for simulation network.
- Analysis of the usage of component-based systems, distributed objects, agent systems, and active network services for simulation networks.
- Flexible quality-of-service models, architectures and protocols.
- Quality-of-service and flexibility case studies: reliable, real-time or fault-tolerance.
- Applications and case studies: architectures and protocols for interactive network games, 3D web-based e-commerce platforms, networked devices, communicating autonomous agents.

Each day of the conference the ship will be anchored in one of the ports on the route, and overnight it will sail towards the next destination. This provides participants with the opportunity to share ideas in close contact with their colleagues and to enjoy the pleasant and inspiring ambience while visiting the ports along the beautiful Adriatic coast. During the conference the car deck will serve as an exhibition arena for exhibitors of software and telecommunication products.

Schedule	Complete manuscript to be received by	May 31, 2002
	Notification of acceptance mailed out by	August 1, 2002
	Camera-ready manuscript to be received by	September 1, 2002

More information about the Conference including details on the submission process and authors kit are available on the websites

<http://www.fesb.hr/SoftCOM> <http://www.softcom.tel.hr>

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