



**2018 International Conference on Computing and Network Communications, August 15-17, 2018, Astana, Kazakhstan**  
<http://coconet-conference.org/2018/>

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**Call for Papers**

The Second International Conference on Computing and Network Communications (CoCoNet'18) will be held on August 15-17, 2018 in Astana, Kazakhstan. Astana is the capital and the second largest city in Kazakhstan which exhibits modern futuristic architecture and has some of the world's largest building projects, museums, amusement parks, and a beautiful lake. The conference is hosted by the Nazarbayev University, a rapidly developing tier-1 research university located in the heart of Eurasia in Astana.

The objective of CoCoNet'18 is to provide a platform for researchers, engineers, academicians as well as industrial professionals from all over the world to present their research and developmental activities in the field of Computing and Network Communications. The material is presented in a program of technical sessions, panel discussions, symposiums, tutorials, posters, demos, exhibits, workshops, doctoral consortium, lightning talks and plenary/keynote talks. Submitted papers will be reviewed by the technical committee of the Conference. List of topics include but not limited to

**Track I: Network Communications**

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|--|--|--|
| Access Networks and Systems                        | Internet of Things and Smart Cities            | Satellite Communications and Networking              |
| Biologically Inspired Communication and Networking | Fog Computing and Networking                   | Sensor Networks and Mobile Sensing                   |
| Cloud Communications and Networking                | Mobile Computing and Vehicle Communications    | Signal Processing for Communications                 |
| Cognitive Radio and White-space Networking         | Mobility and Location Management               | Situation Management                                 |
| Communication of Visual Data                       | Nano-Scale, Molecular and Quantum Networking   | Smarter Energy Networks and Sustainability           |
| Communications Services and Management             | Network Algorithms and Performance Evaluation  | Social Networks and Crowd Sourcing                   |
| Communications Quality and Reliability             | Network Security and Privacy                   | Software Defined Networking                          |
| Communications Systems Integration and Modeling    | Next Generation Networking                     | Switching and Routing in Wireless Networking         |
| Communications Software                            | Network Design, Optimization and Management    | Traffic Analysis and Engineering                     |
| Cooperative Communications                         | Network-on-Chip Architectures and Applications | Virtualized Infrastructure Architectures and Systems |
| Cross Layer Optimization                           | Optical and Grid Networking                    | Web Caching and Switching                            |
| Emerging MIMO Technologies                         | Powerline Communications                       | Web Services and Service Oriented Architectures      |
| Enterprise, Data Center and Storage Area Networks  | Quantum Networking                             | Wireless, Cellular and Mobile Communications         |
| Future Internet Architecture and Protocols         |  |  |
| Green Networking and Smart Grid                    |  |  |
| Humanitarian Communications Technology             |  |  |

**Track II: Computing**

- |  |   |  |
|--|---|--|
| Algorithmic Engineering                      | Scalable Storage Systems                              | Distributed Multimedia Systems                                     |
| Autonomic, Adaptive, Dependable Computing    | Scientific Computing                                  | Natural Language Processing and Machine Translation                |
| Cloud and Big Data Analytics                 | Multicore Computing                                   | Nature Inspired Computing  |
| Cognitive Computing                          | GPU and Accelerator Computing                         | Intelligent Computing in Signal Processing and Pattern Recognition |
| Computational Biology                        | Scheduling and Resource Management                    | Web Algorithms and Systems   |
| Parallel and Distributed Computer Graphics   | Parallel and Distributed Embedded and Control Systems | Approximate and Stochastic Computing                               |
| Data Engineering and Distributed Data Mining | Resilient/Fault-Tolerant Algorithms and Systems       | Cryptographic Tools for Secure Distributed Computing               |
| Green Computing                              | Internet Computing                                    | Security, Trust and Privacy  |
| Distributed Cyber-Physical Systems           | Knowledge-intensive Software Engineering              | Assistive Technologies   |
| Image and Vision Computing                   | Large Data Set Computations                           | E-Commerce and E-Services  |
| Parallel and Distributed Algorithms/Systems  | Machine Learning and Cybernetics                      |  |
| Energy-efficient Pervasive Computing         |   |  |
| Positioning and Tracking Technologies        |   |  |
| Participatory and Social Sensing             |   |  |

CoCoNet'18 accepts three types of manuscripts: The conference accepts three types of manuscripts: regular papers, short papers, and poster papers. The maximum length of regular papers must not exceed 10 pages. Researchers and practitioners with interest in any of the above stated tracks are invited to submit their original unpublished work as per IEEE format latest by April, 20 2018. Submitted paper will go through intensive peer review process on the criteria of originality and relevance of work.

**IMPORTANT DATES:**

- Full Paper Due: **April 20, 2018**
- Notification of Acceptance: **May 30, 2018**
- Final Version Due: **June 30, 2018**

CoCoNet'18 is technically sponsored by IEEE, IEEE Communications Society, and IEEE Kazakhstan Subsection.

*All accepted & presented papers will be published on IEEE Xplore.*