Call for Research Track Papers

The success of key human activities ranging from research and business to everyday services relies on the use of ever more sophisticated, feature-rich and complex computer systems. These complex computer systems are regularly required to accomplish more, faster and on a broader scale, to adapt dynamically to changing workloads, scenarios and objectives, and to achieve guaranteed levels of performance and dependability. Satisfying such demanding requirements in the presence of the variability, heterogeneity and non-linear behaviour that characterize complex computer systems poses numerous challenges to both their developers and their users.   
  
The aim of the conference is to bring together researchers, practitioners and leading experts from academia and industry, to advance the state of the art in the specification, development, validation and verification, and management of complex computer systems.

Covered Scope and Topics

Authors are invited to submit papers describing original, unpublished research results, case studies and toolset research results, case studies and tools. Papers are solicited in all areas related to complex computer-based systems, including the causes of complexity and means of avoiding, controlling, or coping with complexity. Topic areas include, but are not limited to:

* Requirement specification and analysis
* Verification and validation
* Model-driven development
* Reverse engineering and refactoring
* Achitecture software
* Big Data Management
* Ambient intelligence, pervasive computing
* Ubiquitous computing, context awareness, sensor networks
* Design by contract
* Agile methods
* Safety-critical & fault-tolerant architectures
* Adaptive, self-managing and multi-agent systems
* Real-time, hybrid and embedded systems
* Systems of systems
* Tools and tool integration
* Industrial case studies
* ...

Different kinds of contributions are sought, including novel research, lessons learned, experience reports, and discussions of practical problems faced by industry and user domains. The ultimate goal is to build a rich and comprehensive conference program that can fit the interests and needs of different classes of attendees: professionals, researchers, managers, and students. A program goal is to organize several sessions that include both academic and industrial papers on a given topic and culminate panels to discuss relationships between industrial and academic research. Papers are divided into two categories: Technical Papers and Experience Reports. The papers submitted to both categories will be reviewed by program committee members, and papers accepted in either category will be published in the conference proceedings. Technical papers should describe original research, and industrial experience reports should describe practical projects carried out in industry, and reflect on the lessons learnt from them.

The papers should be submitted electronically in PDF format via EasyChair at <https://easychair.org/conferences/?conf=iceccs2017>. Submission will be reviewed by at least three members of the program committee, judging the paper on its novelty, quality, importance, evaluation, and scientific rigor. If the paper is accepted, at least one author must attend the conference and present the paper.

Proceedings

All accepted papers will appear in the proceedings which will be available through the IEEE Digital Library.

Important Dates for Research Papers

* Abstract Deadline: XXX, 2017
* Paper Deadline: XXX, 2017
* Notification: XXX, 2017
* Camera Ready Deadline: XXX, 2017

ATTENTION

Submission dates for workshop papers may differ, so please check separate Calls for Papers on the workshop websites.

Organization Committee:

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* Jianjun Zhao, Kyushu University, Japan
* Baowen Xu, Nanjing University, China

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