



CALLS FOR IEEE CS PUBLICATIONS

Many observers believe that the long-predicted "end of Moore's law" is finally upon us.

If this is indeed the case, the effects on scientific computation will be profound. In the coming months, *Computing in Science & Engineering* will publish a series of articles exploring the limits of what can be computed now, what might be computed in the foreseeable future, and what computations will never be possible.

Articles should include "how-to" papers, discussions of computations that seem to be hitting the wall now, and "think" pieces on what the limits of computation really are.

Visit http://computer.org/cise/CFP_Bounds.htm for the full call, and send your finished manuscript to the magazine's editor in chief, Francis Sullivan, fran@super.org.

IEEE Computer Graphics & Applications seeks original articles for a special issue on Web graphics technologies and applications to appear in its Jan./Feb. 2003 issue. Potential topics include: Web-based graphics applications, transmission of geometry data, 3D engines for Web applications, Web-based modeling languages, distributed virtual environments, image-based rendering for Web applications, 3D collaborative software, and 3D contents encryption.

Submission deadline is **1 May**. Send articles in PDF format to both guest editors, Rynson Lau, rynson@cs.cityu.edu.hk, and Tosiya Kunii, kunii@k.hosei.ac.jp. See <http://www.cs.cityu.edu.hk/~rynson/cga-cfp.html> for more information.

IEEE MultiMedia seeks original articles for a special issue on computational media aesthetics—the algorithmic study of visual and aural elements in media and the computational analysis of the principles underlying their manipulation in interpreting events for an audience.

Topics include: challenges of seman-

tic gaps in media management systems; computational frameworks for bridging the semantic gap; production principles for manipulation of affect and meaning; semiotics for new media; expressive elements in movies and video—representation, extraction, and synthesis; metrics to assess automatic extraction techniques and representational power of expressive elements; and case studies and working systems.

Send manuscripts by **3 June** to magazine assistant Alkenia Winston, awinston@computer.org. For more information, contact guest editors Svetha Venkatesh, svetha@cs.curtin.edu.au, or Chitra Dorai, dorai@us.ibm.com. For guidelines, see <http://computer.org/multimedia/author.htm>.

IEEE MultiMedia invites submissions for a special Oct.-Dec. 2003 issue on multimedia content modeling and personalization. Topics of interest include but are not limited to content modeling schemes; content databases schemas; content query and retrieval languages; content similarity measure-

ment techniques; content semantics compression; MPEG-7 applications; video and audio abstracting, summarizing, and parsing languages; evolving user modeling techniques and management for content (including Web content) personalization; content (including Web content) personalization techniques; content navigation tools (including Web browsing tools) personalization techniques; architectures and visualization of evolving personalized information spaces; personalized information space services (for example, information retrieval); Web learning and adaptation; and semantic Web ontologies.

Send one-page abstracts to guest editor Marios Angelides, angelidesm@acm.org, by **1 Aug.**; full papers due **1 Oct. 2003**. For more information, see <http://www.computer.org/multimedia/author.htm>.

IEEE Transactions on Mobile Computing seeks original manuscripts for publication. This new quarterly will publish archival research results related

Submission Instructions

The Call for Papers and Calendar sections list conferences, symposia, and workshops that the IEEE Computer Society is sponsoring or cooperating in. More information on these events can be obtained from s.oman@computer.org.

We publish notices in chronological order as space permits. For Calls for Papers, we publish notices according to deadlines for paper submissions. For Calendar, we publish notices according to the beginning and ending dates of events. Notices are not published on a first-come basis, and we do not guarantee publication in a given issue. There is no charge for notices published in the two sections.

For inclusion in the Call for Papers section, please submit the event name, date(s), location, sponsor(s), deadline for submissions, the name of the person to whom papers should be submitted, that person's e-mail address, and the event's Web page.

For the Calendar section, please provide the event name, date(s), location, sponsor(s), the name of the person to contact for complete information, that person's e-mail address, and the event's Web page.

For a submission to begin appearing in a given issue, it must arrive at *Computer* at least six weeks before the month of publication (that is, to appear in the **June 2002** issue, a submission must arrive by **15 April**). Send submissions to Calendar, Computer, PO Box 3014, Los Alamitos, CA 90720-1314, fax +1 714 821 4010, calendar@computer.org.