

IEEE INTERNATIONAL CONFERENCE ON COMPUTER COMMUNICATIONS

May 20–23, 2024
Vancouver, BC Canada

<CALL FOR PAPERS>

IEEE INFOCOM 2024 is scheduled to take place at the Hyatt Regency hotel in the vibrant city of Vancouver, Canada. This event will be conducted in person, allowing attendees to fully immerse themselves in the conference experience. However, we understand that some authors may encounter travel difficulties, such as obtaining visas. In such cases, assistance for remote presentation of their papers will be considered upon approval by the General Chairs. Virtual participation in the conference will no longer be supported.

IEEE INFOCOM is a top-ranked networking conference of the IEEE Communications Society. IEEE INFOCOM 2024 solicits research papers describing significant and innovative research contributions to the field of computer and data communication networks. We invite submissions on a wide range of research topics, spanning both theoretical and systems research. Topics include but are not limited to:

- Artificial Intelligence/Machine learning for networking
- Cellular wireless broadband systems, including 6G and beyond
- Censorship circumvention and net neutrality
- Challenging Network Environments (underwater, underground)
- Cloud computing/mobile cloud computing
- Cross-layer designs
- Cyber-physical network systems
- Datacenter networking
- Dynamic spectrum sharing
- Edge and fog computing/networking
- Extremely high-frequency communications (mmWave, THz)
- Fault tolerance, reliability, and survivability
- Full duplex communication networks
- Green networks
- Information-centric networking
- Interference management and mitigation
- Internet architectures
- Internet of Things
- Large-scale MIMO-based networking
- Localization and location-based services
- Medium access control
- Mobile sensing and applications
- Mobility management and models
- Multimedia networking
- Network economics and pricing
- Network management
- Network measurement and analysis
- Network security and privacy
- Network support for VR/AR
- Network virtualization
- Networked autonomous aerial/terrestrial/underwater systems
- Non-terrestrial networks
- Online social networks
- Optical networks
- Overlay and peer-to-peer networks
- Quality-of-service and resource management
- Quantum networking
- Radio Frequency Identification (RFID) and Near-Field Communication (NFC)
- Router and switch design
- Routing and multicast
- Scaling laws and fundamental limits
- Software-defined networking (SDN)
- Tactile Internet
- Testbeds, experimentations, and networked experimental platforms
- Ultra-Reliable Low-Latency Communications (URLLC)
- Vehicular networks
- Visible light communications (VLC)
- Web applications and content distribution
- Wireless local/personal area networks



General Chairs

Jiangchuan Liu, Simon Fraser University, Canada

Vincent Wong, University of British Columbia, Canada

Technical Program Chairs

Srikanth Krishnamurthy, University of California, Riverside, USA

Fernando Kuipers, Delft University of Technology, Netherlands

Alex Sprintson, Texas A&M University, USA

Technical Program Vice Chair for Information Systems

Eirini Eleni Tsiropoulou, University of New Mexico, USA

Steering Committee Chair

Larry Xue, Arizona State University, USA

IMPORTANT DATES:

Abstract Due: Monday, 24 July 2023 (Anywhere on Earth)

Full Paper Due: Monday, 31 July 2023 (Anywhere on Earth)

Notification of Acceptance: Friday, 1 December 2023

<https://infocom2024.ieee-infocom.org/>