

2nd OMNeT++ Community Summit 2015

IBM Research - Zurich, Switzerland - September 3-4, 2015

CALL FOR CONTRIBUTIONS

http://summit.omnetpp.org

OMNeT++ is a public-source, component-based, modular and open-architecture simulation environment with strong GUI support and an embeddable simulation kernel. It is designed to simulate discrete event systems, but the primary application area is the simulation of communication networks and systems.

The **OMNeT++ Community Summit** is the successor of the *International Workshop on OMNeT++*. After a very successful first summit in 2014, we continue to expand the idea of an open community meeting with space for tutorials, discussion and coding sessions as well as presentations on recent developments and novel ideas in the broad area of network simulation and modeling, with a focus on the OMNeT++ simulation environment.

The community summit brings together users, developers and researchers to discuss developments, applications and ideas on the important topics of integrating simulation models, coupling different simulation tools and providing more accurate and more efficient modeling approaches and simulation models.

Topics of interest include, but are not limited to:

- Design, evaluation, validation of simulation models
- Comparison with other simulation / emulation tools
- Parallel simulation and simulation control
- Integration of hardware-specific code
- Simulative approaches to performance evaluation
- Cross-layer protocol design methodologies
- · Simulation credibility and validation

- Use of discrete event simulation in other domains
- Integration with other simulation tools
- Result interpretation and analysis
- Modeling techniques, including stochastic and hybrid modeling
- Simulation in the loop
- Industrial applications and practical use cases

SUBMISSION and PARTICIPATION

We invite researchers and users alike to submit one or more of the following contribution types:

- Abstracts (max. 4 pages) targeting ongoing and finalized research questions, introducing novel simulation techniques or new simulation models, and addressing questions of accurate and efficient simulation modeling.
- Proposals for tutorials or demonstrations on existing or new simulation models or frameworks, modeling techniques, OMNeT++ functionalities, and case studies.
- Proposals for coding sessions, discussion panels and other interactive community activities.

All submissions should be of interest to the OMNeT++ community. We welcome case studies that employ OMNeT++ in the evaluation of new systems as well as contributions addressing general questions of simulation using OMNeT++. For model-centric submissions we ask the author(s) to publicize source code at the time of submission.

Submissions will be checked by the technical program committee and the organizers. Individual contributions will be invited to be presented as oral presentations, posters, demos, tutorials or panels, depending on the submission type and their expected interest for the OMNeT++ community.

Submissions should be prepared in the IEEE conference proceedings format. Detailed instructions, together with format files, are available on the website: https://summit.omnetpp.org

Submissions that are accepted and presented at the summit will appear in the proceedings. The proceedings will be published as a technical report via **arXiv** and the OMNeT++ website. Copyrights will remain solely with the authors. This allows for a publication of revised versions at other venues.

The OMNeT++ Community Summit is sponsored. Registration fees will not be applied.

DATES and DEADLINES				
Submission Registration:	June 14 th , 2015	Author Notification:	July 27 th , 2015	
Submission Deadline:	June 26 th , 2015	Camera-Ready:	August 10 th , 2015	

ORGANIZERS				
Summit Organizers	Technical Program Organizers	Publicity Organizer		
Anna Förster, Cyriel Minkenberg (University of Bremen, IBM Research - Zurich)	German Rodriguez Herrera, Michael Kirsche (IBM Research - Zurich, BTU Cottbus–Senftenberg)	Kyeong Soo Kim (Xi'an Jiaotong–Liverpool Univ.)		