

The IEEE International Workshop on Open-Source Software Networking (OSSN 2016) will be held on June 6, 2016 in Seoul Korea along with the 2nd IEEE International Conference on Network Softwarization (NetSoft 2016, sites.ieee.org/netsoft). The OSSN workshop aims to provide a venue for sharing experiences on developing and operating open-source software-centric networking tools and platforms. It intends to cover various aspects for open-source collaboration community of professionals from academia and industry. Full and short (work-in-process) papers are solicited to discuss experiences on development, deployment, operation, and experimental studies around the overall lifecycle of open-source software networking.

Topics of Interest

Authors are invited to submit papers that fall into any topics related with open-source software networking. Topics of interest include, but are not limited to, the following:

- SDN (Software Defined Networking): ONOS, Open Daylight, Ryu, ...
- NFV (Network Function Virtualization): OPNFV, OpenMano,
- Switching: Open vSwitch, Open Switch, Open Network Linux, Indigo, ...
- Routing: Click, Zebra, Quagga, XORP, VyOS, Project Calico, ...
- Wireless: OpenLTE, OpenAirInterface, ...
- · Cloud and Analytics: OpenStack Neutron, Docker networking, Hadoop, Spark, ...
- Monitoring and Messaging: Catti, Nagios, Zabbix, Zenoss, Ntop, Kafka, RabbitMQ,
- Security and Utilities: Snort, OpenVPN, Netfilter, IPtables, Wireshark, NIST Net, ...
- Development and Simulation: NetFPGA, GNU radio, ns-3, ...

Paper Submission

Authors are invited to submit only original papers (written in English) not published or submitted for publication elsewhere. Full papers can be up to 6 pages while short (work-in-progress) papers are up to 4 pages. Papers should be in IEEE 2column US-Letter style using IEEE Conference templates

(http://www.ieee.org/conferences_events/conferences/publishing/templates.html) and submitted in PDF format via JEMS at https://jems.sbc.org.br/ossn2016. Papers exceeding these limits, multiple submissions, and self-plagiarized papers will be rejected without further review. All submitted papers will be subject to a peer-review process. The accepted papers will be published in the OSSN Workshop 2016 Proceedings and appear in IEEE Xplore®.

Important Dates

- Paper Submission: January 31, 2016
- Notification of Acceptance: February 29, 2016
- Camera-ready Submission: March 15, 2016
- Workshops: June 6, 2016

Workshop Co-Chairs

- JongWon Kim, GIST (Gwangju Institute of Science & Technology), Korea
- Ivan Seskar, Rutgers University, USA

Technical Sponsors

The technical sponsors are IEEE Communications Society, IEEE Computer Society, IEEE Signal Processing Society and IEEE Consumer Electronics Society.



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