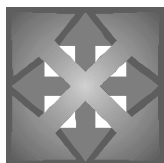


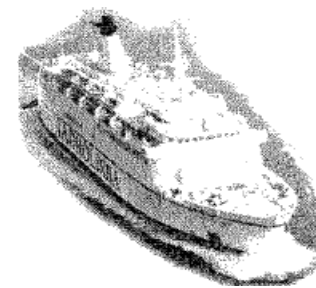


SoftCOM 2003

**International Conference on
Software, Telecommunications
and Computer Networks**



Special Session on Communications with Active Simulation Networks (CASN)



October 7-10, 2003
Split, Dubrovnik (Croatia)
Ancona, Venice (Italy)

Call for Papers

Special Session on communications with active simulation networks will be held aboard the luxury ship "Dalmacija" traveling on the route Split (Croatia) - Venice (Italy) - Ancona (Italy) - Dubrovnik (Croatia) in the frame of the 11th International Conference on Software, Telecommunications and Computer Networks - SoftCOM 2003.

This session focuses on active network architectures and communication services for interactive distributed simulation applications. It provides a forum for a new approach of communication systems that involves networking, software engineering, distributed systems and interactive simulation applications engineers and researchers. Participants will discuss novel communication system concepts and technologies, with a special emphasis on network programmability and active networks, distributed objects and agents, and the modeling of communications in networked virtual environments and interactive simulation applications. We seek original, yet unpublished papers that exploit advances in networking and distributed object systems to develop new communication services that better meet interactive simulation application requirements.

The special session seeks original, yet unpublished papers in (but not limited to) the following topics:

- Communication requirements for distributed simulation systems.
- Models for communicating devices, autonomous agents and creatures.
- Ordering, synchronization and consistent communications.
- Communication services based on distributed object platforms: CORBA, JVM.
- Solutions with application level framing, programmability and active networks.
- Active and programmable network platforms: usage analysis, design, implementations and case studies with simulation applications.
- Active and programmable nodes based on distributed object platforms, component modeling: design, implementation and case studies with simulations applications.
- Alternative architectures, protocols and technologies for simulation network.
- Analysis of the usage of component-based systems, distributed objects, agent systems, and active network services for simulation networks.
- Flexible quality-of-service models, architectures and protocols.
- Quality-of-service and flexibility case studies: reliable, real-time or fault-tolerance.
- Applications and case studies: architectures and protocols for interactive network games,
- 3D web-based e-commerce platforms, networked devices, communicating autonomous agents.

Each day of the conference the ship will be anchored in one of the ports on the route, and overnight it will sail towards the next destination. This provides participants with the opportunity to share ideas in close contact with their colleagues and to enjoy the pleasant and inspiring ambience while visiting the ports along the beautiful Adriatic coast. During the conference an exhibition of software and telecommunication products will be held, too.

| | | |
|-----------------|---|---------------|
| Schedule | Complete manuscript to be received by | May 15, 2003 |
| | Notification of acceptance mailed out by | June 15, 2003 |
| | Camera-ready manuscript to be received by | July 15, 2003 |

More information about the Conference including details on the submission process and authors kit are available on the website

<http://www.fesb.hr/SoftCOM>

Special Session Chair: *Drissa Houatra, France Telecom R&D*
(drissa.houatra@rd.francetelecom.fr)

Conference Secretary: *Hrvoje Dujmic, University of Split, Croatia* (softcom@fesb.hr)