

IEEE MDM 2015

15-18 June, 2015

Pittsburgh, USA

Important Dates

Paper Abstract Submission:	Dec 1, 2014
Paper Submission:	Dec 8, 2014
Workshop Proposal Submission:	Oct 20, 2014
Seminar/Demo Proposal Submission:	Jan 15, 2015
PhD Forum Contribution Submission:	Feb 1, 2015

Call For Papers

Rapid advances in mobile computing and wireless communication technologies along with the proliferation of next generation of devices such as smart phones, portable tablets, and wearable devices provide a technical infrastructure that enables a broad range of wireless services and applications. These include seamless access to mobile computing infrastructure and interaction, sharing and management of data among portable devices in mobile ad hoc and other wireless networks. Continued miniaturization of computing devices along with improvements in wireless network performance enable new mobile services and applications such as location-based services, ubiquitous computing applications, secure mobile data sharing and processing in sensing networks, environmental monitoring and transportation, etc. Although substantial research has been conducted, several areas in mobile data management remain ripe with open research challenges.

The aim of this conference is to focus on research contributions related to data management in mobile, ubiquitous, and pervasive computing. This year's theme is *IOT and Mobile Cloud Computing*.

Topics of Interest Include:

- *Adaptability and stability of pervasive computing systems*
- *Context-aware computing and location-based services*
- *Mobile Social Networking*
- *Data management in sensor and mobile ad hoc networks*
- *Data management in mobile peer-to-peer networks and incentives*
- *Data mining for mobile applications*
- *Data presentation, scripting and exchange languages*
- *Data replication, migration and dissemination in mobile environments*
- *Data stream processing in mobile/sensor networks*
- *Indexing and query processing for moving objects*
- *Location and mobility semantics*
- *Location tracking of vehicles and moving objects*
- *Mobile Cloud Computing*
- *Mobile crowd sourcing*
- *Agents for mobile applications*
- *OS and middleware for mobile and pervasive computing*
- *Publish-subscribe approach in mobile computing*
- *Quality of service issues for data-intensive services*
- *Query processing and optimization for mobile users*
- *Resource advertising and discovery techniques*
- *Security and privacy issues for ubiquitous systems*
- *Theoretical foundations of data-intensive mobile computing*
- *Transactions and workflows in mobile environments*

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