# CALL FOR PAPERS

## 2020 COMPUTING FRONTIERS

May 11-13th, 2020 Catania, Sicily, Italy

### www.computingfrontiers.org

Computing Frontiers is an eclectic, interdisciplinary, collaborative community of researchers investigating emerging technologies in the broad field of computing: our common goal is to drive the scientific breakthroughs that transform society.

CF's broad scope is driven by recent technological advances in wide-ranging fields impacting computing, such as memory hardware and systems, network and systems architecture, cloud computing, novel device physics and materials, power efficiency, new application domains of machine and deep learning and big data analytics, and systems portability and wearability. The boundaries between state-of-the-art and revolutionary innovation constitute the advancing frontiers of science, engineering, and information technology — and are the CF community focus. CF provides a venue to share, discuss, and advance broad, forward-thinking, early research on the future of computing and welcomes work on a wide spectrum of computer systems, from embedded and hand-held/wearable to supercomputers and datacenters.

#### **ORGANISATION**

#### **General Chairs**

Maurizio Palesi, University of Catania, IT Gianluca Palermo, Politecnico di Milano, IT

#### **Program Chairs**

Cat Graves, Hewlett Packard Labs, USA Eishi Arima, ITC University of Tokyo, JP

#### **Poster/Short Paper Chairs**

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#### **Publications Chairs**

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#### Local Arr. Chairs

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Antonino Tumeo, PNNL, USA Marco Aldinucci, University of Turin, IT

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#### **Publicity Chairs**

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#### Web Chairs

Kristian Rietveld, Leiden University, NL Simone Vuotto, University of Sassari, IT

#### **TOPICS OF INTEREST**

We seek original research contributions at the frontiers of a wide range of topics, including novel computational models and algorithms, new application paradigms, computer architecture (from embedded to HPC systems), computing hardware, memory technologies, networks, storage solutions, compilers, and environments.

- Innovative Computing Approaches, Architectures, System Software, Compiler Technologies, Accelerators, Algorithms, and Models
- Embedded, IoT, and Cyber-Physical Systems
- Large-Scale System Design and Networking
- Machine Learning, Deep Learning, and Big Data **Analytics**
- and Programming Languages
- Technological Scaling Limits and Beyond
- Fault Tolerance and Resilience
- Security
- Computers and Society

We strongly encourage submissions in emerging fields that may not fit into traditional categories if in doubt, contact the PC co-chairs by email.

#### **SUBMISSION**

We encourage the submission of both full and short papers containing high-quality research describing original and unpublished work. Papers must be submitted through https://easychair.org/conferences/?conf=cf2020.

Short papers may be position papers or may describe preliminary or highly speculative work. Full papers are a maximum of eight (8) (excluding references) and short papers a maximum of four (4) (including references) double-column pages in ACM conference format. Authors may buy up to two (2) extra pages for accepted full papers. Page limits include figures, tables and appendices, but exclude references for full papers. As the review process is double-blind, removal of all identifying information from paper submissions is required (i.e. cite own work in third person). Papers not conforming to the above submission policies on formatting, page limits and the removal of identifying information will be automatically rejected.

No-show policy: Any accepted papers are expected to be presented at the conference and at least one full registration is required from a submission author for each accepted paper. A no-show of papers will result in exclusion from the ACM digital library proceedings. If circumstances arise such that authors are unable to present their papers at the conference, they must contact the PC co-chairs.

#### **IMPORTANT DATES**

Paper submission Deadline: January 28th, 2020 Author Notification: March 15th, 2020 Final Papers Due: April 5th, 2020



Advancing Computing as a Science & Profession

