Call for Papers

FAWN 2006

1st IEEE International Workshop On Foundations And Algorithms For Wireless Networking

In conjunction with Fourth Annual IEEE International Conference on Pervasive Computing and Communications
Pisa, Italy, March 13, 2006

http://ares.insa-lyon.fr/fawn2006/

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Important Dates

Full Paper Submission
October 1st, 2005

Acceptance Notification
November 22, 2005

Final Manuscript Due
December 19, 2005

Scope

Mobile computing and communications devices will have an enormous impact on our lifestyle over the next several decades. Wireless connectivity with mobility support is an important enabling technology for pervasive computing and communications. The emergence of multi-hop wireless network (wireless ad hoc networks, sensor networks) and The mobility of distributed computing components raise a number of interesting, and difficult theoretical and algorithmic issues and will play a key role in development and progress of these emerging paradigms.
FAWN 2006 is devoted to algorithms, theory and modeling in the context of mobile and wireless computing and networking. It is intended to be a lively meeting, covering many of the algorithmic aspects of this field ranging from optimization, computational geometry, spatial stochastic models for wireless communications, graph, random graphs, spatial point processes and stochastic geometry, discrete and continuum percolation, theory combinatorics and approximation algorithms. The workshop is intended to foster cooperation among researchers in mobile computing and researchers in discrete and distributed algorithms and offer an opportunity to discuss and express their views on the current trends challenges and state of the art solutions addressing issues in wireless computing and networking.
The aim of FAWN 2006 is to show how theoretical and algorithmic aspects in the context of mobile and wireless computing and communications can be used to analyze and optimize key features of wireless networks like coverage, mobility, routing, outage, capacity, scheduling, power control etc.

Topics of Interest

Papers are solicited in all research and applied areas related to mobile and wireless computing and communications where discrete algorithms and methods are used, including, but not limited to:

- Ad hoc networks
- Channel assignment and management
- Distributed algorithms
- Distributed wireless sensor networks
- Dynamic graph algorithms
- Localization and location tracking
- Media access techniques and protocols
- Modeling and performance evaluation
- Power aware protocol
- Quality-of-service issues
- Scheduling
- Security/fault-tolerance issues
- Self-configuration
- Selfish behavior and cooperation
- Spatial stochastic models
- Synchronization
- Topology control

Paper Submission

Submission instructions are published on the conference web site.