



CALL FOR PAPERS

From the perspective of network addressing and routing, IP (including IPv4 and IPv6) has been adopted by the Internet for more than 40 years, which is originally designed for host-to-host communication paradigm. However, this host-to-host communication paradigm has been dramatically changed by network softwarization and virtualization. In addition, benefiting from network softwarization and virtualization, novel network services like cloud computing, edge computing, and fog computing have attracted a variety of heterogeneous devices (e.g., wearable devices, sensors, industrial nodes, smart home appliances, and drones) to communicate through the Internet. For example, a cluster of IoT devices using ZigBee or IEEE 802.15.4 for local communication may want to use the MEC (Mobile Edge Computing) service to analyze the data they generate, and a factory's programmable logic controller (PLC) hosted in cloud need to send control commands to a node in its local fieldbus. Such heterogeneous communications in the future Internet may also bring challenges to the traditional IP addressing and routing scheme.

The purpose of the workshop is to identify, explore potential solutions, the issues of the traditional IP addressing and routing scheme from all the operational perspectives with the context of ubiquitous and heterogeneous communications in the future Internet. A major constraint that would appear is the ability to operate in real-time and to be compatible with requirements of the softwarized networks regarding its responsiveness to configuration modifications.

Topics of interest: Authors are invited to submit original contributions about emerging technologies supported by or applied to softwarized networks that falls into the following list of topics of interest (not exclusive list).

- New Internet Protocol Innovation
- Data-analytics integration in softwarized Networks
- Routing and QoS optimization
- BlockChain and its network applications
- ML/AI based networking
- IoT and industrial systems
- Virtual and Augmented Reality

Venue: ETSN will be held in conjunction with [IEEE Conference on Network Softwarization](#) in Paris, France, 28 June 2019

Submission Instructions: Prospective authors are invited to submit original, unpublished works for publication in the IEEE Netsoft 2019 proceedings and for presentation in the workshop. Papers under review elsewhere must not be submitted to the workshop. Submissions must be in IEEE 2-column style and have a maximum length of 6 pages. The accepted papers will be submitted for publication in the IEEE Xplore Digital Library. Papers will be withdrawn from IEEE Xplore in case the authors do not present their paper at the workshop

Submissions must be made in PDF format via edas <https://edas.info/index.php?c=25713>

Important dates:

Paper submission: February 15, 2019

Notification of acceptance: March 22, 2019

Camera ready: April 5, 2019

Workshop date: June 28, 2019

ETSN co-chairs:

- Jérôme François, *Inria, France*
- Shen Yan, *Huawei Technologies, China*
- Cesar Viho, *University of Rennes 1, France*
- Shao Ying Zhu, *University of Derby, UK*
- Amjad Gawanmeh, *Khalifa University, Abu Dhabi, UAE, and Concordia University, Montreal Canada*

<https://project.inria.fr/etsn/>