Call for Papers

(website: http://opennetworking.kr/ossn)

in conjunction with the 3rd IEEE Conference on Network Softwarization (NetSoft 2017)
July 3-7, 2017 Bologna, Italy

Scope

Open-source software has already demonstrated its potential in the fields of operating systems and applications, as it allows enterprises and telcos to adapt, extend, and improve software according to their needs, while at the same time sharing part of the development cost.

However, network softwarization introduces additional constraints such as the necessity to provide service guarantees, the challenge to orchestrate massively distributed systems, the obligation to provide end-to-end services, spanning across multiple technological domains and traversing different administrative boundaries, the requirements to comply with a strict regulatory framework, and more.

This second Workshop on Open-Source Software Networking (OSSN-2017) aims at bringing together researchers, universities, companies, standardization bodies, and open-source communities to discuss the possible role of the open-source software in future network infrastructures and to share experiences on developing and operating open-source software-centric networking tools and platforms.

In addition, OSSN-2017 aims at providing a vibrant atmosphere for representatives of different communities to setup a common discussion about their roadmap toward future network services and to increase the cooperation between different communities. Finally, it aims at facilitating the collaboration between different actors, such as individual researchers (e.g., PhD students) contributing to existing established projects, and between different projects.

Full and short (work-in-process) papers are solicited to discuss experiences on development, deployment, operation, and experimental studies around the overall lifecycle of open-source software networking.

Topics of Interest

Authors are invited to submit papers that fall into any topics related with open-source software networking. All papers accepted for the presentation on the workshop MUST refer to available open-source implementations, which must be cited in the paper and publicly available at the time of the review.

Topics of interest include, but are not limited to, the following:
• Management of future network infrastructures and operation support systems
• Agile delivery of robust network services in telco environments
• Network Functions Virtualization and Software Defined Networks
• Softwareization of the access side of the network
• Integration of edge devices (e.g., robots, IoT) with the network infrastructure
• Long-term sustainability of the open-source economic model for telco services
• Experience from large scale deployment of open-source systems
• Open infrastructures for testing and evaluation of open-source projects
• Architecture and internal details of existing open-source projects
• Comparison and benchmarking between different open-source projects
• Cooperation between different open-source communities
• Mutual influence of open standards and open-source implementations
• Software that improves or extends existing open-source networking projects such as the ones listed below:
  ○ SDN (Software Defined Networking): ONOS, Open Daylight, Ryu, …
  ○ NFV (Network Function Virtualization): OPNFV, OSM, Open Baton, Open-O, …
  ○ Switching: Open vSwitch, Open Switch, Open Network Linux, Indigo, …
  ○ Routing: Click, Zebra, Quagga, XORP, VyOS, Project Calico, …
  ○ Wireless: OpenLTE, OpenAirInterface, srsLTE, BATMAN, …
  ○ Cloud networking: OpenStack Neutron, Docker networking, …
  ○ Network-oriented Analytics: PANDA, Apache Spark Streaming, Apache Flink, …
  ○ Monitoring and Messaging: Catti, Nagios, Zabbix, Zenoss, Ntop, Kafka, RabbitMQ, …
  ○ Security and Utilities: Snort, OpenVPN, Netfilter, IPtables, Wireshark, NIST Net, …
  ○ Development and Simulation: NetFPGA, GNU radio, ns-3, …

Paper Submission Guideline

Authors are invited to submit original papers (in English) not published or submitted for publication elsewhere. Full papers can be up to 6 pages while short (work-in-progress) papers are up to 4 pages.

Papers should be in IEEE 2-column US-Letter style using IEEE Conference templates (http://www.ieee.org/conferences_events/conferences/publishing/templates.html) and submitted in PDF format via JEMS at https://submissoes.sbc.org.br/home.cgi?c=2762. Papers exceeding these limits, multiple submissions, and self-plagiarized papers will be rejected without further review. All submitted papers will be subject to a peer-review process. The accepted papers will be published in the OSSN Workshop 2017 Proceedings and appear in IEEE Xplore®.

Important Dates

• Paper registration: March 20, 2017 (Firm deadline)
• Paper Submission: March 27, 2017 (Firm deadline)
• Notification of Acceptance: April 25, 2017
• Camera Ready Papers: May 8, 2017
Workshop Co-Chairs

- JongWon Kim, GIST (Gwangju Institute of Science & Technology), Korea
- Fulvio Risso, Politecnico di Torino, Italy
- Ivan Seskar, Rutgers University, USA

Technical Program Committee

- Jesús Alcober, Polytechnic University of Catalonia, Spain
- Chaodit Aswakul, Chulalongkorn University, Thailand
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- Hanseok Kim, Samsung Electronics, Korea
- Younghan Kim, Soongsil University, Korea
- Thanasis Korakis, University of Thessaly, Greece
- Sungwon Lee, Kyunghee University, Korea
- Teck Chaw Ling, University of Malaya, Malaysia
- Diego R. Lopez, Telefonica, Spain
- Akihiro Nakao, University of Tokyo, Japan
- Ben Pfaff, VMware, USA
- Seung-Jong Park, Louisiana State University, USA
- Soohong Daniel Park, Samsung Electronics, Korea
- Luca Prete, OnLab, USA
- Shinji Shimojo, Osaka University, Japan
- Antonio Skarmeta, University of Murcia, Spain
- Nguyen Huu Thanh, Hanoi University of Science & Technology, Vietnam
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- Kuang-Ching Wang, Clemson University, USA