

# MMSys '18

SCIENCE PARK CONGRESS CENTER, AMSTERDAM, THE NETHERLANDS  
JUNE 12-15, 2018

The ACM Multimedia Systems Conference (MMSys) and associated workshops (MMVE2018, NetGames2018, NOSSDAV2018, PV2018) provide a forum for researchers to present and share their latest research findings in multimedia systems. While research about specific aspects of multimedia systems are regularly published in the various proceedings and transactions of the networking, operating system, real-time system, database, mobile computing, distributed systems, and middleware communities, MMSys aims to cut across these domains in the context of multimedia data types. This provides a unique opportunity to investigate the intersections and the inter-play of the various approaches and solutions developed across these domains to deal with multimedia data types.

## MMSys is a venue for researchers who explore

- Complete multimedia systems that provide a new kind of multimedia experience or systems whose overall performance improves the state-of-the-art through new research results in more than one component, or
- Enhancements to one or more system components that provide a documented improvement over the state-of-the-art for handling continuous media or time-dependent services.

## Such individual system components include

- Operating systems
- Distributed architectures and protocol enhancements
- Domain languages, development tools and abstraction layers
- Using new architectures or computing resources for multimedia
- New or improved I/O architectures or I/O devices, innovative uses and algorithms for their operation
- Representation of continuous or time-dependent media
- Metrics, measures and measurement tools to assess performance

## Relevant and interesting themes

Adaptive streaming, games, virtual reality, augmented reality, mixed reality, 3D video, Ultra-HD, HDR, immersive systems, plenoptics, 360° video, multimedia IoT, multi- and many-core, GPGPUs, mobile multimedia and 5G, wearable multimedia, P2P, cloud-based multimedia, cyber-physical systems, multi-sensory experiences, smart cities, QoE

## Chairs & Host

- General Chair: Pablo Cesar, Centrum Wiskunde & Informatica
- Technical Program Chairs: Michael Zink, University of Massachusetts Amherst; Niall Murray, Athlone Institute of Technology

## Research track

- Submissions: 6 to 12 pages (including references) in ACM format
- Reviews: double blind
- Reproducibility: obtain an ACM reproducibility badge by sharing the code and data to make experimental results reproducible (authors will be contacted to make their artifacts available after paper acceptance)

**Submission deadline: December 14, 2017**

## Special sessions

- Human-centric Internet and Multimedia Systems,
- IoT and Smart Cities,
- Immersive Multimedia Experiences,
- Integrative Computer Vision and Multimedia Systems,
- Multimedia in 5G network architectures

**Submission deadline: February 2, 2018**

## Open datasets & software track, demo track

**Submission deadline: February 25, 2018**

## Workshops

- PV2018: 23rd Packet Video Workshop  
<https://2018.packet.video>
- NOSSDAV2018: 28th ACM SIGMM Workshop on Network and Operating Systems Support for Digital Audio and Video
- MMVE2018: 10th International Workshop on Immersive Mixed and Virtual Environment Systems  
<http://www.mmve-workshop.org>
- NetGames2018: 16th Annual Workshop on Network and System Support for Games  
<http://conferences.telecom-bretagne.eu/netgames18>

**Submission deadline: March 1, 2018**

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