



1st International Workshop on Broadband Wireless Multimedia: Algorithms, Architectures and Applications

Friday, October 29, 2004 San Jose, California, USA <http://www.broadwim.org>

co-located with BroadNets 2004 <http://www.broadnets.org>



Technically co-sponsored by IEEE Communications Society

Outline and Topics of Interest

The emergence and adoption of broadband wireless access standards, such as 802.16, 802.16a and 802.11a, offers exciting new possibilities for delivering rich multimedia content over the “last mile”. The workshop is intended to present and discuss new architectures for delivering such rich media over single-hop or mesh broadband wireless architectures. It also focuses on the algorithms and protocols needed to integrate the application layer requirements, such as QoS, security etc. with the base functionality offered by the standardized 802.16/11 and other WLAN and WWAN interfaces. Of particular interest are practical case studies, demonstrations or pilots of innovative techniques for delivering a variety of multimedia content over such broadband local or metropolitan wireless networks. Preliminary results on interesting ideas and techniques are more welcome than detailed analysis of existing schemes. Topics of interest include, but are not limited to, the following:

- System Prototypes and Experiences with Broadband Multimedia Delivery
- IP-based Multimedia Services over WLANs and WMANs
- Signaling for Converged Multimedia Applications
- QoS for Real-time Voice and Video in Broadband Wireless Networks
- Encoding Alternatives for Multi-media Streams
- Video/Audio Distribution Architectures in Broadband WLANs and WMANs
- Multicasting and Broadcasting Problems and Solutions
- Caching and Content Management in WLANs and WMANs
- Algorithms for Controlling Delay and Jitter in Broadband Channels
- Integration of Broadband Wireless and WPANs/WBANs
- Wireless Broadband Multimedia over Sensor Networks
- Multimedia delivery for broadband vehicular networks
- Multimedia services for Ambient Intelligent and Pervasive Environments

Workshop Chairs: **Marco Conti** (IIT - CNR), and **Archan Misra** (IBM Research)

Technical Program Committee: Arup Acharya (IBM Research), Kevin Almeroth (UCSB), John Apostopolous (HP Labs), Giuseppe Bianchi (Univ. of Rome II), Rajarathnam Chandramouli (Stevens Tech), Sunghyun Choi (Seoul Natl. Univ), Jon Crowcroft (Univ. of Cambridge), Sujit Dey (UC San Diego), Magda El-Zarki (UC Irvine), Aura Ganz (Univ. of Massachusetts), Javier Gomez (Natl. Univ. of Mexico), Martin Mauve (Univ. of Düsseldorf), Giacomo Morabito (Univ. of Catania), Hiroyuki Morikawa (Univ. of Tokyo), Michael Paterakis (Tech. Univ. of Crete), Sanjoy Paul (Lucent Bell Labs), Keith Ross (Brooklyn Poly), Ioannis Stavrakakis (Univ. of Athens), Vijay Subramanian (Motorola Research), Fouad Tobagi (Stanford University), Ooi Wei Tsang (NUS), Thierry Turletti (INRIA), Roger Zimmerman (USC)

Submission Dates and Guidelines

Papers should be written in English and should not exceed approximately 5000 words, including figures and references. (Each figure counts as 250 words). For the initial submissions, the papers should be in double-spaced, single-column format with a separate abstract of at most 250 words. Papers should be submitted in PDF format at <http://cnd1.iit.cnr.it/broadwim04>. All papers will be peer reviewed. Papers of particular merit will be considered for possible publication in the ACM/Kluwer WINET journal, or in other reputed journal/magazine.

Submission Deadline: June 25, 2004.

Paper Acceptance Notification: August 1, 2004

Final paper submission: August 10, 2004

Workshop date: October 29, 2004

For more details, please visit <http://www.broadwim.org>. For questions on submission or other issues, please contact the chairs at broadwim04-chairs@iit.cnr.it.