Call for Papers: 2nd International Workshop on
Services and Infrastructure for the Ubiquitous and Mobile Internet (**SIUMI'06**)

SIUMI 2006

WEB MINDS

Lisbon, Portugal,
July 4th, 2006

In conjunction with the 26th Int. Conference on Distributed Computing Systems (**ICDCS'06**)

Advances in mobile and wireless communication are enlarging and enhancing the services provided by the Internet infrastructure towards any time, any place and any device features. Ubiquitous services impose new requirements to the entire infrastructure, from the system to the middleware and the applications that should adapt traditional services to different mobile user terminals and profiles, and embed new functions and tools to support the new services and new requirements of the future scenario.

The new Internet service infrastructure can only succeed on the basis of a strict synergism between the heterogeneous variety of mobile wireless devices and the fixed network organization that should suite and follow the requirements and constraints imposed by the wireless and mobile counterpart. The specific limitations of mobile wireless devices, such as discontinuity in connections, disconnection, and energy and resource shortages, connected with the new location- and context-sensitivity property, are challenging issues. Only a new methodology to produce a synergic design of an integrated and unified middleware can permit the deployment of all viable and available services that make possible to consider new properties for fruition, mainly connected with the new features of context-awareness. Many different provisioning scenarios are on the way, from the possibility of providing non-strict real-time data streaming adapted to very different wireless devices, by taking advantage of caching and multicast wherever possible, to a possibility of creating dynamic and impromptu communities based on common current locality and on presently available heterogeneous devices, by taking into account different resources and energy consumption limitations.

After the encouraging answer to the first edition, this second workshop intends to offer a renovated opportunity of putting together different experiences by providing a forum for researchers and engineers in academia and industry to compare and exchange new ideas, research results, experiences, and products about different aspects related to Ubiquitous and Mobile Internet. Topics of particular interest include, but are not limited to:

- Distributed platforms
- Content delivery architectures
- Caching and replication
- Peer-to-peer schemes
- Context-based services and applications
- Middleware and software supports
- Mobile-enabled middleware mechanisms
- Personalization and transcoding
- Mobile code and mobile agent technology
- Service deployment and adaptation
- Resource discovery algorithms
- Performance evaluation
- Resource and network monitoring
- Security issues
- QoS-based protocols and servers
- Resource and service management

PAPER SUBMISSION

SIUMI 2006 invites authors to submit original and unpublished work. Papers must be written in English and should not exceed 6 pages in IEEE proceedings style. Authors should submit a PostScript or PDF file through the submission Web site (http://lia.deis.unibo.it/siumi/). Submission implies the acceptance that at least one author will register and present the paper. Accepted papers will be published by the IEEE Computer Society Press. Emails and hard copies will be accepted only if motivated reasons prevent electronic submission. In that case, contact first one of the Technical Co-chairs:

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Important Dates:

Paper submission deadline	**December 15, 2005**
Notification of acceptance	**January 30, 2006**
Final camera-ready manuscripts due	**February 15, 2006**

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