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## The Third International Conference on Quality of Service in Heterogeneous Wired/Wireless Networks

# QShine 2006

University of Waterloo  
Waterloo, Ontario, Canada  
August 7 – 9, 2006

### Call for Participation

Sponsored by Create-Net and ICST  
In-cooperation with ACM SIGMOBILE

<http://www.qshine.org>

Recent technological developments in broadband peer-to-peer and overlay networks, wireless and mobile networks, and grid computing have led to a wide variety of new challenging problems. These include the provisioning of Quality of Service (QoS), survivability, resilience and scalability in a wide range of emerging applications — such as large-scale multimedia systems — across both wired and wireless networks. The Third International Conference on Quality of Service in Heterogeneous Wired/Wireless Networks (QShine 2006) focuses on all aspects of these challenges, including the QoS provisioning, performance optimization, cross-layer design, resilience, scalability and survivability of distributed applications in heterogeneous networks. It will serve as a forum for researchers from academia and industry to present the latest research results on QoS issues for both wired and wireless networks, with the hope to develop viable cross-layer design methodologies. The conference will feature prominent invited speakers as well as papers by top researchers in the field.

Papers addressing performance optimization and Quality of Service support, ranging from the link layer to the application layer, over wired and wireless networks, are solicited. Authors are encouraged to submit theoretical and/or experimental results of significance. The scope of the conference includes, but is not limited to:

- Cross-layer protocol design in wireless networks
- Quality of Service provisioning in wireless access networks
- Design, implementation or architectures related to QoS-enabled wireless networks
- Energy-aware protocols and algorithms in wireless networks
- QoS in WLAN, WPAN, WMAN and WiMAX (IEEE 802.11/15/16/20)
- QoS in wireless sensor and ad hoc networks
- Scheduling, resource management, queue management, and admission control
- QoS and survivability in mobile environments
- Game-theoretic aspects in wired, peer-to-peer, overlay, and wireless networks
- Incentive engineering in wired, peer-to-peer, overlay, and wireless networks
- Traffic analysis, traffic engineering, and traffic shaping in heterogeneous environments
- Cross-layer performance optimization for energy, network lifetime, and capacity
- Topology control for QoS support in wireless networks
- QoS middleware in overlay and wireless networks
- QoS-aware service composition in overlay and wireless networks
- Security protocols and algorithms in wired, overlay and wireless networks
- Pricing, billing, and resource allocation in wired, overlay and wireless networks
- QoS adaptation, modeling and measurements
- Performance optimization in peer-to-peer and overlay networks
- Scalability of large-scale overlay and wireless networks
- Resilience of overlay and wireless protocols

Post-conference Workshops: August 10, 2006