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VALUETOOLS

1st International Conference on
**PERFORMANCE EVALUATION
METHODOLOGIES AND TOOLS**

www.valuetools.org

11-13 October, 2006, Pisa (Italy)

In recent years, a range of performance evaluation methodologies and tools has been developed within disparate research communities for the purposes of evaluation, design, and model reduction. The aim of the **Performance Evaluation Methodologies and Tools** conference is to build bridges between these communities, bringing theory and practice together in order to:

- compare and debate the complete range of performance evaluation methodologies and their implementation into tools;
- promote interdisciplinary flow of technical information among industry systems designers and researchers.

Performance evaluation techniques will draw from the following:

- Network calculus
- Advanced simulation tools
 - Simulation of rare events
 - Parallel/distributed simulations
 - Variance reduction techniques
 - Large deviations
- Stochastic processes
 - Stochastic geometry
 - Long-range dependence
 - Self-similarity
 - Point processes
 - Traffic models and measurements
- Discrete event systems
 - Petri nets
 - Max-plus algebra
- Queueing theory
 - Analytical models
 - Approximation methods
 - (In)sensitivity
 - Dynamic fluid models
 - Diffusion models
 - Dam processes
 - Perturbation approaches
 - Control of queues

Envisaged applications are drawn from, but are not restricted to, the following areas:

- ✓ Networking
- ✓ Distributed Systems
- ✓ Computer Systems
- ✓ Communication Systems
- ✓ Call Centers
- ✓ Road Traffic

We also solicit papers on applications of Optimization (including game theory and convex optimization), Graph Theory (including random graphs) and Interdisciplinary Methodologies (economic, biological and social models) in the above areas.

Selected papers will be considered for publication in special issues of **Performance Evaluation** and **Discrete Event Dynamic Systems**.

Best Student Papers Award. Papers with a student as a primary author will be considered for the Valuetools recognition prize. Student authors must clearly indicate with their submission that they would like to be considered for this award.

Important Dates

Full paper due: April 10, 2006 April 24, 2006 **May 2, 2006**

Notification of acceptance: June 10, 2006 **June 25, 2006**

Final version due: July 10, 2006

Submission Instructions

Authors are invited to submit full papers of up to 10 pages in IEEE conference proceedings format through COCUS (<http://cocus.create-net.it>)

* = approval pending



List of the Workshops Organized at the First International Conference on Performance Evaluation Methodologies and Tools

AAA-JDEA

Advanced architectures and algorithms for Internet delivery and applications

Giovanni Pacifici (giovanni@us.ibm.com),
Virgilio A. F. Almeida (virgilio@dcc.ufmg.br),
Novella Bartolini (novella@di.uniroma1.it)

The goal of this one-day workshop is to bring together researchers, developers, web service providers, application and network designers from academia and industry to exchange ideas about the problems they are facing and to discuss recent and innovative solutions. Topics of interest to this workshop include performance studies and solutions (algorithms, protocols, architectures) that tend to improve user experience in accessing interactive applications based on Internet.

Submission deadline: ~~May 1, 2006~~ **May 30, 2006**
Workshop date: **Oct 10, 2006**

<http://www.aaa-idea.org/>

SMCtools

Tools for solving structured markov chains

Beatrice Meini (meini@dm.unipi.it)
Benny van Houdt (benny.vanhoudt@ua.ac.be)

SMCtools solicits papers on software tools for solving structured Markov chains. Tools for computing transient and steady state probabilities, first passage times, decay rates, loss rates, distributions and moments are requested.

Submission deadline: **May 20, 2006**
Workshop date: **Oct 10, 2006**

<http://www.smctools.org/>

WNS2

Workshop on ns-2: the IP network simulator

Tania Jimenez (tania.altman@univ-avignon.fr)
David Ros (david.ros@enst-bretagne.fr)

The main goals of the WNS2 workshop are: to bring together networking researchers from both academia and industry, to discuss recent advances, to identify future directions in network simulation, and to foster interdisciplinary collaborative research in this area. The workshop devotes special interest to the future evolution of ns-2, and its extension in novel research areas and networking technologies and scenarios.

Submission deadline: ~~May 20 2006~~ **June 3, 2006**
Workshop date: **Oct 10, 2006**

<http://www.wns2.org/>

GameNets

Game theory for communications and networks

Luiz A. DaSilva (ldasilva@vt.edu)
Allen B. MacKenzie (mackenab@vt.edu)
Jacqueline Morgan (morgan@unina.it)

The objective is to generate discussion of best practices in modeling as well as limitations of game theory as a performance assessment and design tool for networks. Both the application of game theory to networking problems and the development of new game-theoretic methodologies that can be applied in that context are of interest.

Submission deadline: ~~May 10, 2006~~ **May 31, 2006**
Workshop date: **Oct 14, 2006**

<http://www.gamenets.org/>

Inter-Perf

Interdisciplinary systems approach in performance evaluation and design of computer & communications systems

Milan Vojnovic (milanv@microsoft.com)
Sean Collins (e.j.collins@bristol.ac.uk)

The workshop aims at getting together researchers and practitioners from diverse areas, including biological systems, economics, epidemiology, physics, and social sciences, to present their contributions applicable to performance evaluation and design of computer & communications systems.

Submission deadline: ~~May 10, 2006~~ **May 17, 2006**
Workshop date: **Oct 14, 2006**

<http://www.inter-perf.org/>