The “Cloud” is a natural evolution of distributed computing and the widespread adoption of virtualization and SOA. Services computing is a new cross-discipline subject that covers the science and technology needed to bridge the gap between business services and IT services. In cloud computing, IT-related capabilities and resources are provided as services, via the Internet and on-demand, accessible without requiring detailed knowledge of the underlying technology.

IEEE SC2 2015 is an important forum for researchers and industry practitioners to exchange information regarding advancements in the state of art and practice of IT-driven cloud computing technologies and services, as well as to identify emerging research topics and define the future directions of cloud and services computing.

IEEE SC2 2016 will be held on December 8-10, 2016, co-located with IOV 2016, IEEE CTP 2016 and IEEE SocialSec 2016, in Fiji. Topics of interest include, but are not limited to:

- Cloud architecture
- Cloud OS, middleware, and tools
- Storage architecture
- Big data infrastructure, systems, methodologies, and applications
- Virtualization techniques
- Resource provision, monitoring, and scheduling
- Privacy and access control for cloud computing
- Performance evaluation and modeling measurement for cloud computing
- Programming models for building cloud applications
- Networking in cloud computing
- Security, privacy and trustworthy in clouds
- Security, privacy and trustworthy for service oriented architectures and systems
- Energy efficient hardware and software solutions
- High availability and reliability
- Large scale cloud applications
- Internet/web computing and data mining
- Volunteer and utility computing
- Green and pervasive computing
- Service oriented architecture
- Discovery of services and data in cloud computing infrastructures
- Foundations of services computing
- Services-centric business models
- Business process integration and management

**IMPORTANT DATES**

<table>
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<tr>
<th>Event Type</th>
<th>Date</th>
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<tr>
<td>Tutorial / Workshop / Special Session Proposal Due</td>
<td>MAY 10, 2016</td>
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<tr>
<td>Paper Submission (Research Track)</td>
<td>AUG 10, 2016</td>
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<tr>
<td>Paper Submission (Works-In-Progress/workshop)</td>
<td>AUG 30, 2016</td>
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<td>Author Notification (Research/workshop/WIP)</td>
<td>SEP 15, 2016</td>
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<tr>
<td>Paper Submission (Demo /Poster /Special session)</td>
<td>SEP 20, 2016</td>
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<tr>
<td>Author Notification (Poster / Demo)</td>
<td>SEP 20, 2016</td>
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<td>Camera ready / registration deadline</td>
<td>SEP 30, 2016</td>
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**SUBMISSION and PUBLICATION**

Authors are invited to submit their original research work that has not previously been submitted or published in any other venue. Papers should be prepared in IEEE format and submitted via the SC2 2016 submission site, https://easychair.org/conferences/?conf=ieeeSC2016.

- Proposals for organizing tutorials, workshops and special sessions need to be submitted to the Tutorials, Workshops and Special Sessions Chairs, respectively. A proposal should include title, theme, scope and main presenters/organizers.
- Research paper (6 pages) should explore a specific technology problem and propose a complete solution to it, with experimental results.
- Works-in-Progress (WIP) (6 pages) papers are expected to present either work currently in progress or less developed but highly innovative ideas.
- Demo/Poster papers (4 pages) must describe working systems and be related to SC2. These systems may be innovative prototype implementations or mature systems that use related technology. Papers/proposals need to be submitted to the Demo/Poster Chair.
- Workshop and Special Session papers (6 pages) need to be submitted to the corresponding workshops and special sessions.

All accepted papers in the main tracks, workshops, special sessions and demos/posters will be published in IEEE CS proceedings (EI indexed). Extended versions of selected excellent papers will be considered for publication in special issues of prestige journals (SCI/EI indexed).