

Call for Book Chapters

High computational, storage, and communication demands have resulted in the evolution of distributed computing models. After the inception of mobile technology, popular computing models, such as grid, cluster, and cloud computing emerged. The aforementioned computing models permit the sharing of a variety of geographically distributed resources. Recently, due to the increased growth in data analytics and proliferation of applications accelerating the ubiquity of digital information, the concept of Internet of Things (IoT) has been materialized. The IoT is representative of an environment comprising of connected set of individuals, things, or objects that can communicate through the existing network infrastructure and result in improved efficiency, accuracy, and economic benefit. Lately, the phenomenon known as the edge computing or fog computing has emerged that emphasizes on performing data processing at the network ends — away from the centralized nodes. The fog computing relies on a wide range of technologies including the wireless sensor networks, mobile devices, and distributed computing systems, such as grid and cloud. Moreover, providing various smart solutions and services, such as connected health, smart homes, and smart cities have created new possibilities for the novel fog based implementations.

This book aims to consolidate the myriad research efforts pertinent to the fog computing and IoT. Topics of interest include but are not limited to:

- Fog computing and Industrial Internet of Things (IIoT)
- Fog computing architectures for smart healthcare
- Machine learning models for Internet of Things (IoT) on Edge devices
- Energy efficiency and Green fog computing
- Trust, safety, security, and privacy in fog computing systems
- Economics in the fog
- Load Balancing and Scheduling on Fog Servers in Industrial Environments
- Fog computing for smart homes and buildings
- Fog computing for smart cities and urban surveillance
- Service distribution models in fog computing
- Deep Learning Models for Wearable Internet of Things (IoT)
- Virtualization in fog computing environment
- Fog computing for Intelligent Transportation Systems (ITS)
- Virtual learning environments supported by fog computing
- Fog computing based smart grid models
- Resource allocation, interoperability, and service orchestration techniques and issues in fog
- Mobile edge computing
- Machine learning models for multidimensional sensor data
- Experimental evaluation of data intensive fog frameworks

Submission Guidelines

- All of the contributions must be submitted through **EasyChair** conference system via the following link: <https://easychair.org/my/conference.cgi?a=12779396;conf=fctp18>
- Each book chapter must:
 - be typeset on a letter size paper with 1.25" margins all-around.
 - not exceed the page limit of 30.
 - contain at least four (04) illustrations.
- Book chapter drafts can be produced using any of the following:
 - (Word, TeX, Open Office).

Editors

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Important Dates

Title and Abstract Due: October 01, 2018
Notification on Abstracts: October 15, 2018
Final Chapter Draft Due: January 05, 2019
Notification of Acceptance/Revision: February 15, 2019
Camera-Ready Chapter Due: March 01, 2019