



9th South-East Europe Design Automation, Computer Engineering, Computer Networks and Social Media Conference

SEEDA-CECNSM 2024

September 20-22, 2024, Egaleo, Greece

<https://seeda2024.uniwa.gr/>

The 9th South-East Europe Design Automation, Computer Engineering, Computer Networks and Social Media Conference (SEEDA-CECNSM 2024), in its 9th year, will provide an insight into the unique world stemming from the interaction between the fields of computer engineering, networks and Design Automation. SEEDA-CECNSM 2024 will provide an international technical forum for experts from the engineering industry and academia to exchange ideas, innovations, and present results of on-going research in the most state-of-the-art areas.

The 9th SEEDA-CECNSM conference will be held in **Egaleo, Greece** between **September 20th-22nd, 2024** and it will be hosted by the **University of West Attica** (<https://www.uniwa.gr/en/>)

Aim and topics

SEEDA-CECNSM 2024 aims to address several issues and topics of interest include, but are not limited to:

Design Automation (DA)

- Artificial Intelligence and Applications
- Backend Silicon Tools and Methodologies
- CAD Tools and Algorithms
- Characterisation and Timing Simulation
- Design for Low Power
- Design Optimization and Implementation
- ESL Methodologies and EDA Tools
- FPGAs, ASICs, ASIPs and SoCs
- Numerical and Scientific Computation
- Open-Source Tools
- Placement & Routing
- Rapid Prototyping and Hardware/Software Co-verification and Co-design
- Silicon Device Level Research
- System-Level and High-Level Synthesis
- VLSI and Digital Design and Design for Test
- Reconfigurable computing and FPGA-based acceleration
- Approximate computing
- System level and architecture level dependability
- Safe and secure embedded systems

Computer Networks and Communications

- Advances in Internet Protocols
- Cloud and Fog Computing
- Intelligent Agents and Distributed Computing
- Internet of Things and Smart Cities
- Internet Services and Applications
- Management of Telecommunications and Networks
- Mobile, Ad Hoc and Sensor Network Optimization and Management
- Security and Privacy
- Ubiquitous Computing, Services and Applications
- Web Services and Service Oriented Architectures
- Wireless, Cellular, and Mobile Communications

Computer Engineering

- Computer Architecture and Design
- Formal Methods in Architecture Design
- Computer-Aided Architecture Design and Implementation
- Embedded Systems and Applications



- Multi-core VLSI/ULSI Design
- Parallel and other Advanced Architectures
- Distributed Computing
- Memory and Storage Systems
- Parallel programming, parallel computing and ILP
- Advanced I/O device design
- Human-Computer Interaction
- Embedded and Cyber-Physical Systems
- Industrial informatics
- Heterogeneous many/multi-core computing

Social Media and e-technologies

- Active and Collaborative Learning

- Advances in e-Energy Design and Development
- Digital Media Technologies
- e-Commerce and e-Services
- Economic and Regulatory Issues
- e-Government Issues
- e-Health Technologies and Applications
- Game-Based Learning for Engineering Education
- Image Processing and Visualization
- Social Networks in Education
- Social Networks, Crowdsourcing, and Crowdsensing

Important dates:

Submission of full papers:

Notification of acceptance:

Submission of camera ready:

Main Conference:

01 April 2024

01 May 2024

01 June 2024

20-22 September 2024

Proceedings/Publications

All papers *presented* at the conference will be published by indexed databases. Extended versions of selected papers will be included either in an **Edited Volume** or in an international **Journal Special Issue**.

