

EAI Endorsed Transactions on Collaborative Computing

Editor-in-Chief

Fangming Liu, Huazhong University of Science & Technology, China

Fangming Liu is a Full Professor in the School of Computer Science and Technology, Huazhong University of Science and Technology, Wuhan, China. Prof. Liu is selected into National Youth Top Talent Support Program of National High-level Personnel of Special Support Program (The "Thousands-of-Talents Scheme") issued by Central Organization Department of CPC, and he is named the CHUTIAN Scholar of Hubei Province, China. He is one of the Youth Scientists of the National 973 Basic Research Program Project on Software-defined Networking (SDN)-based Cloud Datacenter Networks, which is one of the largest SDN projects in China. From 2012-2013, he has been invited as a StarTrack Visiting Young Faculty in Microsoft Research Asia (MSRA), Beijing.

Prof. Liu received the B.Eng. degree from the Department of Computer Science and Technology, Tsinghua University, Beijing, and the Ph.D. degree from the Department of Computer Science and Engineering, Hong Kong University of Science and Technology, Hong Kong. From 2009 to 2010, he was a visiting scholar at the Department of Electrical and Computer Engineering, University of Toronto, Canada.

His research interests include Cloud Computing and Data Center, Green Sustainable Computing and Communications, Mobile Cloud, SDN and Virtualization, Internet Content Distribution and Peer-to-Peer (P2P) Systems. He has published a series of high-quality papers at prestigious journals and highly selective conferences, including Proceedings of the IEEE, IEEE Journal on Selected Areas on Communications (JSAC), IEEE/ACM Transactions on Networking (ToN), IEEE Transactions on Parallel & Distributed Systems, IEEE Transactions on Computers, ACM/IFIP/USENIX Middleware, INFOCOM, ICDCS, ICNP, ACM NOSSDAV, e-Energy, SIGMETRICS, etc. Many of these works have influenced follow-up works in the related fields. He received ACM Wuhan Rising Star Award, and is a co-recipient of two Best Paper Awards from IEEE GLOBECOM 2011 (Global Communications Conference, Exhibition, and Industry Forum) and IEEE IUCC 2012 (11th IEEE International Conference on Ubiquitous Computing and Communications), respectively. In particular, several key algorithms and system prototypes developed by Prof. Liu and his team have been deployed in real-world production systems, which have been practically used by a large scale of Internet users.

He is a member of IEEE and ACM, as well as a member of the China Computer Federation (CCF) Internet Technical Committee, System Software Technical

Committee, Open Systems Technical Committee, and CCF YOCSEF Wuhan Vice Chair. He was a Guest Editor for the IEEE Network Magazine and IEEE Systems Journal, an Associate Editor for the Frontiers of Computer Science. He was the Program Chair of the 9th International Conference on Green, Pervasive and Cloud Computing (GPC 2014), the 11th EAI International Conference on Collaborative Computing: Networking, Applications and Worksharing (CollaborateCom 2015), and the 14th National Software Application Conference (NASAC 2015). He also served as the Technical Program Committee (TPC) for the ACM Multimedia 2014, IEEE INFOCOM 2013-2016, ICNP 2014, ICDCS 2015, GLOBECOM 2012-2015.

Co-Editor-in-Chief

Jiangchuan Liu, Simon Fraser University, Canada

Jiangchuan Liu (S'01-M'03-SM'08) is a Full Professor in the School of Computing Science, Simon Fraser University, British Columbia, Canada, and an NSERC E.W.R. Steacie Memorial Fellow. He is an EMC- Endowed Visiting Chair Professor of Tsinghua University, Beijing, China (2013-2016). From 2003 to 2004, he was an Assistant Professor at The Chinese University of Hong Kong.

He received the BEng degree (cum laude) from Tsinghua University, Beijing, China, in 1999, and the PhD degree from The Hong Kong University of Science and Technology in 2003, both in computer science. He is a co-recipient of the inaugural Test of Time Paper Award of IEEE INFOCOM (2015), ACM TOMCCAP Nicolas D. Georganas Best Paper Award (2013), ACM Multimedia Best Paper Award (2012), IEEE Globecom Best Paper Award (2011), and IEEE Communications Society Best Paper Award on Multimedia Communications (2009).

His students received the Best Student Paper Award of IEEE/ACM IWQoS twice (2008 and 2012). His research interests include multimedia systems and networks, cloud computing, social networking, online gaming, big data computing, wireless sensor networks, and peer-to-peer and overlay networks. He has served on the editorial boards of IEEE Transactions on Big Data, Transactions on Multimedia, IEEE Communications Surveys and Tutorials, IEEE Access, IEEE Internet of Things Journal, Elsevier Computer Communications, and Wiley Wireless Communications and Mobile Computing.

Special Issue Editor

Madhusudan Singh

Dr. Madhusudan Singh, is a research professor at Seamless Transportation Lab, Yonsei University in South Korea from 2016 ~till now. Dr. Singh has also served as a senior engineer at Samsung Display for 4 years (2012 ~ 2016). He was awarded his M. Tech degree in IT with specialization in Software Engineering from IIIT-Allahabad, India in 2008 and a Ph.D. degree in Ubiquitous IT from Dongseo University, Busan South Korea in Feb. 2012. He is the author/co-author of 2 Books, more than 40+ research papers and 9+ patents. He is Senior Member of IEEE. He is also a member of multiple organizations such as B-Safe Network, IEEE Blockchain Initiative, IEEE Standard Association, ACM, IEEE Vehicular Network, IEEE Transportation Electrification and many more. He has delivered keynote talk at multiple IEEE/ACM/Springer conferences and also delivered webinar for IEEE-TEC in the past. He also serves as reviewer for several high rank journals (IEEE IoT, IEEE Transactions of Intelligent Vehicles, IEEE ACCESS, Future Internet, Euraship journal on Wireless Communication & Networking, etc.) and conferences (ICC, ICCT, IV Symposium, ITSC, etc.). He His research areas are in Autonomous Intelligent Vehicles, Cyber Security, Blockchain Technology, Machine Learning and Software Engineering.

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