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PAPERS

## The First IEEE Workshop on Cooperative Edge (Coop-EDGE)

### Overview

Edge Computing can provision storage and computation resources in the proximity of mobile devices, which can offer the users low-latency and high-bandwidth access to both information and computation resources. In addition, edge servers can help to reduce the resource demand in backhaul networks by serving users locally. However, in practical systems, the resources provisioned at edge servers are limited. In addition, users' demands are highly dynamic and bursty in both spatial and temporal domains, due to mobility. As a result, the performance of system can be potentially degraded. In such cases, neighboring edge servers can cooperatively exploit their capacities to serve users' demands and improve the latter's performance. In addition, the remote cloud with sufficient resources can interact with edge servers to exploit their respective advantages. Through cooperative edge systems, the user performance expects to be significantly improved in a cost-effective manner.

In this regard, it is crucial study cooperation in edge systems, considering the heterogeneous capacities of edge servers, spatial and temporary imbalance of users' demands, diverse user quality of service (QoS) requirements, etc . Our aim is to promote the benefits of cooperative edge system in the networks. The Edge workshop on Cooperative Edge aims to serve as a forum for researchers from academia, government and industries, to exchange ideas, present new results, and provide future visions on these topics.

Topics of interest include but are not limited to:

- Modeling in cooperative edge system
- Performance analysis
- Cooperative caching and business models
- Dynamic cooperative caching update
- Cooperative task offloading
- Interaction between edge and cloud
- Incentive mechanism design
- Green-oriented cooperation in edge system
- Trust models and trust handling in cooperative edge system
- Protocols for cooperative edge systems
- Security and privacy in cooperative edge system
- Big data driven cooperative edge system

## Workshop Chairs

Ning Zhang, Texas A&M University at Corpus Christi, TX, USA

Tao Han, University of North Carolina at Charlotte, NC, USA

## Manuscript Guidelines and Submission Information

Please download the paper template in WORD or LaTeX.



All submitted manuscripts will be peer-reviewed by at least 3 program committee members. Accepted papers with confirmed presentation will appear in the conference proceedings published by the IEEE Computer Society Press. Each conference/congress will publicly announce the winners of its Best Paper Award, and Best Student Paper Award. The authors of selected papers will be encouraged to submit extended and enhanced versions of their papers to the IEEE Transactions on Services Computing (TSC) and other suitable journals.

**Submitted Regular and Workshop Papers will be limited to 8 (IEEE Proceedings style) pages and REQUIRED to be formatted using the IEEE Proceedings template. Submitted Work-In-Progress Papers will be limited to 4 (IEEE Proceedings style) pages. Unformatted papers and papers beyond the page limit may not be reviewed.**

## Important Dates

Full Paper Submission Due Date: February 21, 2018 (Extended Deadline)

Decision Notification (Electronic): March 22, 2018

Camera-Ready Copy Due Date: April 6, 2018

## Submission Link

Please submit your paper at EasyChair.org:

<https://easychair.org/conferences/?conf=ieeedge2018> using the Workshop on Edge Cooperation Track.