

GlobalSIP 2016 General Symposium

The IEEE Global Conference on Signal and Information Processing (GlobalSIP) is a flagship conference of the IEEE Signal Processing Society. GlobalSIP2016 will be held in Washington, DC, USA, December 7-9, 2016. The General Symposium 2016 will focus broadly on signal and information processing with an emphasis on emerging themes. Technical paper submissions are solicited in the following areas, which may include but are not limited to:

- Signal processing in communications and networks, including green and optical communications
- Image and video processing
- Emerging topics in speech and language processing
- Signal processing in security applications
- Signal processing in finance
- Signal processing in energy and power systems
- Signal processing in genomics and bioengineering (physiological, pharmacological and behavioral)
- Signal processing for social media networks
- Neural signal processing
- Seismic signal processing
- Emerging topics in statistical signal processing
- Graph-theoretic signal processing
- Machine learning
- Compressed sensing, sparsity analysis, and applications
- Big data processing, heterogeneous information processing and informatics
- Human-machine interfaces
- Multimedia transmission, indexing and retrieval, and playback challenges
- Hardware and real-time implementations
- Other novel and emerging signal processing applications

There are two paper categories for the General Symposium:

1. Regular papers
2. Presentation requests for papers published in *IEEE Signal Processing Letters* (SPL). (The pdf file of the published SPL paper must be submitted. Note: these papers will not be reviewed; authors must pay a registration fee so that they can present their work as posters at GlobalSIP'16.)

Submission of Regular Papers: Prospective authors are invited to submit full-length papers, with up to four pages for technical content including figures and possibly with references, and one optional additional 5th page containing only references. Manuscripts should be original (not submitted/published anywhere else) and written in accordance with the standard IEEE double-column paper template. All paper submissions will be through the CMS system (<http://www.ieeeglobalsip.org/>). A selection of best papers and best student papers will be made by the GlobalSIP 2016 best paper award committee upon recommendations from the symposia Technical Committees.

Signal Processing Letters: Authors of SPL will be given the opportunity to present their work at GlobalSIP 2016, subject to space availability and approval by the GlobalSIP 2016 Technical Program Chairs. SPL papers published between January 1, 2015 and April 30, 2016 are eligible for presentation at GlobalSIP 2016. Because they are already peer-reviewed and published, SPL papers presented at GlobalSIP 2016 will neither be reviewed nor included in the proceedings. Requests for presentation of SPL papers should be made through the CMS system (<http://www.ieeeglobalsip.org/>) under the General Symposium of GlobalSIP 2016 on or before June 5, 2016. Approved requests for presentation must have one author register for the conference according to the GlobalSIP 2016 registration instructions.

Notice: The IEEE Signal Processing Society enforces a “no-show” policy. Any accepted paper included in the final program is expected to have at least one author or qualified proxy attend and present the paper at the conference. Authors of the accepted papers included in the final program who do not attend the conference will be added to a “No-Show List” compiled by the Society. The “no-show” papers will not be published by IEEE on IEEEXplore or other public access forums, although these papers will be distributed as part of the on-site electronic proceedings and the copyright of these papers will belong to the IEEE.

Timeline for paper submission:

June 5, 2016:	Paper submission deadline; Presentation request for published IEEE Signal Processing Letters due
August 5, 2016:	Review results announced
September 5, 2016:	Camera-ready papers due