



BMSB 2020

June 2th – June 5th 2020
Paris, France

The IEEE International Symposium on Broadband Multimedia Systems and Broadcasting 2020, the 15th in the series, will be held in Paris, France. The symposium is the premier forum for the presentation and exchange of technical advances in the rapidly converging areas of multimedia broadcasting, telecommunications, consumer electronics, and networking technologies.

General Chair:

Xun Zhang, ISEP, France

The symposium seeks unpublished technical papers on the following topics:

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Keynotes Chairs: Lina Mroueh, ISEP, France

Publication Chairs: Fen Zhou, ISEP, France

Prospective authors are invited to submit extended abstracts of about 1000 words to: <https://easychair.org/conferences/?conf=bmsb2020>
Each abstract must include at least two key words chosen from the topics mentioned above. All accepted and presented papers will be submitted for inclusion in IEEE Xplore®. Best conference paper and best conference student paper will be awarded.

1. Multimedia Transmission:

- Channel modelling & simulation
- Channel coding, modulation, multiplexing
- Advanced signal processing for transmission
- MISO and MIMO processing
- Channel estimation and equalization
- Antenna technologies
- Propagation and coverage
- Terrestrial and satellite delivery
- Mobile TV and advanced HD Radio
- Field Trials and test results
- Next generation of broadcasting standards and systems
- 5G: New Radio & New Core
- LTE Advanced Pro
- Making better use of the spectrum

2. Multimedia Networking:

- IPTV and streaming
- Internet TV and OTT
- LTE eMBMS, MLD & SC-PTM
- VoD, interactivity, datacasting
- Multimedia NFV & SDN
- Traffic and performance monitoring, congestion control
- Networking and QoS
- Cloud-based multimedia services
- Cloud and Content management

Regional Promotion and Liaison Chairs:

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Rafael Sotelo, U. Of Montevideo, Uruguay
Hyun-woo Lee, ETRI, Korea

3. Multimedia Signal Processing:

- Audio coding and processing
- Video coding and processing
- Content adaptation and scaling
- Error resilient and concealment
- Rate control
- Retrieval and indexing
- 3D and multi-view video
- Immersive audio
- Content protection and watermarking
- Objective video and audio quality assessment
- Artificial intelligence in media processing
- Scalable video coding & Content adaptation

4. Multimedia Service, Quality and Content:

- Multimedia for connected cars - Multimedia IoT
- Multimedia datacasting - Multimedia security
- Broadcast applications to Smart Cities
- Multimedia service deployments
- Performance evaluation techniques
- Objective evaluation techniques
- Subjective evaluation techniques
- Audience measurement & behavior study
- Object-based broadcasting
- Quality of Experience
- Future broadcasting services
- Convergence of Broadcast and Broadband

Financial Chairs:

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