

Conference Organization

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Track-2: Network and Social Computing

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Track-3: Data and Cloud Computing

- Shobha G, R V COE, Bengaluru, India

Track-4: Computer Algorithms and Applications

- Jose Rolim, Centre Universitaire d'Informatique, Switzerland

Track 5: System and Software Engineering

- Latesh Kumar KJ, Florida International University, USA

Important Dates

- Full Paper Submission: 15th April 2022
- Author notification: 15th June, 2022
- Final Camera Ready Submission: 1st July, 2022



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CALL FOR PAPERS

2022 Fourteenth International Conference on Contemporary Computing (IC3-2022), August 4-6, 2022

Mode: HYBRID (Online and Offline)

[Proceedings by SCOPUS Indexed ACM ICPS ISBN Number: 978-1-4503-9675-2]

Jointly organized by

Jaypee Institute of Information Technology, Noida, India

&

University of Florida, USA

<http://www.ic3conf.net/index.html>

The International Conference on Contemporary Computing (IC3) is being jointly organized by **Jaypee Institute of Information Technology, Noida, India** and **University of Florida, Gainesville, USA** annually since 2008. The conference tracks characterize core developments in contemporary areas of computer science. Like past thirteen editions, IC3-2022 aims to bring together researchers and practitioners from academia, industry and government to deliberate upon the *Intelligent computing, Network and Social computing, Data and Cloud computing, Computer Algorithms and Applications, System and Software Engineering* aspects of contemporary computing. Every year the conference typically features multiple eminent keynote speakers from academia and industry as well as presentations of more than 100 peer-reviewed research papers and exhibits.

From 2009 onwards, the IC3 proceedings are indexed by DBLP, SCOPUS, and Google Scholar. According to Google Scholar, IC3's current h5 index is 15 and h5 median is 20.

The publishers of the previous proceedings have been ACM ICPS (2021), IEEE Xplore USA (2013-2019), CCIS-Springer, Germany (2009-2012), and McMillan, India (2008).

IC3-2021 proceedings can be accessed at <https://dl.acm.org/doi/proceedings/10.1145/3474124>

IC3 2022 will be conducted in Hybrid Mode (Choice of Online / Offline Participation).

Conference Tracks

Original unpublished research that is not being under review considerations elsewhere are invited for possible publication under one of the following five tracks of the conference.

1. Network and Social Computing Track
2. Computer Algorithms and Applications Track
3. Data and Cloud Computing Track
4. Intelligent computing Track
5. System and Software Engineering Track

List of topics of each track (but not limited to) are given on next page.

Participating Journals

To be added soon

Paper Submission Guidelines: All papers will be submitted through EDAS using following link <https://www.edas.info/newPaper.php?c=29310>. Authors may visit the page <https://www.acm.org/publications/proceedings-template> for preparation of manuscripts for review of the work that demonstrates original unpublished research. Word Template File is also uploaded on the website. Authors are advised to ensure that their papers are free of intentional as well as unintentional plagiarism. All submitted papers will be checked for the similarity score with the published literature using *iThenticate* services by EDAS. Papers with similarity score of more than 20 are likely to be rejected without review. Other papers will be peer reviewed on the basis of their clarity, originality, relevance and significance.

Topics of interest for each of the tracks but not limited to:

Track-1: Intelligent computing	Track-2: Network and Social Computing	Track-3: Data and Cloud Computing	Track-4: Computer Algorithms and Applications	Track-5: System and Software Engineering
<ul style="list-style-type: none"> • Artificial Intelligence • Pattern recognition • Machine Learning • Cognitive Computing • Machine Learning Science, Sequential and Incremental Learning, Kernel Learning • Deep Learning • Soft Computing • Evolutionary Computing • Meta-heuristics • Semantic Computing • Expert systems • Information retrieval • Big Data processing and applications • Data mining • Natural Language Processing • Computer vision • Image processing • Audio and speech processing • Computational science applications • Scientific computing applications • E-commerce applications, Web services • Biomedical applications • Emerging applications in Healthcare and Engineering • High Perfor. Computing 	<ul style="list-style-type: none"> • Computer networks • Ad hoc, Sensor, Vehicular networks • Smart cities • IOT and IIOT • AI in IOT • 5G Communication • Next generation Internet • Software Defined Networks • Performance evaluation of networks and distributed systems • Social Network behaviour-Modelling and Analysis • Computational models of social simulation • Information diffusion models • Emotional intelligence, opinion representation, influence process • Social Media Data Mining • Smart phones and Security 	<ul style="list-style-type: none"> • Cloud • Fog Computing • Blockchain Systems • Edge computing, • Cluster • Grid • Distributed and P2P Computing • Internet of Things • Scheduling and load balancing • Embedded Systems and Robotics • Embedded Systems and VLSI • Multi-FPGA reconfigurable systems and architectures • Parallel and Multi-core Computing • Smart phones and Security • Enterprise, data centre, and storage-area networks • Virtualization and fields related to data science • Data analytics • Big data technologies • Big Data Management • Mobile Commerce • Real-time big data services 	<ul style="list-style-type: none"> • Novel Algorithm Analysis Designs, and Implementation • Parallel Algorithms • Distributed Algorithms • Combinatorial Algorithms • Graph Algorithms • Scheduling and Load Balancing Algorithms • Randomized Approximation • Parameterized Algorithms • Optimization Algorithms • Bio-Inspired Algorithms • Complexity Theory • Fault-tolerant Algorithms • Bioinformatics Algorithms • Computational Biology • Quantum Computing • Algorithmic Game Theory • Computational Finance • Computational Geometry • On-line and Streaming Algorithms • Cryptography and • Theoretical Aspects of Security and Privacy • Sentic Computing • Closed and Non-Closed form solutions • Random Projections • Dimensionality Reduction and Matrix Factorisation • Real Time Learning Algorithms • Reasoning and Cognition models 	<ul style="list-style-type: none"> • Next Generation Software Architecture • Machine Learning for Software Quality • Software Engineering for Trustworthy Systems • Intelligent Software Engineering • Measurement and Metrics • System modelling and simulation • HCI • Empirical Software Engineering • Continuous software engineering • Global /Distributed agile software development • Agile software development • Large scale agile software development • DevOps • Continuous Integration/ • Continuous Delivery (CI/CD) • Leadership and coaching • Agile testing • Business agility