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## IMPORTANT DATES

Qinggou Zhou, Lanzou University, China

Workshop/SS Proposal Due: Nov. 30, 2019
Regular Paper Submission Due: Feb. 15, 2020
Wksp/SS/Poster Paper Due: Mar 10, 2020
Authors Notification: Apr. 01, 2020
Camera-ready Submission: May 10, 2020



# Transforming the Future by Disruptive Cyber Technologies

Cyberspace, the seamless integration of physical, social, and mental spaces, is an integral part of our society, ranging from learning and entertainment to business and cultural activities, and so on. There are, however, a number of pressing challenges such as safety and trust associated with the cyberspace. For example, how do we strike a balance between the need for strong cybersecurity and preserving the privacy of ordinary citizens?

To address these challenges, there is a need to establish new science and research portfolios that incorporate cyber-physical, cyber-social, cyber-intelligent, and cyber-life technologies in a cohesive and efficient manner. This is the aim of the IEEE Cyber Science and Technology Congress (CyberSciTech). IEEE CyberSciTech has been successfully held in Auckland, New Zealand, in 2016, in Orlando, USA, in 2017, in Athens, Greece, in 2018, and in Fukuoka, Japan, 2019.

In 2020, we will continue to offer IEEE CyberSciTech with the aim of providing a common platform for scientists, researchers, and engineers to share their latest ideas and advances in the broad scope of cyber-related science, technology, and application topics. In addition, this is also a platform to allow relevant stakeholders to get together, discuss and identify ongoing and emerging challenges, in order to understand and shape new cyber-enabled worlds.

## **IEEE CyberSciTech 2020 Tracks and Topics**

#### Track 1: Cyberspace Theory & Technology

- ♦ Cyberspace Property, Structure & Models
- ♦ Cyber Pattern, Evolution, Ecology & Science
- ♦ SDN/SDS, 5G/6G, Vehicle & Novel Network
- ♦ Cloud, Fog, Edge & Green Computing
- ♦ Big Data Analytics, Technology & Service
- ♦ Infrastructures for Smart City/Country

### **Track 3: Cyber Physical Computing & Systems**

- ♦ Cyber Physical Systems & Interfaces
- ♦ Cyber Physical Dynamics & Disaster Relief
- ♦ Cyber Manufacturing & Control
- ♦ Embedded Systems & Software
- ♦ Autonomous Robots & Vehicles
- ♦ Internet of Things (IoT) & Smart Systems

# Track 5: Cyber Intelligence & Cognitive Science

- ♦ Cyber/Digital Brain & Artificial Intelligence
- ♦ Hybrid & Hyper-connected Intelligence
- ♦ Affective/Mind Cognition & Computing
- ♦ Brain/Mind Machine Interface
- ♦ Intelligent Multimedia Technology
- ♦ Intelligent Object, Environment & Service

#### Track 2: Cyber Security, Privacy & Trust

- Cyber Security, Safety & Resilience
- ♦ Cyber Crime, Fraud, Abuse & Forensics
- ♦ Cyber Privacy, Trust & Insurance
- ♦ Blockchain, DLT Techniques & Applications
- ♦ Post-quantum Cryptography

## Track 4: Cyber Social Computing & Networks

- ♦ Social Networking & Computing
- ♦ Computational Social Science
- ♦ Crowd Sourcing, Sensing & Computing
- ♦ Cyber Culture, Relation, Creation & Art
- ♦ Cyber Learning, Economics & Politics

### Track 6: Cyber Life & Wellbeing

- ♦ Cyber Life & Human Centric Computing

- ♦ Human/Animal Behavior Recognition
- Personal Big Data & Personality Computing
- ♦ Virtual, Augmented & Mixed Reality

# **CyberSciTech 2020 Submissions and Publications**

IEEE CyberSciTech 2020 calls for original papers, posters, as well as workshop and special session proposals, which focus on specific subjects related to cyber science and technology.

All accepted conference, workshop, special session, and poster papers will be published by IEEE in Conference Proceedings (IEEE-DL and EI indexed). Selected high quality papers will be recommended to prestige journal special issues.

## **Three Co-located IEEE International Conferences**

- ◆ The 18th IEEE Int'l Conf. on Dependable, Autonomic & Secure Computing (DASC 2020)
- ◆ The 18th IEEE Int'l Conf. on Pervasive Intelligence and Computing (PICom 2020)
- ◆ The 6th IEEE Int'l Conf. on Cloud and Big Data Computing (CBDCom 2020)

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