



The 20th IEEE International Conference on Pervasive Intelligence and Computing (PICom 2022)

<http://cyber-science.org/2022/picom/>

joint conference IEEE DASC/PICom/CBDDCom/CyberSciTech 2022

September 12 - 15, 2022 Calabria, Italy

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Important Dates

<i>Workshop/SS Proposal Due:</i>	15 Mar 2022
<i>Workshop/SS Proposal Notification:</i>	01 Apr 2022
<i>Paper Submission:</i>	01 Jun 2022
<i>Acceptance Notification:</i>	01 Jul 2022
<i>Camera-ready Submission:</i>	15 Jul 2022

Over the last fifty years, computational intelligence has evolved from artificial intelligence, nature-inspired computing, and social-oriented technology to cyber-physical integrated ubiquitous intelligence towards Pervasive Intelligence (PI). The IEEE International Conference on Pervasive Intelligence and Computing is intended to cover all kinds of these intelligent paradigms as well as their applications in various pervasive computing domains. PICom 2022 is the conference on Pervasive Intelligence and Computing, previously held as PCC (Las Vegas, USA, 2003 and 2004), PSC (Las Vegas, USA, 2005), PCAC (Vienna, Austria, 2006, and Niagara Falls, Canada, 2007), IPC-2007 (Jeju, Korea, December 2007), IPC-2008 (Sydney, Australia, December 2008), and since 2009 as the name PICom. It aims to bring together computer scientists and engineers, to discuss and exchange experimental and theoretical results, work-in-progress, novel designs, and test-environments or testbeds in the important areas of Pervasive Intelligence and Computing.

Tracks and Topics

- Track 1: Computational Intelligence (Track Chair: Wei Li, *The University of Sydney, Australia*)
- Track 2: Intelligent Networks, Middleware and Applications (Track Chair: Xiuwen Fu, *Shanghai Maritime University, China*)
- Track 3: Pervasive Computing and Activity/Affect Recognition (Track Chair: Franco Cicirelli, *ICAR-CNR, Italy*)
- Track 4: Smart Object, Environment, System and City (Track Chair: Andrea Vinci, *ICAR-CNR, Italy*)

Topics of interests include, but are not restricted to:

Deep Learning and Deep Computation; Big Data and Smart Data; Brain-inspired Computing; Crowdsourcing and Social Computing; Collective Intelligence; Agent-based Computing; Ubiquitous Intelligence; Cyber-Physical Computing; The Internet of Things; Cloud of Things and Cloud of Sensors; Embedded HW, SW and Systems; Pervasive Devices and RFIDs; Wearable Devices and Applications; Sensor Technology and Networks; Pervasive Networks/Communications; Edge and Fog Computing; Mobile Edge Computing (MEC); Device Virtualization; Privacy, Security and Trust; Context-Aware Computing; Mobile Data Mining; Ubiquitous Data Mining; Activity Recognition; Intelligent Cloud Computing; Services for Pervasive Computing; Smart Cities and Smart Homes; Intelligent Social Networking; Pervasive Technologies for ITS; HCI for Pervasive Computing; Mobile Data Modeling; Middleware for Pervasive Computing; Intelligent/Smart IoT; Programming Abstractions for IoT; Semantic Analysis

Submission Instructions

Authors are invited to submit their original research work that has not previously been submitted or published in any other venue. Regular, work-in-progress (WiP), workshop/special session, and poster papers need to be submitted via EasyChair (<https://easychair.org/conferences/?conf=dascpicomcbdcomcyber>).

Papers should be prepared in IEEE CS Proceedings format. IEEE formatting information:

http://www.ieee.org/conferences_events/conferences/publishing/templates.html

All accepted papers in the main tracks, workshops, special sessions and demos/posters will be published in an IEEE Computer Society proceedings (IEEE-DL and EI indexed). Best Paper Awards will be presented to high quality papers. Selected papers will be recommended to prestigious journal Special Issues.

Some papers originally submitted as full papers can be accepted as short papers or posters during the review process. In such cases, the authors will need to reduce the paper accordingly when preparing the camera-ready version. At least one of the authors of any accepted paper is requested to register and present the paper at the conference.

Regular Tracks: **6-8** pages

WiP/Workshop/Special Session Tracks: **4-6** pages

Poster Track: **2-4** pages