



Call For Papers

Special Session on Granular Computing (GrC)

at the 3rd IEEE International Conference on Cybernetics (CYBCONF 2017)

Exeter, UK, June 21-23 2017

Conference website: <http://cse.stfx.ca/~CybConf2017>

(1) Special Session Organizers:

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(2) General description of the SS

Granular Computing (GrC) is a general computation theory for effectively using granules such as classes, clusters, subsets, groups and intervals to build an efficient computational model for complex applications with huge amounts of data, information and knowledge. It demonstrates different levels of abstraction in getting a trade-off between complexity and accuracy. The granulation levels may include value, variable, component, system, concept, or class granulation. The basic notions and principles of granular computing have appeared in many related fields, such as information hiding in programming, granularity in artificial intelligence, divide and conquer in theoretical computer science, interval computing, cluster analysis, fuzzy and rough set theories, neutrosophic computing, quotient space theory, belief functions, machine learning, databases,

and many others. This special session provides a good opportunity for researchers on granular computing and other areas to exchange their ideas and develop the approaches of GrC.

(3) Topics of Interests

Topics of interest include, but are not limited to:

- Theory and methodologies of granular computing: including rough sets, neural networks, fuzzy systems, and evolutionary computation, as a special form for granulation;
- Applications of granular computing: including bio-informatics, medical informatics, chemical informatics, e-intelligence, web intelligence, etc.
- Humans-Complex-Cyber systems, society and social networking as a granular form.

(4) Important Dates

- Paper Submission: **23 February 2017**
- Authors Notification: **22 April 2017**
- Camera-Ready Paper: **15 May 2017**
- Early Registration: **15 May 2017**
- Conference Date: **21-23 June 2017**

(5) Program Committee

- Bac Le, University of Science, VNU-HCM, Vietnam
- Bay Vo, Ton Duc Thang University, Vietnam
- Chun-Hao Chen, Tamkang University, Taiwan
- Chun-Wei Tsai, National Chung Hsing University, Taiwan
- Churn-Jung Liao, Academia Sinica, Taiwan
- Giuseppe D'Aniello, University of Salerno, Italy
- Guoyin Wang, Southwest Jiaotong University, China
- Huseyin Seker, The University of Northumbria at Newcastle, UK
- Jingtao Yao, University of Regina, Canada
- Kit Yan Chan, Curtin University, Australia
- Kun-Ming Yu, Chung Hua University, Taiwan
- Lech Polkowski, Polish Japanese Institute of Computer Techniques, Poland
- Matteo Gaeta, University of Salerno, Italy
- Mehmet Emin Aydin, University of the West of England, UK
- Ping-Tsai Chung, Long Island University, USA
- Tran Minh Quang, Hochiminh City University of Technology, Vietnam
- Tsau-Young Lin, San Jose State University, USA
- Wen-Yang Lin, National University of Kaohsiung, Taiwan
- Yiyu Yao, University of Regina, Canada

(6) Submission and Publication

Authors are invited to submit original previously unpublished research papers written in English, of up to 8 pages (or 10 pages with over length charge) including figures and references using IEEE Computer Society Proceedings

Manuscripts style (two columns, single-spaced, 10 fonts). Please find the manuscript templates and submission related information at the CYBCONF 2017 conference webpage. All accepted papers must be presented by one of the authors who must register for the conference and pay the fee.

Presented papers will appear in the conference proceedings, available on IEEE Xplore and submitted to be indexed in CPCi (ISI conferences and part of Web of Science) and Engineering Index (EI). The authors of selected best papers will be invited post conference to extend their contributions for special issues of prestigious journals, such as IEEE Transactions on Cybernetics, IEEE SMC Magazine, Evolving Systems, and Peer-to-Peer Networking and Applications (PPNA).