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IMPORTANT DATES

Workshop Proposal Due: 29 February 2016

Submission Due (Research papers): 30 April 2016

Author Notification: 31 May 2016

Submission Due (Demo/Poster papers): 5 May 2016

Author Notification: 20 May 2016

Camera-ready Paper Due: 8 Jun 2016

Registration Due: 8 Jun 2016

SUBMISSION and PUBLICATION

Authors are invited to submit their original research work that has not previously been published or under review in any other venue. Papers should be prepared in IEEE CS Proceedings format and submitted via PICom 2016 website: <http://cse.stfx.ca/~picom2016/sub/>.

Research paper (8 pages) should explore a specific technology problem and propose a complete solution to it, with experimental results. Demo/Poster papers (4 pages) must describe working systems and be within the scope of PICom. These systems may be innovative prototype implementations or mature systems that use related technology. Poster/demo papers need to be submitted to the Poster/Demo Chair. Workshop and Special Session papers need to be submitted to the corresponding workshops and special sessions.

Once accepted, the paper will be included into the IEEE conference proceedings published by IEEE Computer Society Press (EI indexed). At least one of the authors of any accepted paper is requested to register and present the paper at the conference. Extended versions of selected excellent papers will be considered for fast-track publication in special issues of prestige journals (SCI/EI indexed).

Over the last fifty years, computational intelligence has evolved from logic-based artificial intelligence, nature-inspired soft computing, social-oriented agent technology to cyber-physical integrated ubiquitous intelligence towards Pervasive Intelligence (PI). The International Conference on Pervasive Intelligence and Computing is intent to cover all kinds of these intelligent paradigms as well as their applications in various pervasive computing. PICom-2016 is the conference on Pervasive Intelligence and Computing (PICom), previously held as PCC-2003 (Las Vegas, USA, June 2003), PCC-2004 (Las Vegas, USA, June 2004), PSC-2005 (Las Vegas, USA, June 2005), PCAC-2006 (Vienna, Austria, April 2006), PCAC-2007 (Niagara Falls, Canada, May 2007), IPC-2007 (Jeju, Korea, December 2007), IPC-2008 (Sydney, Australia, December 2008), PICom-2009 (Chengdu, China, December 2009), PICom-2011 (Sydney, Australia, December 2011), PICom-2012 (Changzhou, China, December 2012), PICom-2013 (Chengdu, China, December 2013), PICom-2014 (Dalian, China, August 2014), and PICom-2015 (Liverpool, UK, October 2015).

PICom 2016 will be held on 8-12 August 2016 in Auckland, New Zealand, co-located with CyberSciTech 2016, IEEE DataCom 2016 and IEEE DASC 2016. It aims to bring together computer scientists, industrial engineers, and researchers to discuss and exchange experimental and theoretical results, novel designs, work-in-progress, experience, case studies, and trend-setting ideas in the areas of Pervasive Intelligence and Computing. Topics of particular interests include the following tracks, but are not limited to:

- Deep Learning and Deep Computation
- Big Data and Smart Data
- Brain-inspired Computing and Soft Computing
- Social Intelligence and Agent-based Computing
- Ubiquitous Intelligence and Cyber-Physical Computing
- The Internet of Things
- Embedded Hardware, Software & Systems
- Pervasive Devices, Wearable Computers, RFIDs, Sensor technology
- Pervasive Networks and Communications
- Privacy, Security and Trust
- Pervasive Electronic Market Management
- Pervasive Mobile Commerce
- Context-Aware Computing
- Situation-Aware Reasoning and Recognition
- Mobile Data Mining and Ubiquitous Data Mining
- Activity Recognition
- Cloud Computing and Services for Pervasive Computing
- Smart Urban Spaces and Smart Homes
- Intelligent Social Networking
- Pervasive Technologies for Intelligent Transportation Systems
- Ambient Intelligence
- HCI for Pervasive Computing
- Semantic Analysis
- Mobility and Multimedia Data Traffic Modeling
- Rapid Application Development for Mobile, Pervasive and Ubiquitous System