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IMPORTANT DATES

Workshop Proposal Due: March 30, 2017

Paper Submission Deadline (Research Track): July 10, 2017

Paper Submission Deadline (General Track): July 27, 2017

Author Notification (Research Track): Aug. 10, 2017

Author Notification (General Track): Aug. 27, 2017

WiP, Poster & Demo Paper Submission Due: Aug. 17, 2017

Author Notification Due (WiP/Poster/Demo): Aug. 27, 2017

Camera-ready Due: September 21, 2017

Author Registration Due: September 17, 2017

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 EDAS systems. A paper in Research or General Track should explore a specific technology problem and propose a complete solution to it, with experimental results. Authors can submit either Full (8 pages) Research/General papers, or Short/WiP (4~6 pages) papers, or poster/demo (2~4 pages) papers. Some papers originally submitted as full maybe accepted as short papers or posters during the review process. In such cases, the authors will need to reduce pages of the paper when preparing the camera-ready version. Once accepted, both full and short papers 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). See more in <http://cse.stfx.ca/~picom2017/si.php>

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 intended to cover all kinds of these intelligent paradigms as well as their applications in various pervasive computing domains. PICom-2017 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 PICom. PICom 2017 will be held on 6-10 November 2017 in Orlando, Florida, co-located with CyberSciTech 2017, IEEE DataCom 2017 and IEEE DASC 2017. It aims to bring together computer scientists & engineers, to discuss and exchange experimental and theoretical results, work-in-progress, novel designs, and test-environments or test-beds in the areas of Pervasive Intelligence and Computing.

Topics of interests include, but are not restricted 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
- Middleware for Pervasive Computing
- Edge computing (EC) and Mobile Edge Computing (MEC)
- Pervasive device virtualization (PDV)
- 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 and Emotion 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 and Ontology
- Mobility and Multimedia Data Traffic Modeling
- Rapid Application Development for Mobile/Pervasive/Ubiquitous System
- Programming Abstractions for Mobile/Pervasive/Ubiquitous Systems