

## Call for papers is still open for next SAI - Computing Conference 2019

Computing Conference (formerly called Science and Information (SAI) Conference) is a research conference held in London, UK since 2013. The conference series has featured keynote talks, special sessions, poster presentation, tutorials, workshops, and contributed papers each year.

Despite the short history of computer science as a formal academic discipline, it has made a number of fundamental contributions to science and society?in fact, along with electronics, it is a founding science of the current epoch of human history called the Information Age and a driver of the Information Revolution

The goal of the conference is to be a premier venue for researchers and industry practitioners to share new ideas, research results and development experiences in various fields. It is one of the best respected conferences in the area of computer science.

- Talks by industry experts on the state-of-the-art in computer science
- Lectures by eminent scientists designed to inspire and inform
- Presentations by innovative researchers coming from 50+ countries
- Discussion-oriented sessions and networking breaks to enable collaborations

More info and call for papers/posters: <http://saiconference.com/Computing>

Deadline: 1 November 2018.

Call for Papers - Conference Tracks			
Technology Trends	Computing	Intelligent Systems	Machine Vision
<ul style="list-style-type: none"><li>Internet of Things</li><li>Blockchain</li><li>Big Data</li><li>Smart Cities</li><li>Machine to Machine</li><li>Data Analytics</li><li>Mobile Applications</li><li>Deep Learning</li><li>Digital Transformation</li><li>Software Engineering and Quality</li></ul>	<ul style="list-style-type: none"><li>Quantum Computing</li><li>High Performance Computing</li><li>Distributed and parallel systems</li><li>Social Computing</li><li>Cloud Computing</li><li>Grid Computing</li><li>Embedded Computing</li><li>Large-scale applications</li><li>Human-centered Computing</li><li>Mobile computing</li></ul>	<ul style="list-style-type: none"><li>Artificial Intelligence</li><li>Neural Networks</li><li>Fuzzy Logic</li><li>Expert Systems</li><li>Agents and Multi-agent Systems</li><li>Natural Language Processing</li><li>Data Mining</li><li>Support Vector Machines</li><li>Ambient Intelligence</li><li>Sentiment Analysis</li></ul>	<ul style="list-style-type: none"><li>Human Computer Interaction</li><li>Computer Vision</li><li>Image Processing</li><li>Robotics</li><li>Geographic Information Systems</li><li>Video Analysis</li><li>Medical Diagnosis</li><li>Segmentation Techniques</li><li>Augmented Reality</li><li>Virtual Reality</li></ul>
Security	Communication	Electronics	e-Learning
<ul style="list-style-type: none"><li>Privacy</li><li>Surveillance</li><li>Biometrics</li><li>Internet Security</li><li>Electronic Data Interchange (EDI)</li><li>Web Services and Performance</li><li>Secure Transactions</li><li>Cryptography</li><li>Secure Protocols</li><li>Cyber Security</li></ul>	<ul style="list-style-type: none"><li>Connected Machines</li><li>Networking</li><li>Wireless/ Mobile Communication</li><li>Signal Processing</li><li>Satellite Communication Systems</li><li>3G/4G Network Evolutions</li><li>Mobile Adhoc Networks</li><li>Open Spectrum Solutions</li><li>Communication Protocols</li><li>Cognitive Radio</li></ul>	<ul style="list-style-type: none"><li>Green Computing</li><li>Smart Grids</li><li>Sensing and Sensor Networks</li><li>E-Waste</li><li>Digital Circuits</li><li>Analog Circuits &amp; Signal Processing</li><li>Design Automation</li><li>Computer Aided Network Design</li><li>Assembly and Packaging</li><li>Systems Architectures</li></ul>	<ul style="list-style-type: none"><li>e-Learning Tools</li><li>Mobile Learning</li><li>e-Learning Organisational Issues</li><li>Gamification</li><li>Collaborative Learning</li><li>Curriculum Content Design</li><li>Educational Systems Design</li><li>Virtual Learning Environments</li><li>Web-based Learning</li><li>Delivery Systems and Environments</li></ul>