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South Africa.

Dr. Przemyslaw Falkowski-Gilski,
Gdansk University of Technology,
Poland.

Previous Publications in IEEE

2020
<https://ieeexplore.ieee.org/xpl/conhome/9109402/proceeding>

2021
<https://ieeexplore.ieee.org/xpl/conhome/9358464/proceeding>

About the Conference

In the emerging digital era, the need for developing advance computing technologies to meet the increasing demands of Information and Communication Technologies [ICT] and smart real-world applications like smart cities, automated business, entertainment, transportation, and healthcare has become imperative. To satisfy this increasing need the International Conference on Inventive Computation Technologies [ICICT 2022] paves way to foster the research innovations in the emerging computing technologies like neural networks, Fuzzy Systems, Genetic algorithms, Artificial Intelligence [AI] and other such hybrid computing models for addressing various uncertainties and complexities in almost all the real-time applications. In particular, ICICT 2022 focuses on sustaining innovative computing-based solutions by efficiently using emerging machine learning, deep learning, cloud computing, fog/edge computing, natural language processing, artificial neural networks, semantic analysis and collaborative intelligence model.

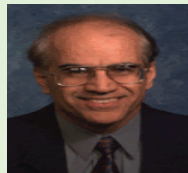
Registration Fee Details

Registration fee refer the following link:
<http://icicts.com/2022/registration.html>

Submission Guidelines

The full research paper should be only submitted to the conference email icict.conf@gmail.com

Keynote Speakers



Dr. Manu Malek
Alcatel-Lucent Bell
Labs and Stevens
Institute of Technology
(ret.), New Jersey,
United States.



Dr. Joao Manuel R. S. Tavares
Universidade do
Porto,
Portugal.



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and
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Venue

Hotel Himalaya
2141, Sahid Sukra
Marg,
10, Lalitpur,
Nepal.

Call for Paper

COMPUTING TECHNOLOGIES:

Internet of Things, Cloud Computing, Fog/Edge Computing, Social Computing, Cognitive Computing, Nature-Inspired Computing, Ubiquitous Computing, Green Sustainable Computing, Computer Vision, Human-Computer Interaction, Evolutionary Computation, Soft Computing Approaches, Collaborative Intelligence, Multimedia Computing, Mobile Computing, Bio-Inspired Intelligent Computing Technologies, and High Performance Computing Models.

ARTIFICIAL INTELLIGENCE MODELS & APPLICATIONS:

Expert Systems, Artificial Neural Networks, Machine Learning, and Deep Learning Approaches, Support Vector Machines, Natural Language Processing, Semantic Web Intelligence & Models, Fuzzy Systems, Genetic Algorithms, Smart User Interfaces and Visualization techniques, Robotics and Automation, Distributed Intelligent Systems, Patterns and Frameworks.

INTELLIGENT SYSTEMS:

Intelligent Interfaces and Hybrid Systems, Embedded Systems, RF and Microwave Systems, Decision Support Systems, Big Data Models, Supervised and Unsupervised Learning Models, Data Analytics and Visualization Models, Optimization Models, Emerging Nano Scale Devices, Scalable, Reliable and Robust Architectures, Recommender Systems, and Cyber-Physical Systems.

APPLICATIONS:

Healthcare, Social Networks, Wearable Technologies, Industries, Business Intelligence, Multimedia Applications, Digital Library, E-commerce and E-Governance, Gaming Applications, Other use Cases, and Applications.

Publication

All registered and presented papers will be submitted for inclusion into IEEE Xplore.

Previous Publications in IEEE

2016
<https://ieeexplore.ieee.org/xpl/tocresult.jsp?isnumber=7823173>
2018
<https://ieeexplore.ieee.org/xpl/conhome/9023409/proceeding>

