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The Thirteenth International Conference on Future Computational Technologies and Applications FUTURE COMPUTING 2021

April 18 - 21, 2021 - Porto, Portugal

<http://www.aria.org/conferences2021/FUTURECOMPUTING21.html>

Important deadlines:

Submission (full paper)	February 8, 2021
Notification	February 28, 2021
Registration	March 11, 2021
Camera ready	March 16, 2021

Tracks:

Trends in future computing and applications

Reflective computing; Dependable computing; Urban computing; Big data-oriented computing; Fog-computing; Mobile Edge Computing; Computing high speed sensing data; High-performance computing; Neural computing; Soft Computing; Spatial Computing; Computing in Internet of Things (IoT)-based environments; Computing with sparse, big and huge data

Future computing challenges

Truthful Mechanisms; Indistinguishable obfuscation; Succinct histograms; Optimal data-dependent computation; Convergence of fast computations; Approximation algorithms; Delegating computations; Generalized flow maximization; Interactive coding; Optimal error rates; Combinatorial problems; Approximation and optimization schemes; Randomized compositions; Polynomial-time approximation; Polynomial complexity; Optimal resilience; Adaptive data analysis computation; Bounding programming relaxations; Deniable encryption; Sparse dimensionality reduction; Exponential improvement in precision

Computational intelligence strategies

Cognitive computing; Intelligent computation; Ambient computing; Unconventional computing; Indeterminist computing; Adaptive computation; Autonomic computation; Computation under uncertainty; Chaotic computation; Intentional computing; Anticipative computing; Evolutionary computing

Mechanism-oriented computing

Spatial computation; Elastic computing; Human-centered computing; Embedded computing; Entertainment computing; Time-sensitive/temporal computing; Soft computing (fuzzy logic, neural computing, evolutionary computation, machine learning, and probabilistic reasoning + belief networks, + chaos theory + learning theory)

Large-scale computing strategies

Distributed computing; Parallel computing; Macro- and micro-computing; Activity-based computing; Data intensive computing; Resource-constraint computing; Grid computing; Cloud computing; Cluster computing; On-demand computing; Ubiquitous/pervasive computing; Memristor Computing; Unconventional computing; Evolutionary computing

Computing technologies

Quantum computing; Optical computing; DNA (genetic) computing; Molecular computing; Reversible computing; Billiard Ball computing; Neuronal computing; Magnetic computing; Gloopware computing; Moldy computing; Water wave-based computing; Graphene-based computing

Quantum Computing

Quantum computing models; Quantum complexity theory; Qubits; Non-deterministic and Probabilistic Computers; Quantum algorithms; Quantum computational operations; Scalable quantum computing; Quantum teleportation; Quantum cryptography; Quantum simulation; Quantum decoherence; Quantum gravity; Physical implementation of quantum computers

Technology-oriented computing

Peer-to-Peer computing; Mobile computing; Sensor-based computing; Wireless computing; Trusted computing; Financial computing; Genetic computation