Important deadlines:

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<th>Event</th>
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<tr>
<td>Submission (full paper)</td>
<td>February 8, 2021</td>
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<tr>
<td>Notification</td>
<td>February 28, 2021</td>
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<td>Registration</td>
<td>March 11, 2021</td>
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<td>Camera ready</td>
<td>March 16, 2021</td>
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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