Important deadlines:
- Submission (full paper): January 24, 2022
- Notification: February 17, 2022
- Registration: March 3, 2022
- Camera ready: March 10, 2022

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