



2022 IEEE the 2nd International Conference on Computer Systems

2022年第二届计算机系统国际会议

September 23-25, 2022 | Qingdao, China

2022年9月23-25 | 山东青岛



Welcome to ICCS 2022 | <http://iccs.net/>

2022 IEEE the 2nd International Conference on Computer Systems will be held in **Qingdao, China** during **September 23-25, 2022**. Sponsored by Qingdao University, China.

It has the goal to be an annual conference for researchers, academicians and industry persons in the field of Computer Systems. We hope that this conference will attract a large number of delegates from all over the world and will consist of very high quality technical sessions.

Publication

After a careful reviewing process, all the accepted papers of ICCS 2022 will be published in Conference Proceedings.

>> The previous conference proceedings have been indexed by EI Compendex & Scopus already

Please submit electronically via:

<https://www.zmeeting.org/submission/iccs2022>

>> Submitted paper should be no less than 4 full pages.

>> Submission Guideline: <http://iccs.net/author.html>

Important Dates

Deadline for Paper Submission: May 10, 2022

Notification of Acceptance: June 5, 2022

Camera Ready & Registration Deadline: June 20, 2022

Program

- September 23th, 2022 -

Sign-in and Materials Collection & Online ZOOM Test

- September 24th, 2022 -

Opening Ceremony & Keynote Speeches

Parallel Sessions & Poster Session

- September 25th, 2022 -

Parallel Session (Online Parallel Sessions)

Call for papers

Topics of interest include, but are not limited to:

Track 1: Computer Architecture

Computer fault tolerance technology

Network and Information Security

Embedded technology

High-performance processor system structure

Multi-machine system

Parallel Computing and Distributed Computing System

Track 2: Computer Software and Theory

Computational theory

Algorithm and complexity

Programming language

Software design and theory

Distributed data management

Natural language processing

Track 3: Computer Application Technology

Distributed Multimedia System

Computer network and communication system

Computing Network Technology and Web Technology

Key technologies and systems of service computing

Computer Graphics and CAD

User interface and human-computer interaction

More topics, please visit: <http://iccs.net/cfp.html>

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