CALL FOR PAPERS
2026 Eighteenth International Conference on Contemporary Computing (IC3-2026), August 6-8, 2026
[IEEE Conference Record Number: 70927]

Conference Mode: HYBRID (Online and Offline)

Technically Co-Sponsored by IEEE Computer Society, USA and Technical Co-Sponsorship with the IEEE Computer Society Technical Committee on Parallel Processing, USA
[Proceedings in IEEE *Xplore*]

Jointly organized by
Jaypee Institute of Information Technology, Noida, India & University of Florida, USA
http://www.ic3conf.net/

The International Conference on Contemporary Computing (IC3) is being jointly organized by **Jaypee Institute of Information Technology, Noida**, India and **University of Florida (UFL), Gainesville, USA** annually since 2008. The conference tracks characterize core developments in contemporary areas of computer science. Like past fourteen editions, IC3-2026 also aims to bring together researchers and practitioners from academia, industry and government to deliberate upon the *Intelligent computing, Network and Social computing, Data and Cloud computing, Computer Algorithms and Applications, System and Software Engineering* aspects of contemporary computing. Every year the conference also features multiple eminent keynote speakers from academia and industry as well as presentations of accepted research papers and exhibits. From 2009 onwards, the IC3 proceedings are indexed by DBLP, SCOPUS, and Google Scholar.

The publishers of the previous proceedings have been ACM ICPS (2021 - 2024), IEEE Xplore USA (2013-2019, 2025), CCIS-Springer, Germany (2009-2012), and McMillan, India (2008). IC3-2025 proceedings can be accessed at https://ieeexplore.ieee.org/xpl/conhome/11289979/proceeding

Conference Tracks
Original unpublished research that is not being under review considerations elsewhere are invited for possible publication under one of the following five tracks of the conference.
1. Network and Social Computing Track
2. Computer Algorithms and Applications Track
3. Data and Cloud Computing Track
4. Intelligent computing Track
5. System and Software Engineering Track
List of topics of each track (but not limited to) are given on next page.

Paper Submission Guidelines: All papers will be submitted through EDAS using following link https://edas.info/N34825. Authors may visit the page https://www.ieee.org/conferences/publishing/templates.html for preparation of manuscripts for review of the work that demonstrates original unpublished research. Word Template file is also uploaded on the conference website http://www.ic3conf.net/. Authors are advised to ensure that their papers are free of intentional as well as unintentional plagiarism. All submitted papers will be checked for the similarity score with the published literature using *iThenticate* services by EDAS. Papers with similarity score of more than 20% are likely to be desk rejected. Other papers will be peer reviewed on the basis of their clarity, originality, relevance and significance.

Topics of interest for each of the tracks but not limited to

Track-1: Intelligent computing	Track-2: Network and Social Computing	Track-3: Data and Cloud Computing	Track-4: Computer Algorithms and Applications	Track-5: System and Software Engineering
• Artificial Intelligence • Pattern recognition • Machine Learning • Cognitive Computing • Machine Learning Science, Sequential and Incremental Learning, Kernel Learning • Deep Learning •Soft Computing • Evolutionary Computing • Meta-heuristics • Semantic Computing • Expert systems •Information retrieval • Big Data processing and applications • Data mining • Natural Language Processing •Computer vision • Image processing • Audio and speech processing • Computational science applications • Scientific computing applications • E-commerce applications, Web services • Biomedical applications • Emerging applications in Healthcare and Engineering •High Performance. Computing	• Computer networks • Ad hoc, Sensor, Vehicular networks • Smart cities • IOT and IIOT • AI in IOT • 5G Communication • Next generation Internet Software Defined Networks • Performance evaluation of networks and distributed systems • Social Network behaviour-Modelling and Analysis • Computational models of social simulation • Information diffusion models • Emotional intelligence, opinion representation, influence process • Social Media Data Mining •Smart phones and Security	• Cloud • Fog Computing • Blockchain Systems • Edge computing, • Cluster • Grid • Distributed and P2P Computing •Internet of Things • Scheduling and load balancing • Embedded Systems and Robotics • Embedded Systems and VLSI • Multi-FPGA reconfigurable systems and architectures • Parallel and Multi-core Computing • Smart phones and Security • Enterprise, data centre, and storage-area networks • Virtualization and fields related to data science • Data analytics • Big data technologies •Big Data Management •Mobile Commerce •Real-time big data services	• Novel Algorithm Analysis Designs, and Implementation • Parallel Algorithms • Distributed Algorithms • Combinatorial Algorithms • Graph Algorithms • Scheduling and Load Balancing Algorithms • Randomized Approximation • Parameterized Algorithms • Optimization Algorithms • Bio-Inspired Algorithms • Complexity Theory • Fault-tolerant Algorithms • Bioinformatics Algorithms • Computational Biology • Quantum Computing • Algorithmic Game Theory • Computational Finance • Computational Geometry • On-line and Streaming Algorithms • Cryptography and •Theoretical Aspects of Security and Privacy	• Next Generation Software Architecture •Machine Learning for Software Quality • Software Engineering for Trustworthy Systems • Intelligent Software Engineering • Measurement and Metrics • System modelling and simulation • HCI • Empirical Software Engineering • Continuous software engineering • Global /Distributed agile software development • Agile software development • Large scale agile software development • DevOps • Continuous Integration/ • Continuous Delivery (CI/CD) • Leadership and coaching • Agile testing • Business agility