3rd IEEE International Conference on Computing and Machine Intelligence
Central Michigan University
Mount Pleasant, MI, USA
April 13-14, 2024

Important Dates

Full Paper Submission: **Dec 30, 2023**
Notification to Authors: **Feb 15, 2024**
Camera Ready: **March 30, 2023**
Conference Mode: **Online + In-Person**

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Welcome

We welcome you to the 3rd edition of ICMI 2024. Following the two successful previous editions of ICMI (Zaim University-2021, Istanbul Atlas University-2022), the 3rd edition will be hosted at **Central Michigan University, USA.** ICMI welcomes papers on broad aspects of AI and Applied Sciences that constitute advances in the overall field including, but not limited to, cognition and AI, computer vision, image processing, blockchain & Internet of Things, Big Data and Cloud Computing, Green Communications, Computing, and Networking, software engineering, and many more aspects of the computing domain. Accepted papers will be submitted for inclusion into **IEEE Xplore**.

Topics of Interest

Topics of interest include but not limited to the following:

Artificial Intelligence and Applications
- Machine Learning
- Deep Learning and Applications
- Natural language processing
- Automated problem solving
- AI and evolutionary algorithms
- Neural networks and applications
- Distributed AI algorithms and techniques

Computer Vision and Applications
- Document Analysis
- Radar Signal Processing
- Remote Sensing
- Audio/Speech Processing and Coding
- Biometrics and Pattern Recognition
- Cognitive and Biologically Inspired Vision

Blockchain & Internet of Things
- IoT Services and Applications
- Blockchain and IoT Applications
- Security and Privacy for IoT
- IoT Architecture and Middleware
- Blockchain Protocols

Industry 4.0 Applications
- AI for Industry 4.0
- Industry 4.0 Factory
- IoT for Industry 4.0
- Smart Manufacturing
- modeling, simulation & visualization

Big Data and Cloud Computing
- Distributed Computing
- Cloud Computing
- 3D printing
- Future of IOT and Big Data
- Vehicle-to-Vehicle

Networking and Security
- Advanced Networks
- Cyber-physical Systems
- Data Center Networking
- Game Theory in Networks
- Vehicular Networks

Software Engineering
- Web-based software
- Object-based Designing
- Software economics and metrics
- Software evolution and maintenance
- Requirements engineering
- End-user software engineering

Green Communications, Computing, & Networking
- Energy Harvesting and Wireless Power Transfer
- Energy Efficient Wireless Communications and Networking
- Energy-aware Communications and Networking
- Green Cooperative Communication and Networking.