



ICAT 2017

XXVI International Conference on Information,
Communication and Automation Technologies

October 26 - 28, 2017, Sarajevo, Bosnia & Herzegovina



ACCEPTED AND PRESENTED PAPERS WILL BE INCLUDED IN ICAT 2017 CONFERENCE PROCEEDINGS AND SUBMITTED TO IEEE XPLORÉ®.



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Call for Papers

The 26th International Conference on Information, Communication and Automation Technologies will be held in Sarajevo, October 26-28, 2017. The conference is organized by Faculty of Electrical Engineering Sarajevo and technical co-sponsored by: **IEEE, IEEE Computer Society, IEEE Controls Systems Society and IEEE B&H Section.**

It aims to create a forum for scientists and practicing engineers throughout the world to present the latest research findings and ideas in the areas of computer science, information technologies, control systems, communication technologies and power engineering.

The Organizing Committee is proud to announce the participation of eminent plenary/keynote speakers to address topics of importance to the ICAT conference. The speakers are: **Fotis Liarokapis** (*Masaryk University, Czech Republic*), **Stjepan Bogdan** (*University of Zagreb, Croatia*) and **Davor Svetinovic** (*Masdar Institute of Science and Technology, United Arab*).

Topics

(include, but are not limited to)

Software Engineering and Information Systems

Software Development Methodologies, Prototyping and Evolutionary Approaches, Software Evolution, Component-Based Software Engineering, Service-Oriented Software, Object-Oriented Software Engineering, Agile Development, Modelling and Specification, Software Design and Architecture, Implementation, Testing, and Maintenance, Reverse Engineering, Quality and Performance, Requirements engineering, Tools & development environments, Project Engineering, Wireless/Mobile Software, Collaborative Development, IS Conceptual Foundations, IS Research and Practice, Service Oriented IS, IS Development Methodologies, IS Engineering, Enterprise Application Integration, Enterprise Resource Planning, Ethical, social, privacy, security and moral issues in an e-society, IS and Change Management, IS and Organization Development, IS Quality Management and Assurance, Knowledge Management, Organizational IS Roles, Risk Management in IS Design and Development

Big Data Technologies

Data Mining, Artificial Intelligence, Advance Analytics, Internet of Things, Data Science, Business Intelligence, Cloud Computing, In-Memory Computing, Deep Learning, Data Governance, SQL & NoSQL, Big Data Security and Privacy, Citizen Data Science, Collective Intelligence, ...

Computer Graphics and Multimedia

Virtual Reality, Augmented Reality, Scientific Visualization, Information Visualization, Real-Time Rendering and Graphics Hardware, Rendering and Global Illumination, Animation, Multimedia, and Internet technologies, Graphical Human-Computer Interaction, Geometric Modelling, Computational Geometry, Simulation and Graphics, Artistic Rendering, Image Processing, Computer Vision, Point-based Graphics, Serious games

Control Systems and Power Engineering

Linear, Nonlinear and Hybrid Control, Model Predictive and Optimal Control, Robust and Adaptive Control, Evolutionary Computation based Control, Fuzzy Control, Neural Networks based Control Systems, Systems Modelling and Simulation, System Identification, Optimization algorithms, Sensors and Actuators and Mechatronic Systems, Robotics, Mobile Robots and Telerobotics, Motion Control Systems, Networked Controlled Systems, Industrial and Process Control, Fault Detection and Fault Tolerant Systems, Power Electronics and Energy Conversion, Automation of Electric Distribution Systems, Control of Electrical Machines and Drives

Communication Technologies

Mobile Computing and Networking, Network Protocols and Topologies, Network Architectures and Network-Based Applications, Network Security, Vehicular networking, Wireless and Radio Communications, Antennas and Propagation, Beamforming systems, Information theory, channel coding and joint source channel coding, Image and Video compression, Signal Processing for Communications, Natural language processing, Optical communications and technologies, Powerline Communications, Advances in 3G and 4G Mobile Communications, Wireless Sensor and Actuator networks, Ad-hoc Communications, Cognitive Radio and Networks, D2D and M2M communications, Green communications and energy efficiency, ICT for Smart Cities, Telemedicine, Self-organizing/self-deploying networks, Wireless Operating Systems and Mobile Platforms, Multimedia Communications and Broadband Services, QoS Provision and Management, Metrics and models for QoE, Modeling and Simulation, Advances in 3G and 4G Mobile Communications, Next-Generation Networks, Big Data Networking, Modeling and Simulation, Education in Communication Engineering.

Important Dates:

Full Paper Submission:

June 15, 2017

Notification of Acceptance:

September 1, 2017

Final Submission and

Registration: **October 1, 2017**

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