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IEEE COMPUTER SOCIETY PUBLICATIONS

The IEEE Computer Society's publications deliver insights from the best and brightest minds in computing on a range of topics.

Our rigorously peer-reviewed magazines and journals showcase the latest research, breakthrough discoveries, and practical applications of technology for both industry and academia.

Whether you are an IT professional, a computer science researcher, a software developer, a computer history buff, or a tech enthusiast, we have the publication for you.

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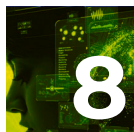
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Computer



Computer, the flagship publication of the IEEE Computer Society, publishes peer-reviewed articles written for and by computer researchers and practitioners representing the full spectrum of computing and information technology, from hardware to software, and from emerging research to new applications.

Computer's aim is to provide more technical substance than trade magazines and more practical ideas than research journals. The magazine seeks to deliver useful information for all

computing professionals and students, including computer scientists, engineers, and practitioners of all levels.

Computer's special issues are essential for providing timely coverage of emerging areas in computing research and technology.

The editorial board cultivates and solicits special-issue proposals from senior researchers and recognized experts, and all proposals are submitted to the board for evaluation.

www.computer.org/computer

“Computer is the essential computing periodical that helps members gain an enlightened perspective on key social, technical, and strategic challenges we face at all levels working in this field.”

—JEFFREY VOAS, EDITOR IN CHIEF



RECENT SPECIAL ISSUE TOPICS

- Intelligent Autonomous Systems
- Artificial Intelligence in Government
- Blockchain and Cyberphysical Systems
- Cybersecurity for the Smart Grid
- Complexity vs. Trust
- Data Analysis and Cyberphysical Systems
- Digital Health: E-coaching and Remote Monitoring
- Outlook



AWARDS

Fifty Years of Networking (October 2019) received an honorable mention for the 2020 Folio: Eddie Award.

The Future of AI (September 2018) received an honorable mention for the 2019 Folio: Digital Award.

Publication
frequency
Monthly

Published
since
1967

Impact
factor (2021)
2.256

ALL OF COMPUTING

IEEE TRANSACTIONS ON

COMPUTERS

TC is a monthly publication with a wide distribution to researchers, developers, technical managers, and educators in the computing field. In addition to full papers, brief contributions are also published.

JOURNAL TOPICS

- » Computer organizations and architectures
- » Operating systems, software systems, and cloud computing
- » Digital devices, computer components, and interconnection networks
- » Specification, design, prototyping, and testing methods and tools
- » Performance, fault tolerance, reliability, security, and testability
- » Real-time, mobile, and embedded systems
- » Case studies and experimental and theoretical evaluations
- » New and important applications and trends: computing issues for emerging technologies and applications; machine learning; and approximate, quantum, neuromorphic, and analog computing

Publication
frequency
Monthly

Published
since
1968

Impact
factor (2021)
3.183

www.computer.org/tc

IEEE Open Journal of the Computer Society

OJ-CS is a rigorously peer-reviewed forum for rapid publication of open-access articles describing high-impact results in all areas of interest to the IEEE Computer Society. All content is available without charge to users and their institutions.

The IEEE Computer Society invites you to be among the first to publish your article in this new 100% open-access journal. This is an exciting opportunity for your research to benefit from the high visibility and interest the journal's launch will generate.

Open access is provided through an article processing charge (APC) that is paid after acceptance. APCs are often financed by an author's institution or other funder. Authors from low-income countries are eligible for waived or reduced APCs.

JOURNAL TOPICS

OJ-CS publishes articles on the latest emerging topics and trends in all aspects of computing, including

- » Theory
- » Design
- » Practice
- » Applications

Continuous
publication

Published
since
2020

Fully open
access
and Plan S-
compliant

www.computer.org/oj

IEEE Intelligent Systems



IEEE Intelligent Systems features peer-reviewed, cutting-edge articles on the theory and applications of systems that perceive, reason, learn, and act intelligently.

Serving software engineers, systems designers, information managers, knowledge engineers, researchers, and professionals who are interested in intelligent systems and artificial intelligence, *IEEE Intelligent Systems* emphasizes current practice and experience along with promising new ideas that will drive innovation in such fields as finance, manufacturing, medicine, defense, and the sciences.

IEEE Intelligent Systems also includes application features covering practice at one or more companies or laboratories, tutorials, surveys, and case studies.

Technical cosponsors: Association for the Advancement of Artificial Intelligence (AAAI); BCS, the Chartered Institute for IT; European Coordinating Committee for Artificial Intelligence (ECCAI)

www.computer.org/intelligent



RECENT SPECIAL ISSUE TOPICS

- Recommender Systems
- Federated Learning
- AI & FinTech

MAGAZINE TOPICS

- » Knowledge-based systems
- » Intelligent software agents
- » Natural-language processing
- » Knowledge-management technologies
- » Machine learning
- » Data mining
- » Adaptive and intelligent robotics
- » Knowledge-intensive processing on the web
- » Social issues relevant to intelligent systems

Publication
frequency
Bimonthly

Published
since
1988

Impact
factor (2021)
6.744

IEEE TRANSACTIONS ON

PATTERN ANALYSIS AND MACHINE INTELLIGENCE

TPAMI publishes articles on all traditional areas of computer vision and image understanding, pattern analysis and recognition, and areas of machine intelligence with an emphasis on machine learning for pattern analysis.

TPAMI's editorial board strives to present the most important research results in areas within the journal's scope.

JOURNAL TOPICS

- » Techniques for visual search
- » Document and handwriting analysis
- » Video and image sequence analysis
- » Content-based retrieval of image and video
- » Face and gesture recognition
- » Relevant specialized hardware/software architectures

“TPAMI is one of the premier journals in all of computer science. Its excellence, combined with its focus on computer vision and machine learning, positions it as one of IEEE's flagship journals.”

—SVEN DICKINSON,
EDITOR IN CHIEF

Publication
frequency
Monthly

Impact
factor (2021)
24.314

Published
since
1979

www.computer.org/tpami

IEEE/ACM TRANSACTIONS ON

COMPUTATIONAL BIOLOGY AND BIOINFORMATICS

TCBB publishes archival research results related to the algorithmic, mathematical, statistical, and computational methods that are central in bioinformatics and computational biology.

The journal also emphasizes the development and testing of effective computer programs in bioinformatics; the development of biological databases; important biological results that are obtained from the use of these methods, programs, and databases; and the field of systems biology.

Financial cosponsor: Association for Computing Machinery (ACM)

Technical cosponsors: IEEE Control Systems Society; IEEE Engineering in Medicine and Biology Society

JOURNAL TOPICS

- » Sequence analysis
- » Comparison and alignment methods
- » Motif, gene, and signal recognition
- » Molecular evolution
- » DNA twisting and folding
- » Computational problems in genetics
- » Gene expression and gene regulatory networks

Publication
frequency
Bimonthly

Published
since
2004

Impact factor
(2021)
3.702

www.computer.org/tcbb

IEEE micro



IEEE Micro reaches an international audience of microcomputer and microprocessor designers, system integrators, and users.

The magazine addresses users and designers of microprocessors and microprocessor systems, including managers, engineers, consultants, educators, and students involved with computers and peripherals, components and subassemblies, communications, instrumentation and control equipment, and guidance systems. Contributions relate to the design, performance, or application of microprocessors and microcomputers. Tutorials, review papers, and discussions are also welcome.

Publication
frequency
Bimonthly

Published
since
1981

Impact
factor (2021)
2.821

www.computer.org/micro

“IEEE Micro has been instrumental in bringing to a world-wide audience articles that describe real commercial microprocessor chips, as well as visionary articles describing emerging workload and architecture trends during the last four decades. The articles cater to and are written by those in both industry and academia.”

—LIZY K. JOHN, EDITOR IN CHIEF

MAGAZINE TOPICS

- » Architecture
- » Communications
- » Data acquisition
- » Control
- » Hardware and software design/implementation
- » Algorithms (including program listings)
- » Digital signal processing
- » Microprocessor support hardware
- » Operating systems
- » Computer-aided design
- » Languages
- » Application software
- » Development systems



RECENT SPECIAL ISSUE TOPICS

- Machine Learning for Systems
- Agile and Open-Source Hardware
- Top Picks from the 2019 Computer Architecture Conferences
- Hot Chips

IEEE

COMPUTER
ARCHITECTURE

LETTERS

CAL is a rigorously peer-reviewed forum for the fast publication of new, high-quality ideas in the form of short, critically refereed technical papers. Submissions are accepted on a continuing basis and letters are published shortly after acceptance.

JOURNAL TOPICS

- » Microprocessor and multiprocessor systems
- » Microarchitecture and ILP processors
- » Performance evaluation and simulation techniques
- » Interactions with compilers and operating systems
- » Memory and cache systems
- » Power and thermal issues at the architectural level
- » I/O architecture and techniques
- » Domain-specific processor architecture
- » High-availability architecture
- » Reconfigurable computer architecture

“*CAL is unique in our research community in that it features short papers and very fast publication. It's exciting to be able to publish hot new ideas with little delay, and it's rewarding to see how the new ideas in CAL are often the starting point of a new line of work.*”

—DANIEL SORIN, EDITOR IN CHIEF

www.computer.org/cal

Continuous
publication

Published
since

2002



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IEEE

EMERGING TOPICS IN COMPUTING

IEEE TRANSACTIONS ON

EMERGING TOPICS IN COMPUTING

TETC publishes papers on emerging aspects of computer science, computing technology, and computing applications not currently covered by other IEEE Computer Society transactions.

JOURNAL TOPICS

- » IT for green
- » Synthetic and organic computing structures and systems
- » Advanced analytics
- » Social/occupational computing
- » Location-based/client computer systems
- » Morphic computer design
- » Electronic game systems
- » Healthcare IT

“*TETC is one of the highest reputed and valued transactions for finding and publishing impactful papers and special sections/issues covering emerging topics of computing in the IEEE Computer Society’s fields of interest.*”

—PAOLO MONTUSCHI,
EDITOR IN CHIEF

www.computer.org/tetc

Publication
frequency
Quarterly

Published
since
2013

Impact
factor (2021)
6.595

IEEE TRANSACTIONS ON

VISUALIZATION AND COMPUTER GRAPHICS

TVCG publishes papers on subjects related to computer graphics, information and scientific visualization, visual analytics, and virtual and augmented reality, focusing on theory, algorithms, methodologies, human—computer interaction techniques, systems, software, hardware, and applications in these areas.

JOURNAL TOPICS

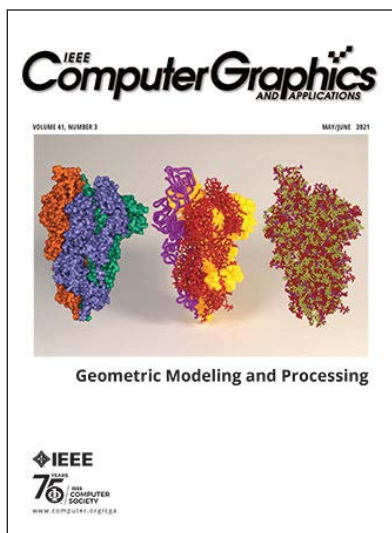
- » Rendering technologies
- » Geometric modeling and processing
- » Shape analysis
- » Graphics hardware
- » Animation and simulation
- » Perception, interaction, and user interfaces
- » High-dynamic-range imaging and display
- » User studies and evaluation
- » Biomedical and volume visualization and graphics
- » Haptics
- » Computational photography
- » Visual analytics for machine learning
- » Topology-based visualization
- » Visual programming and software visualization
- » Visualization in data science
- » Virtual, augmented, and mixed reality
- » Advanced display technology

Publication
frequency
Monthly

Published
since
1995

Impact
factor (2021)
5.226

IEEE Computer Graphics AND APPLICATIONS



IEEE Computer Graphics and Applications (CG&A) bridges the theory and practice of computer graphics.

From specific algorithms to full system implementations, CG&A offers a unique combination of peer-reviewed feature articles and informal departments. A cover story focuses on creative applications of the technology by an artist or designer.

Published six times a year, CG&A is indispensable reading for people working at the leading edge of computer graphics technology and its applications in everything from business to the arts.

Publication
frequency
Bimonthly

Published
since
1981

www.computer.org/cga

“CG&A is the only magazine that bridges the interests of practitioners and academics and addresses the broad areas of computer graphics, visualization, augmented and virtual reality, and human—computer interaction. CG&A is also the only outlet for a curated discussion within the academic community through its departments.”

—TORSTEN MÖLLER, EDITOR IN CHIEF

MAGAZINE TOPICS

- » Modeling
- » Rendering
- » Animation
- » Information and scientific visualization
- » HCI/user interfaces
- » Novel applications
- » Hardware architectures
- » Haptics
- » Virtual- and augmented-reality systems



RECENT SPECIAL ISSUE TOPICS

- Data Physicalization
- Art and Cultural Heritage
- Visualization in Public Spaces

IEEE MultiMedia



IEEE MultiMedia serves the community of scholars, developers, practitioners, and students who are interested in a range of media types and work in fields such as image and video processing, audio analysis, text retrieval, and data fusion.

Appealing to generalists and specialists alike, *IEEE MultiMedia* is read by those working in industry, business, the arts, and academia. The magazine includes peer-reviewed articles, editorial comments, and conference and standards reports. Articles discuss research and advanced practice in multimedia hardware, software, systems, and their applications, spanning theory to working systems.

The primary goal of *IEEE MultiMedia* is to provide a forum for researchers and practitioners to present new findings and discuss experiences with multimedia systems and applications, including technical trends and research directions.

Publication
frequency
Quarterly

Published
since
1994

Impact
factor (2021)
3.491

www.computer.org/multimedia



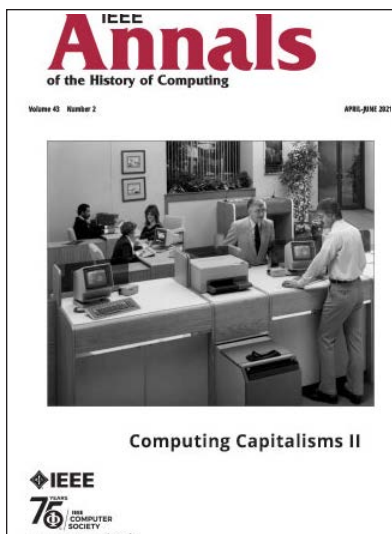
RECENT SPECIAL ISSUE TOPICS

- Urban Multimedia Computing
- Multimedia Data Annotation and Privacy
- AR/VR for Interactive Multimedia

MAGAZINE TOPICS

- » Hardware and software for media compression, coding, and processing
- » Media representations and standards for storage, editing, interchange, transmission, and presentation
- » Hardware platforms for multimedia applications
- » Operating systems suitable for multimedia applications
- » Storage devices and technologies for multimedia information
- » Synchronization issues
- » Multimedia databases
- » Network technologies, protocols, architectures, and delivery techniques intended for multimedia
- » Formalisms for multimedia information systems and applications
- » Programming paradigms and languages for multimedia
- » Multimedia user interfaces
- » Media creation integration editing and management
- » Creation and modification of multimedia applications

IEEE Annals of the History of Computing



From the analytical engine to the supercomputer, from Pascal to von Neumann, from punch cards to CD-ROMs—*IEEE Annals of the History of Computing (Annals)* covers the breadth of computer history.

Featuring scholarly articles by leading computer scientists and historians, as well as firsthand accounts by computer pioneers, *Annals* is the primary publication for recording, analyzing, and debating the history of computing. It also serves as a focal point for people interested in uncovering and preserving the records of this exciting field. The publication is an active center for the collection and dissemination of information

on historical projects and organizations, oral history activities, and international conferences.

Annals serves as a record of vital contributions that recount, preserve, and analyze the history of computing and the impact of computing on society. Where possible, first-hand accounts of events and activities are recorded with minimal editorial changes, and scholarly reports of analyses of the historical record from archives and personal contacts are published to better understand both the past and the future of the computing field.

www.computer.org/annals

“IEEE Annals of the History of Computing records and analyzes all aspects of the history of computing, bringing together computing historians and industry professionals.”

—GERARDO CON DIAZ, EDITOR IN CHIEF

Publication
frequency
Quarterly



RECENT SPECIAL ISSUE TOPICS

- Interface Architects: The Evolution of Human-Computer Interaction
- Computing Capitalisms I
 - Queens of Code

Published
since
1979

IEEE TRANSACTIONS ON

AFFECTIVE COMPUTING

TAC is a cross-disciplinary and international archive journal aimed at disseminating research results on the design of systems that can recognize, interpret, and simulate human emotions and related affective phenomena.

The journal publishes original research on the principles and theories explaining why and how affective factors condition interaction between humans and technology, on how affective sensing and simulation techniques can inform our understanding of human affective processes, and on the design, implementation, and evaluation of systems that carefully consider affect among the factors that influence their usability. Surveys of existing work are considered for publication when they propose a new viewpoint on the history and the perspective on this domain.

JOURNAL TOPICS

- » Sensing and analysis
- » (Cyber) psychology and behavior
- » Behavior generation and user interaction

Financial cosponsors: IEEE Systems, Man and Cybernetics Society; IEEE Computational Intelligence Society
Technical cosponsors: IEEE Robotics and Automation Society; IEEE Signal Processing Society; IEEE Society on Social Implications of Technology; IEEE Consumer Electronics Society; IEEE Circuits and Systems Society

Publication
frequency
Quarterly

Published
since
2010

Impact
factor (2021)
13.99

www.computer.org/tac

IEEE TRANSACTIONS ON BIG DATA

TBD publishes peer-reviewed articles with big data as the main focus. Articles provide cross-disciplinary, innovative research ideas and applications results for big data, including novel theory, algorithms, and applications.

JOURNAL TOPICS

- » Analytics
- » Visualization
- » Curation and management
- » Semantics
- » Infrastructure
- » Standards
- » Performance analyses
- » Intelligence and scientific discovery from big data
- » Security, privacy, and legal issues
- » Applications in the fields of endeavor where massive data is generated

Financial cosponsors: IEEE Communications Society; IEEE Computational Intelligence Society; IEEE Sensors Council; IEEE Signal Processing Society; IEEE Systems, Man, and Cybernetics Society; IEEE Systems Council; IEEE Vehicular Technology Society

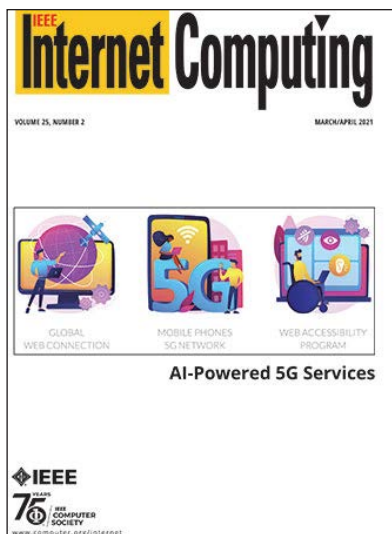
Technical cosponsors: IEEE Biometrics Council; IEEE Consumer Technology Society; IEEE Control Systems Society; IEEE Engineering in Medicine & Biology Society; IEEE Photonics Society; IEEE Power & Energy Society

Publication
frequency
Quarterly

Published
since
2015

www.computer.org/tbd

IEEE Internet Computing



IEEE Internet Computing provides journal-quality evaluation and review of emerging and maturing Internet technologies and applications.

Targeting the technical and scientific Internet user communities as well as designers and developers of Internet-based applications and enabling technologies, *IEEE Internet Computing* publishes refereed articles on the latest developments and key trends in Internet technologies and applications. Relevant to both academic researchers and software professionals, it presents novel content on a wide range of topics.

MAGAZINE TOPICS

- » Applications
- » Architectures
- » Big data
- » Cloud and edge computing
- » Information management
- » Middleware
- » Security and privacy
- » Standards

www.computer.org/internet

“IEEE Internet Computing *is multidisciplinary by nature and is the key leadership voice of the Internet computing community. The articles have a high impact to the community and cover both theory and practice. IEEE Internet Computing is an example of how the IEEE Computer Society is building on success and excellence.*”

—GEORGE PALLIS, EDITOR IN CHIEF

Publication
frequency
Bimonthly



RECENT SPECIAL ISSUE TOPICS

- Digital Trust: Trust Management in Cyberspace
- Internet of Bodies/
Internet of Sports
 - 6G Vision
- Connected Health

Impact
Factor (2021)
2.680

IEEE TRANSACTIONS ON

CLOUD COMPUTING

TCC is dedicated to the multidisciplinary field of cloud computing. It is committed to the publication of articles that present innovative research ideas, application results, and case studies in cloud computing, focusing on key technical issues related to theory, algorithms, systems, applications, and performance.

Financial cosponsors: IEEE Communications Society; IEEE Power and Energy Society; IEEE Systems Council

Technical cosponsors: IEEE Consumer Technology Society; IEEE Signal Processing Society

JOURNAL TOPICS

- » Virtualization and container technologies
- » Resource management and optimization
- » Software-defined systems
- » Big data management and analytics
- » Programming models/tools
- » Security and privacy
- » Cloud interoperability
- » Energy management
- » Datacenter networking
- » Mobile cloud computing
- » Cloud performance and dependability
- » Business support and operational support systems
- » Cloud-based regulations and compliance
- » Cloud economics

Publication
frequency
Quarterly

Published
since
2013

Impact
factor (2021)
5.697

www.computer.org/tcc

IEEE TRANSACTIONS ON

KNOWLEDGE AND DATA ENGINEERING

TKDE is an archival journal designed to inform researchers, developers, managers, strategic planners, users, and others interested in state-of-the-art and state-of-the-practice activities in the knowledge and data engineering area.

JOURNAL TOPICS

- » Artificial intelligence techniques
- » Distributed knowledge base and database processing
- » Real-time knowledge bases and databases
- » Architectures for knowledge and data-based systems
- » Data management methodologies
- » Database design and modeling
- » Query, design, and implementation languages
- » Integrity, security, and fault tolerance
- » Distributed database control
- » Statistical databases
- » System integration and modeling
- » Algorithms and performance evaluation
- » Data communications
- » Big data and applications

Publication
frequency
Monthly

Published
since
1989

Impact
factor (2021)
9.235

www.computer.org/tkde

IEEE TRANSACTIONS ON

SERVICES COMPUTING

TSC covers all computing and software aspects of the science and technology of services innovation research and development. It emphasizes the algorithmic, mathematical, statistical, and computational methods that are central in services computing.

JOURNAL TOPICS

- » Service-oriented architecture (SOA)
- » Web services
- » Business process integration and management
- » Solution performance management
- » Services creation, development, operation, and management
- » Link between IT services and business services
- » Security and privacy
- » Web services agreements, contracts, discovery and negotiation, management, collaboration, quality of service, modeling, and performance management
- » Service-oriented grid computing topics
- » Standards and specifications of services computing
- » Utility models and solution architectures

Publication
frequency
Bimonthly

Published
since
2008

Impact
factor (2021)
11.019

www.computer.org/tsc

IEEE TRANSACTIONS ON

DEPENDABLE AND SECURE COMPUTING

TDSC publishes archival research results focusing on research into foundations, methodologies, and mechanisms that support the achievement of systems and networks that are dependable and secure to the desired degree without compromising performance.

The journal's focus also includes measurement, modeling, and simulation techniques, and foundations for jointly evaluating, verifying, and designing for performance, security, and dependability constraints.

JOURNAL TOPICS

- » Design for dependability and security
- » Evaluation
- » Application-specific areas
- » Software design
- » New technologies (problems and opportunities)

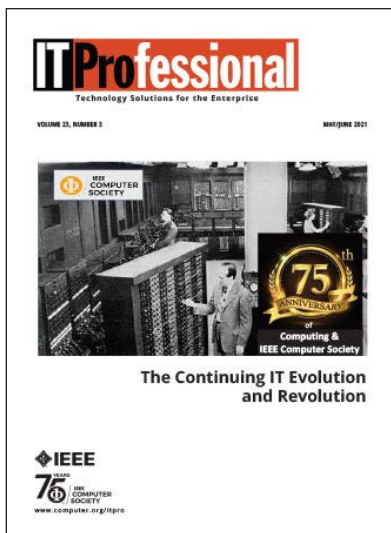
Publication
frequency
Bimonthly

Published
since
2004

Impact
factor (2021)
6.791

www.computer.org/tdsc

IT Professional



IT Professional publishes peer-reviewed articles, columns, and departments written for and by IT practitioners and researchers covering practical aspects of emerging and leading-edge digital technologies, original ideas and guidance for IT applications, and novel IT solutions for the enterprise.

IT Professional's goal is to inform the broad spectrum of IT executives, IT project managers, IT researchers, and IT application developers from industry, government, and academia.

MAGAZINE TOPICS

- » Emerging technologies
- » Web services
- » Internet security
- » Data management
- » Enterprise architectures and infrastructures
- » Software development
- » Systems integration
- » Wireless networks

www.computer.org/itpro

“ We recently celebrated the 20th anniversary of IT Professional with a dedicated issue, a panel at COMPSAC, a special event at the University of West Attica, and a first-time awards ceremony to recognize our editorial board members' important contributions with awards for most popular paper, outstanding contribution in authorship, and outstanding contribution in peer review. ”

—IRENA BOJANOVA, EDITOR IN CHIEF

Publication
frequency
Bimonthly

Published
since
1999

Impact
factor (2021)
2.590

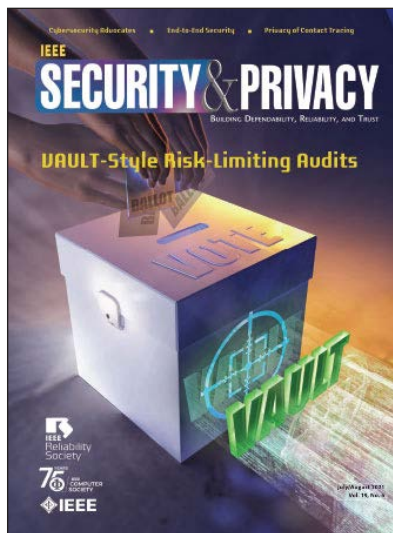


RECENT SPECIAL ISSUE TOPICS

- Resilience and Reliability
- Artificial Intelligence (AI) in Agriculture
- Digital Deception: Cyber Fraud and Online Misinformation
- Envisioning Our Future Digital World

IEEE

SECURITY & PRIVACY



IEEE Security & Privacy communicates advances in security, privacy, and dependability in a way that is useful to a broad section of the professional community.

The magazine publishes articles with both a practical and a research bent by the top thinkers in the field of security and privacy, along with case studies, tutorials, columns, and in-depth interviews.

Financial cosponsor: IEEE Reliability Society

Technical cosponsors: IEEE Engineering in Medicine & Biology Society; IEEE Signal Processing Society

Publication
frequency
Bimonthly

Published
since
2003

www.computer.org/security

“IEEE Security & Privacy aims to provide world-class content at the leading edge of research and practice in information technology security and privacy in order to meet the professional needs of a diverse readership.”

—SEAN PEISERT, EDITOR IN CHIEF

MAGAZINE TOPICS

- » Internet, software, hardware, and systems security
- » Legal and ethical issues and privacy concerns
- » Privacy-enhancing technologies
- » Data analytics for security and privacy
- » Usable security
- » Integrated security design methods
- » Security of critical infrastructures
- » Pedagogical and curricular issues in security education
- » Security issues in wireless and mobile networks
- » Real-world cryptography
- » Emerging technologies, operational resilience, and edge computing
- » Cybercrime and forensics

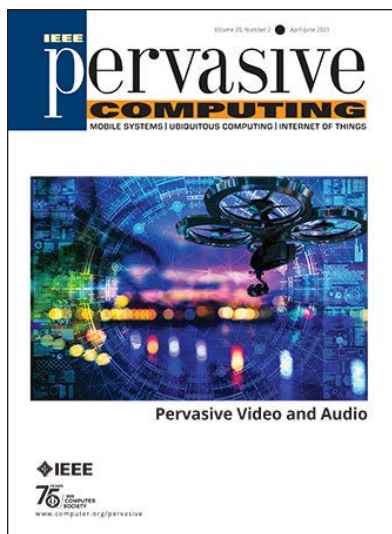
AWARDS



GDPR: One Year In (November/December 2019) won the 2020 Apex Award of Excellence and received an honorable mention for the 2020 Folio: Eddie Award.



AI Ethics (May/June 2018) won the 2019 Folio: Eddie Award.



IEEE Pervasive Computing explores the role of computing in the physical world, as characterized by visions such as the Internet of Things and ubiquitous computing.

Designed for researchers, practitioners, and educators, this publication acts as a catalyst for realizing the ideas described by Mark Weiser in 1988.

The essence of this vision is the creation of environments saturated with sensing, computing, and wireless communication that gracefully support the needs of individuals and society. Many key building blocks for this vision are now

viable commercial technologies: wearable and handheld computers, wireless networking, location sensing, Internet of Things platforms, and so on.

However, the vision continues to present deep challenges for experts in areas such as hardware design, sensor networks, mobile systems, human-computer interaction, industrial design, machine learning, data science, and societal issues such as privacy and ethics.

www.computer.org/pervasive

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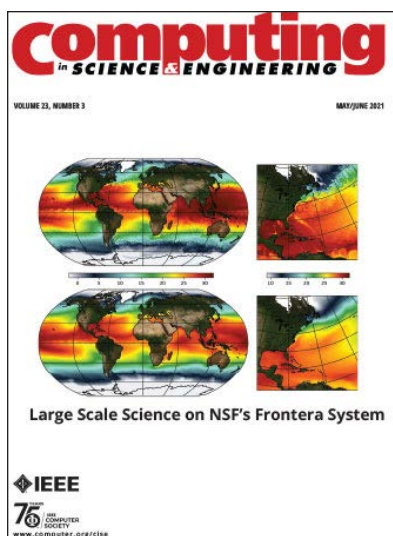
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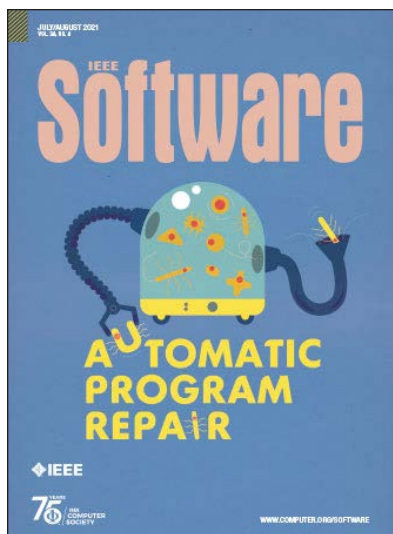
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AWARDS



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