Overview

The Computational Science and Engineering area is increasingly becoming an emerging and promising discipline in shaping future research and development activities in academia and industry, ranging from engineering, science, finance, economics, arts and humanitarian fields, especially when the solution of large and complex problems must cope with tight timing schedules.

CSE2015 is the next event, in a series of highly successful International Conferences on Computational Science and Engineering. CSE2015 will be held in Porto, Portugal on October 21-23, 2015. It intends to bring together computer scientists, industrial engineers, and researchers to discuss and exchange experimental and theoretical results, novel designs, work-in-progress, experience, case studies, and trend-setting ideas in the areas of advanced computing for problems in science and engineering applications and inter-disciplinary.

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Important Dates

Submission **Deadline for Workshops/Tutorials**:

March 13, 2015

Notification of Acceptance for

Workshops/Tutorials:

March 20, 2015

Submission **Deadline for Papers**:

June 1, 2015

Author Notification:

July 24, 2015

Camera-Ready and Author Registration:

September 4, 2015

Conference dates:

October 21-23, 2015

Submission Information

Authors are invited to submit original papers in English including, but not limited to, the areas of interest mentioned below. All contributions must be submitted electronically in the PDF format conforming to the IEEE Conference Proceedings Format (8.5" x 11", Two-Column).

Papers should be submitted through the EasyChair paper submission system at the conference website. Each paper is limited to 8 pages (or 10 pages with an overlength charge).

Additionally, selected papers will be invited to be submitted for consideration for journal special issues.

The CSE 2015 proceedings will be published by IEEE.

Tracks

- * Intelligent and Bio-inspired Computing
- * Scientific and Engineering Computing
- * Big Data Analytic
- * Cluster, Grid, P2P and Cloud Computing
- * Computational Social Systems
- * Mobile Computing and Wireless Communications
- * CSE Education
- * Embedded and Ubiquitous Computing
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- * Service and Internet Computing
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