

The Eighteenth International Conference on Future Computational Technologies and Applications
FUTURE COMPUTING 2026
 April 19, 2026 to April 23, 2026 - Lisbon, Portugal

- Submit a Contribution
- Registration
- Camera Ready

FUTURE COMPUTING 2026

Onsite and Online Options: In order to accommodate various situations, we are offering the option for either physical presence or virtual participation (pdf slides or pre-recorded videos).

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Deadlines

Submission	Jan 27, 2026
Notification	Feb 16, 2026
Registration	Mar 01, 2026
Camera ready	Mar 15, 2026

Deadlines differ for special tracks. Please consult the conference home page for special tracks Call for Papers (if any).

- Past Events
- Sponsors



Publication

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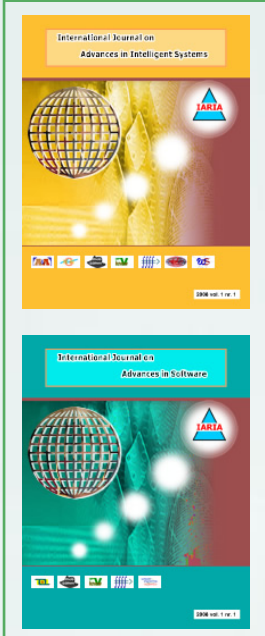
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[Indexing Procedure](#)

Affiliated Journals



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FUTURE COMPUTING 2026 is colocated with the following events as part of [ComputationWorld 2026 Congress](#):

- [SERVICE COMPUTATION 2026](#), The Eighteenth International Conference on Advanced Service Computing
- [CLOUD COMPUTING 2026](#), The Seventeenth International Conference on Cloud Computing, GRIDs, and Virtualization
- [FUTURE COMPUTING 2026](#), The Eighteenth International Conference on Future Computational Technologies and Applications
- [COGNITIVE 2026](#), The Eighteenth International Conference on Advanced Cognitive Technologies and Applications
- [ADAPTIVE 2026](#), The Eighteenth International Conference on Adaptive and Self-Adaptive Systems and Applications
- [CONTENT 2026](#), The Eighteenth International Conference on Creative Content Technologies
- [PATTERNS 2026](#), The Eighteenth International Conference on Pervasive Patterns and Applications
- [COMPUTATION TOOLS 2026](#), The Seventeenth International Conference on Computational Logics, Algebras, Programming, Tools, and Benchmarking
- [BUSTECH 2026](#), The Sixteenth International Conference on Business Intelligence and Technology
- [AIVR 2026](#), The Third International Conference on Artificial Intelligence and Immersive Virtual Reality
- [CROSS-SEC 2026](#), The First International Conference on Cross-Domain Security in Distributed, Intelligent and Critical Systems

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FUTURE COMPUTING 2026 conference tracks:

Trends in future computing and applications

Reflective computing; Dependable computing; Urban computing; Big data-oriented computing; Fog-computing; Mobile Edge Computing; Computing high speed sensing data; High-performance computing; Neural computing; Soft Computing; Spatial Computing; Computing in Internet of Things (IoT)-based environments; Computing with sparse, big and huge data

Future computing challenges

Truthful Mechanisms; Indistinguishable obfuscation; Succinct histograms; Optimal data-dependent computation; Convergence of fast computations; Approximation algorithms; Delegating computations; Generalized flow maximization; Interactive coding; Optimal error rates; Combinatorial problems; Approximation and optimization schemes; Randomized compositions; Polynomial-time approximation; Polynomial complexity; Optimal resilience; Adaptive data analysis computation; Bounding programming relaxations; Deniable encryption; Sparse dimensionality reduction; Exponential improvement in precision

Computational intelligence strategies

Cognitive computing; Intelligent computation; Ambient computing; Unconventional computing; Indeterminist computing; Adaptive computation; Autonomic computation; Computation under uncertainty; Chaotic computation; Intentional computing; Anticipative computing; Evolutionary computing

Mechanism-oriented computing

Spatial computation; Elastic computing; Human-centered computing; Embedded computing; Entertainment computing; Time-sensitive/temporal computing; Soft computing (fuzzy logic, neural computing, evolutionary computation, machine learning, and probabilistic reasoning + belief networks, + chaos theory + learning theory)

Large-scale computing strategies

Distributed computing; Parallel computing; Macro- and micro-computing; Activity-based computing; Data intensive computing; Resource-constraint computing; Grid computing; Cloud computing; Cluster computing; On-demand computing; Ubiquitous/pervasive computing; Memristor Computing; Unconventional computing; Evolutionary computing

Computing technologies

Quantum computing; Optical computing; DNA (genetic) computing; Molecular computing; Reversible computing; Billiard Ball computing; Neuronal computing; Magnetic computing; Gloopware computing; Moldy computing; Water wave-based computing; Graphene-based computing

Quantum Computing

Quantum computing models; Quantum complexity theory; Qubits; Non-deterministic and Probabilistic Computers; Quantum algorithms; Quantum computational operations; Scalable quantum computing; Quantum teleportation; Quantum cryptography; Quantum simulation; Quantum decoherence; Quantum gravity; Physical implementation of quantum computers

Technology-oriented computing

Peer-to-Peer computing; Mobile computing; Sensor-based computing; Wireless computing; Trusted computing; Financial computing; Genetic computation

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Technical Co-Sponsors and Logistic Supporters

