



2020 IEEE the 3rd International Conference on Electronics and Communication Engineering **ICECE 2020**

Xi'an, China | December 14-16, 2020

<http://www.icece.net/>

ICECE is sponsored by IEEE Xi'an Broadcast Technology chapter, and supported by Southwest Jiaotong University, the Research Institute of Big Data Analytics (RIBDA) of Xi'an Jiaotong-Liverpool University, Beijing Jiaotong University, Jiangsu University of Science and Technology, Northeast Electric Power University etc.

Good news

(*ICECE2020 conference has entered IEEE conference List.)

IMPORTANT DATES

Submission deadline: Oct. 5, 2020

Acceptance Date: Oct. 30, 2020

Registration Deadline: Nov. 19, 2020

Early Bird: Oct. 05, 2020

PUBLICATION

All submissions are peer reviewed by the ICECE Review Committee. All accepted papers will be published in the Conference Proceedings by **IEEE**. The proceedings will be submitted to **IEEE Xplore**, **Ei Compendex** and **Scopus** for indexing after the conference.

Previous ICECE:

All ICECE2018 articles are indexed by Ei Compendex and Scopus.

The ICECE2019 proceedings are indexed by Ei Compendex and Scopus.

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SUBMISSION

Category:

Full paper (Presentation & Publication)

Abstract (Presentation only)

Submission System:

<https://easychair.org/conferences/?conf=icece2020>

Full Paper Template:

<http://www.icece.net/file/template.docx>

Submission Guideline:

Paper must be written in English

Paper must have 4 pages at least

TOPICS

- Computer Science
 - Geo-informative Systems
 - Digital Image and Video Processing
 - Computer Vision and Image Analysis
 - Data Mining and Cloud Computing
- Electronics and Communication
 - Broad Band Communication
 - Computer and Intelligent Communication
 - Mobile and Optical Communication
 - Wireless Communication
- Multimedia Transmission
 - Channel coding, modulation, multiplexing
 - Advanced signal processing for transmission
 - MISO and MIMO processing
 - Next generation of broadcasting standards and systems
- Multimedia Networking
 - Traffic and performance monitoring, congestion control
 - Networking and QoS
 - Cloud-based multimedia services