

FIRST CALL FOR PAPERS

30th International Conference on System Theory, Control and Computing

October 21st-24th, 2026, Hotel International Iași, Iași, Romania



ORGANIZERS

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Technically co-sponsored by
IEEE Control Systems Society



icstcc.org



Background

The 30th International Conference on System Theory, Control and Computing (ICSTCC 2026) aims to provide a high-level, multidisciplinary forum for researchers and practitioners from academia and industry to exchange ideas, discuss recent advances, and explore emerging trends in system theory, control, computing, and intelligent technologies. Building on a strong tradition of scientific excellence, ICSTCC 2026 emphasizes both fundamental research and application-oriented developments addressing the growing complexity of modern engineering systems.

ICSTCC 2026 conference joins previous scientific meetings hosted by the organizing faculties.

As well as the previous editions, ICSTCC 2026 will be technically co-sponsored by IEEE Control Systems Society and the Proceedings will be submitted to IEEE Xplore. Moreover, the Proceedings of the 2013 to 2022 and 2024 editions are indexed in Clarivate Analytics Web of Science.

ICSTCC 2026 will feature invited keynote lectures, contributed papers, special sessions, and industry-focused contributions, fostering interaction between theory, computation, and real-world applications. The conference seeks to offer a comprehensive and forward-looking perspective on leading research areas such as automation and control, robotics and autonomous systems, computing and communication technologies, data-driven and intelligent systems, and their applications in industry, infrastructure, and society.

Important Deadlines

- April 20, 2026: Submission of proposals for invited sessions
- April 30, 2026: Submission of papers
- June 30, 2026: Notification of acceptance
- July 27, 2026: Final camera-ready manuscript and registration payment of at least one of the authors
- October 21-24, 2026: Conference

Topics

The conference topics include (but are not limited to):

1. System Theory and Control

- Adaptive and robust control
- Linear, nonlinear, hybrid, and switched systems
- Predictive, optimal, decentralized, and cooperative control
- Fault detection, fault tolerant, and supervisory control
- Stability, Lyapunov methods, LMIs, variational methods
- Delay, stochastic, and uncertain systems
- System identification, observers, estimation, filtering
- Algebraic/geometric and differential-algebraic methods

2. Computing, Communication and Networks

- Cloud, edge, and distributed computing
- Blockchain and distributed ledger technologies
- Embedded systems and Internet of Things
- Communication, sensor, and computer networks
- Signal processing, computer vision, and computer graphics
- Cyber security and control over communications
- Software methods, modeling tools, and CAD environments
- Databases, web services, and information systems

3. Automation, Robotics and Applications

- Robotics, mechatronics, and autonomous systems
- Aerospace, automotive, chemical, and manufacturing systems
- Energy, power systems, and power electronics
- Biomedical, biomolecular, and biologically inspired systems
- Smart cities, houses, and grids
- Traffic and transportation systems
- Compartmental and positive systems
- Industrial control applications and case studies

4. Intelligent and Data-Driven Systems

- Machine learning, reinforcement and statistical learning
- Neural networks, fuzzy systems, Boolean and logic networks
- Data-driven control and computational intelligence
- Agents-based and cooperative intelligent systems
- Game theory, evolutionary and biologically inspired methods
- Extremum seeking, iterative learning, and randomized algorithms
- Quantum information and control
- Human-computer interaction and engineering education

Keynote Speakers



Calin BELTA

University of Maryland, U.S.A.



Voica RADESCU

IBM Quantum Innovation Centers

More keynote speakers to be announced.

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Paper Submission

Full papers should be submitted using the PaperCept Conference Management System, by web upload:

<http://controls.papercept.net/conferences/scripts/start.pl#STCC26>

All materials must be written in English. Submitted papers will undergo a peer review process, coordinated by the International Program Committee and the Conference Editorial Board.

Papers submitted for presentation should contain original research, not published or being considered for publication elsewhere. All submissions will be tested for similarity and overlap with prior published material using the iThenticate tool. The use of AI tools is allowed only for language improvement and editing, not for generating scientific content. Authors remain fully responsible for the originality, accuracy, integrity, and ethical compliance of their work.

The authors of each paper will be notified of the result by e-mail. The accepted papers will be published in the conference proceedings, provided that at least one of the authors attended the conference and presented the paper. As part of the submission procedures, authors of accepted papers must send a signed Copyright Form for each paper. In the absence of such a form, the paper cannot be published.

The final form of the papers must meet IEEE pdf compliance requirements. Maximum six pages A4 in double column format are allowed. Authors may upload longer manuscripts up to a maximum of eight pages. However, each page in excess of six will incur a charge of 50 EUR.

Invited Sessions

Proposals for Invited Sessions on the conference topics are welcome. People interested in organizing an invited session should submit their proposal by April 24, 2026, through:
<http://controls.papercept.net/conferences/scripts/start.pl#STCC26>

The proposal should include the title of the session, a half-page description of its topic, together with a list of at least six papers (authors and tentative titles) that will be submitted to the session.

The proposal evaluation will be communicated to the proponents within one week from submission. Invited sessions will be open to authors of papers whose topic matches the topic of an invited session. They may choose to submit the paper as part of the invited session (instead of as a regular paper) at the time of submission. Papers submitted for an invited session will be reviewed in the same manner as the regular papers.

Conference Fees

Early* registration fee: **550 EUR (450 EUR for IEEE members)**

Late / on-site registration fee: **600 EUR (475 EUR for IEEE members)**

Early* student registration fee: **275 EUR**

Late / on-site student registration fee: **300 EUR**

*Early registration deadline: **July 27, 2026**

Accompanying person registration fee: **350 EUR**

The registration fee covers attendance at all conference sessions, conference materials, coffee breaks, lunches on the days of the conference (Thursday, Friday, Saturday), welcome reception, cocktail party and gala dinner. It also includes an electronic copy of the conference proceedings. Regular registrants may upload up to two papers, however for the second paper a supplementary fee of 125 EUR must be paid. Student registrants are allowed to upload only one paper. Please note that the accompanying person registration is available only to individuals accompanying a full (regular) registrant.

Conference Venue

ICSTCC 2026 will be held in Iasi, one of Romania's most vibrant and historically significant cities. Often referred to as the Cultural Capital of Romania, Iasi has long been a major center of education, culture, and innovation.

The city offers a rich architectural and cultural heritage, with numerous historic churches, theaters, and libraries that reflect its longstanding role in Romanian intellectual life. Beyond its historical appeal, Iasi is a dynamic university city, home to a large academic community that contributes to its cosmopolitan character and lively atmosphere.

Owing to its geographical location, Iasi is easily accessible by plane, car, bus, or train. The conference will be hosted at **Hotel International Iași**, a modern 4-star venue located in the heart of the city, within the Palas complex.

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