



# CALL FOR PAPERS

**ICEMA 2020**  
**Nov 02-03, 2020**  
**San Francisco, USA**

The International Research Conference is a federated organization dedicated to bringing together a significant number of diverse scholarly events for presentation within the conference program. Events will run over a span of time during the conference depending on the number and length of the presentations.

ICEMA 2020 : International Conference on Electronics, Mechatronics and Automation is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Electronics, Mechatronics and Automation. The conference will bring together leading academic scientists, researchers and scholars in the domain of interest from around the world. Topics of interest for submission include, but are not limited to:

Intelligent mechatronics, robotics, biomimetics, automation, control systems,  
Opto-electronic elements and Materials, laser technology and laser processing  
Elements, structures, mechanisms, and applications of micro and nano systems  
Teleoperation, telerobotics, haptics, and teleoperated semi-autonomous systems  
Sensor design, multi-sensor data fusion algorithms and wireless sensor networks  
Biomedical and rehabilitation engineering, prosthetics and artificial organs  
Control system modeling and simulation techniques and methodologies  
AI, intelligent control, neuro-control, fuzzy control and their applications  
Industrial automation, process control, manufacturing process and automation  
Mechanical Engineering Testing  
Mechanical System Engineering

Hydraulic Transmission and Control  
Application of Hydraulic Technology  
Fault Diagnosis and Troubleshooting of Hydraulic System  
Design and Use of Hydraulic Servo System  
Electromechanical Transmission Control  
Robot  
Design and Application of Electromechanical Control System  
Measure Control Technology and Intelligent System  
Mechanical Control and Information Processing Technology  
Engineering Applications of Programmable Controller

