Frontiers of Computer Science

Editor-in-Chief: W. Li

▸ Presents the latest developments in computer science
▸ Emphasizes emerging and multidisciplinary fields and international trends in research and development
▸ Covers such special topics as progress of Chinese scientists

*Frontiers of Computer Science* is intended to facilitate effective communication and exchanges between scientists in China and abroad. It will reflect the significant advances that are currently being made in computer science. The multidisciplinary character of this field will be typified by providing the readers with a broad range of articles. They include original review articles, research papers written by individual researchers and research groups which appeal to the international community of academics and other professionals.

The journal is to keep related researchers updated on the developments in a wide range of topics reporting experiments, techniques and ideas that advance the understanding of various areas of computer science. This journal especially concerns the following subfields (but not limited to): The journal publishes research papers and review articles in a wide range of topics, including software engineering, computer architecture, programming theory and languages, natural language processing, algorithm and complexity, artificial intelligence, network computing and service, computer graphics and virtual reality, security and cryptography, as well as papers reflecting international trends of research and development, and papers on special topics reporting progress made by Chinese computer scientists.

Impact Factor: 1.039 (2016), Journal Citation Reports®

On the homepage of *Frontiers of Computer Science* at [springer.com](http://springer.com) you can

▸ Sign up for our Table of Contents Alerts
▸ Get to know the complete Editorial Board
▸ Find submission information