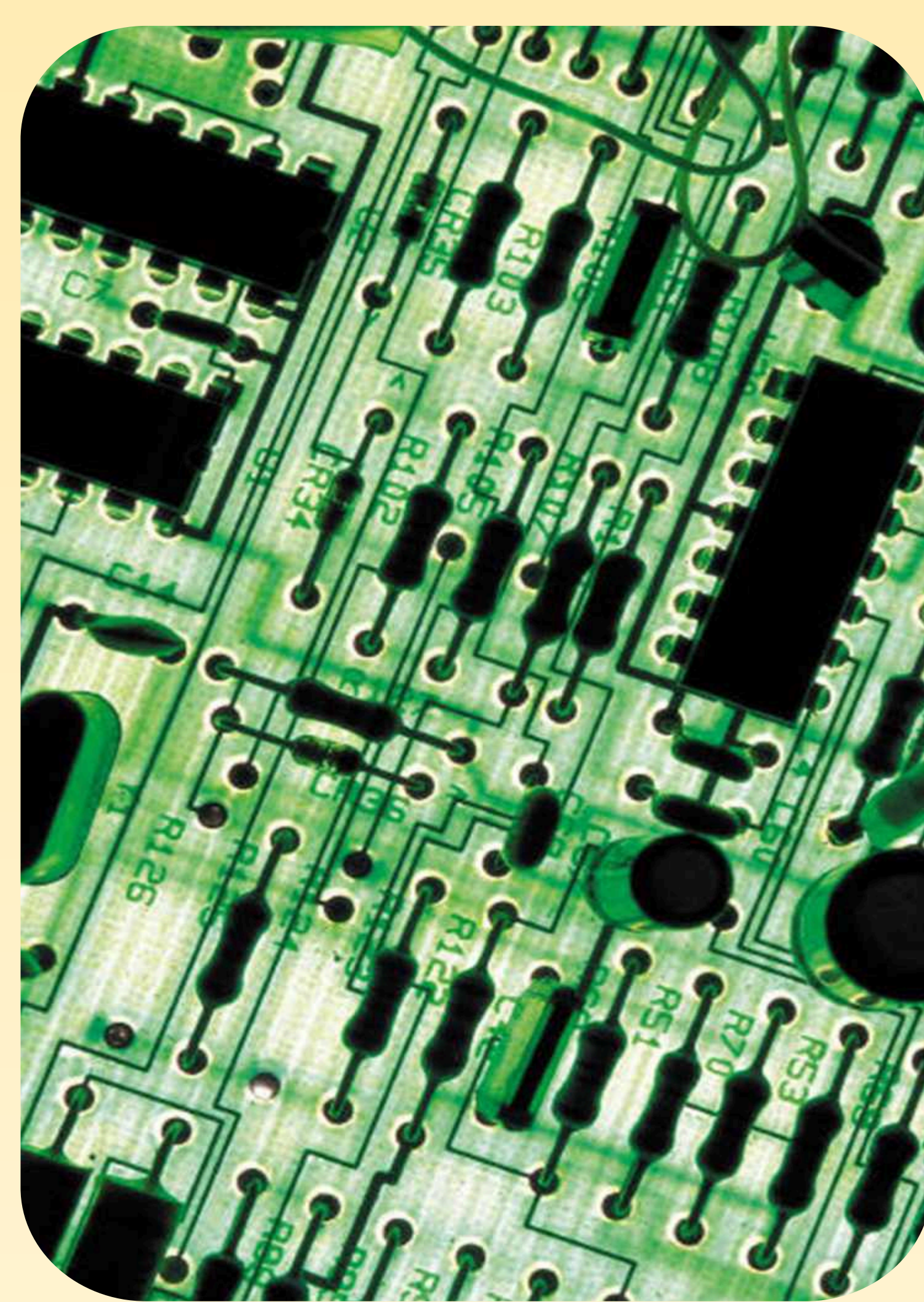
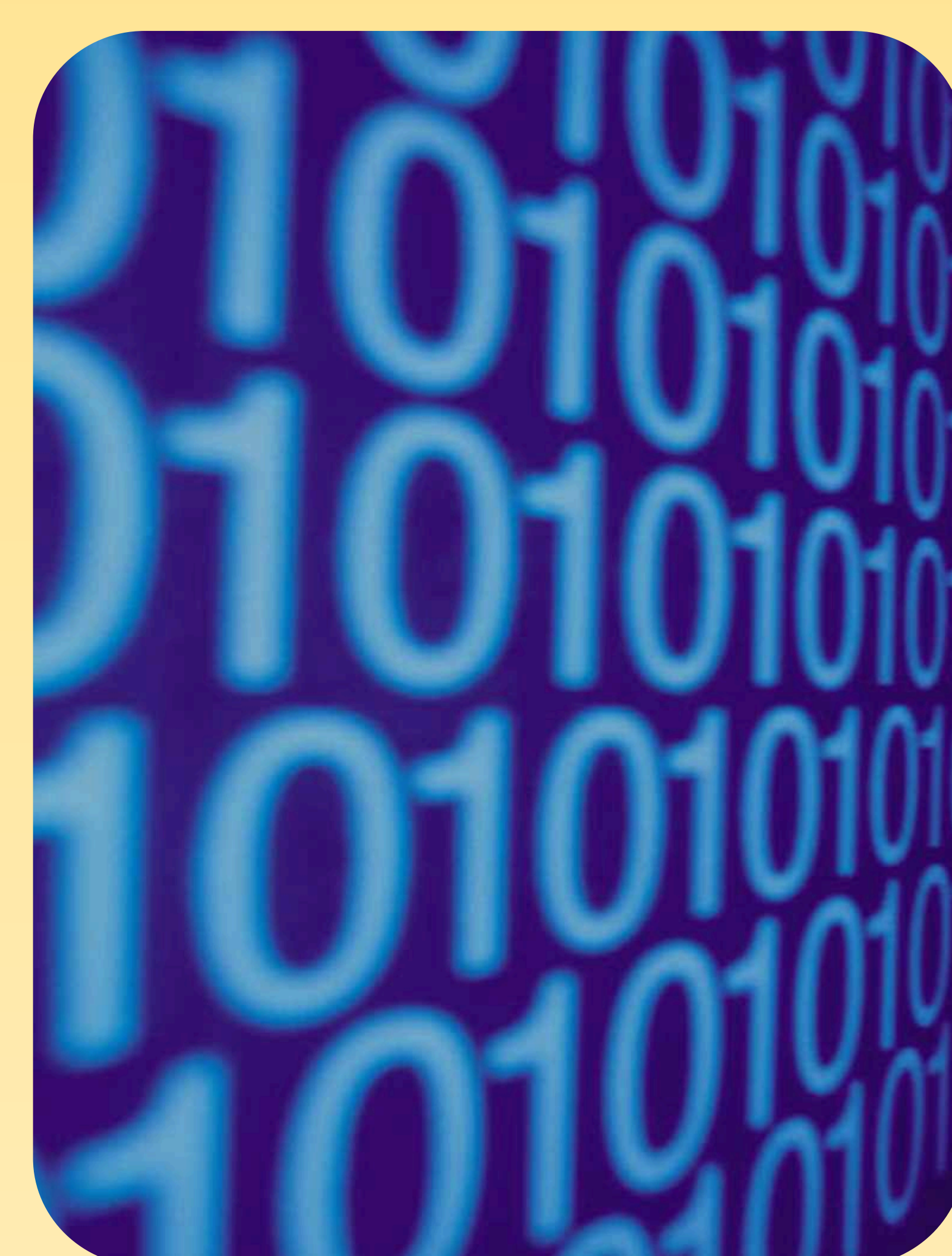


Research

Artificial Intelligence

- Bayesian techniques
- Artificial neural networks
- Evolutionary computation
- Fuzzy systems
- Data mining
- Pattern recognition
- Intelligent agents

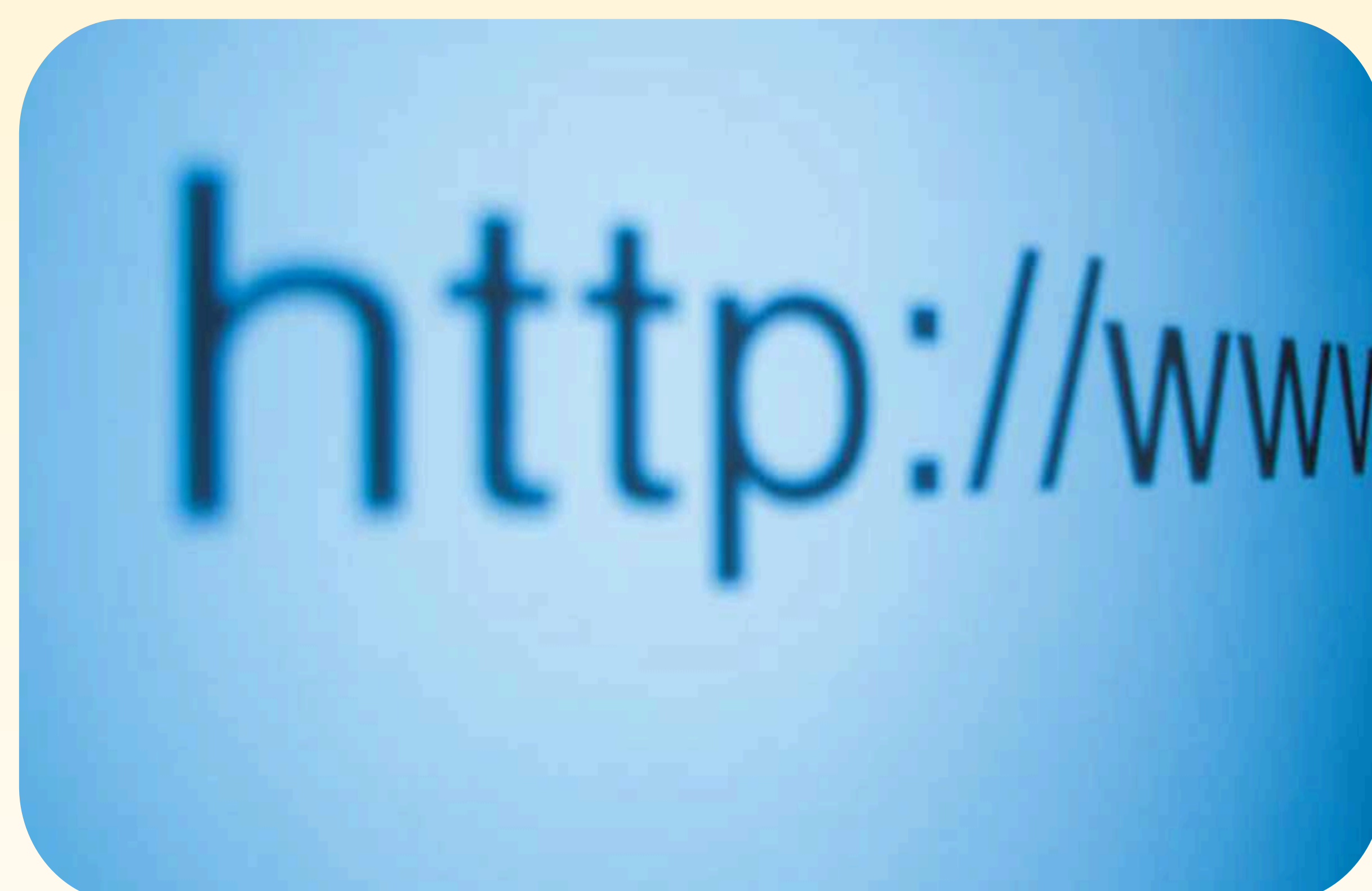


Applied Modeling

- Graph theory and algorithms
- Formal specifications
- Hardware-software co-design
- High performance computing
- Interdisciplinary work in environmental and disease spread modeling

Distributed Computing

- Parallel computing
- Distributed systems
- Embedded systems
- Multi-agent systems
- Mobile computing
- Wireless networks
- Ad hoc networks

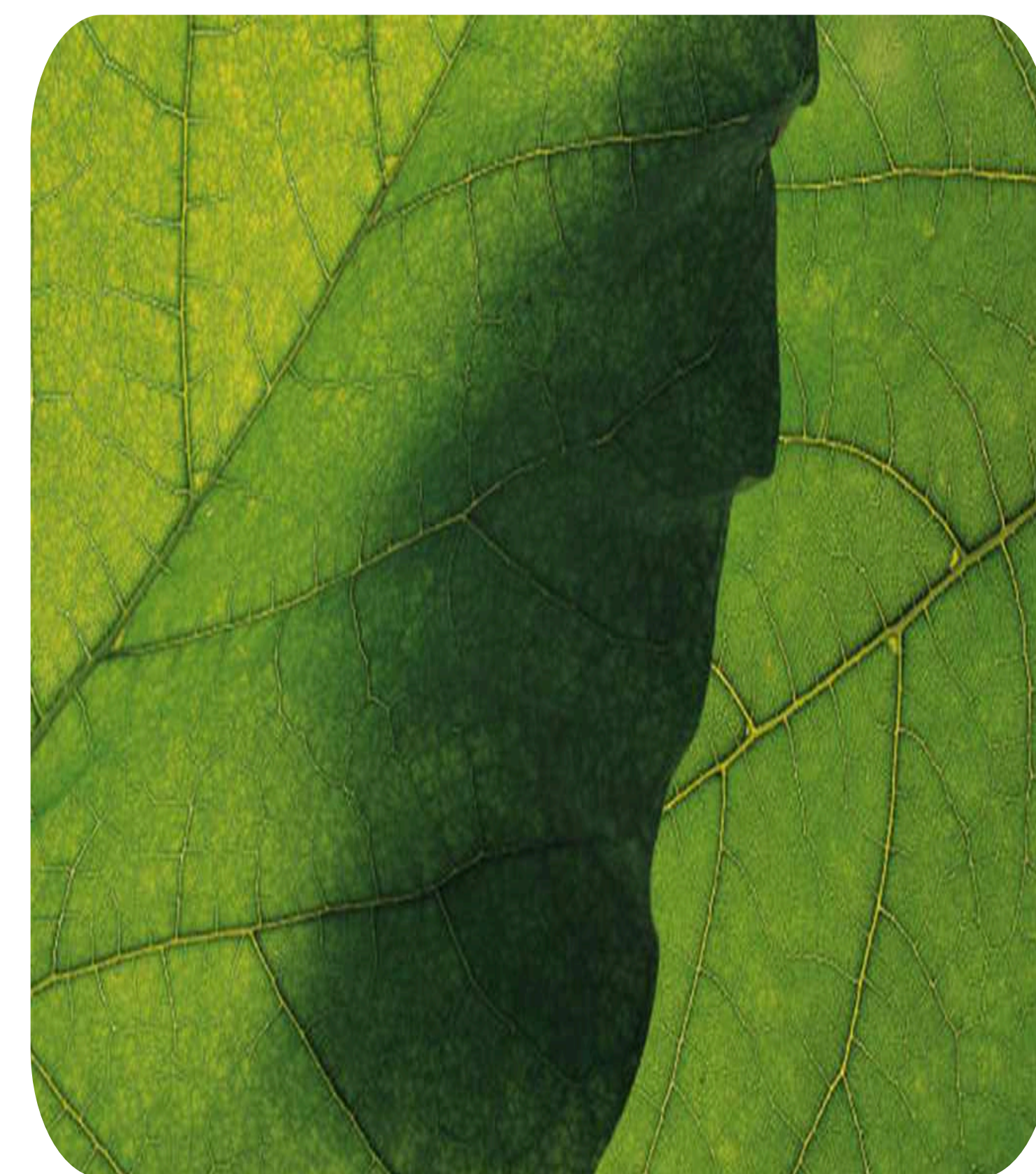


Human Computer Interaction

- Context-aware systems
- Usability
- Interface design
- Ubiquitous computing

Bioinformatics

- Interdisciplinary research in computational, mathematical and statistical techniques for solving problems in molecular biology



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