

TRACK 2-Computational Methods

- 🔧 Graphics, Computer Networking with Applications in Sciences and Industry
- 🔧 Hardware and Architecture with Applications in Sciences and Industry
- 🔧 Multimedia with Applications in Sciences and Industry
- 🔧 Real Time and Embedded Systems with Applications in Sciences and Industry
- 🔧 Scientific Computing with Applications in Sciences and Industry
- 🔧 Software engineering with Applications in Sciences and Industry
- 🔧 Operating Systems with Applications in Sciences and Industry
- 🔧 Hardware Engineering with Applications in Sciences and Industry
- 🔧 Supercomputing with Applications in Sciences and Industry
- 🔧 Circuits and Electronics
- 🔧 Computational Intelligence
- 🔧 Web- and Grid-based Simulation and Computing
- 🔧 Quantum Computing
- 🔧 Uncertainty Quantification