



Asian Universities Alliance Postgraduate Academic Forum

Keywords and Subtopics

Machine Learning and Applications

Active Learning
Classification
Clustering
Cost-Sensitive Learning
Data Mining
Deep Learning
Developmental Learning
Dimensionality Reduction and Manifold Learning
Ensemble Methods
Experimental Methodology/Replicability
Feature Selection / Learning Sparse Models
Interpretability
Kernel Methods
Knowledge-based Learning
Learning Generative Models
Learning Graphical Models
Learning Preferences or Rankings
Learning Theory
Machine Learning
Multi-instance/Multi-label/Multi-view learning
Neural Networks
New Problems
Online Learning
Probabilistic Machine Learning
Recommender Systems
Reinforcement Learning
Relational Learning
Semi-Supervised Learning
Structured Prediction
Time-series/Data Streams
Transfer, Adaptation, Multi-task Learning
Unsupervised Learning
Big data/Scalability
Bio/Medicine
Environmental

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Game Playing Humanities Networks Other Applications

Computer Vision

2D and 3D Computer Vision Action Recognition Big Data and Large Scale Methods Biomedical Image Understanding Biometrics, Face and Gesture Recognition Computational Photography, Photometry, Shape from X Computer Vision Language and Vision Motion and Tracking Perception Recognition: Detection, Categorization, Indexing, Matching, Retrieval, Semantic Interpretation Statistical Methods and Machine Learning Structural and Model-Based Approaches, Knowledge Representation and Reasoning Video: Events, Activities and Surveillance

Natural Language Processing

Coreference Resolution Dialogue Discourse Embeddings Information Extraction Information Retrieval Knowledge Extraction Machine Translation Named Entities Natural Language Generation Natural Language Processing Natural Language Semantics Natural Language Summarization NLP Applications and Tools Phonology, Morphology, and word segmentation **Psycholinguistics Question Answering Resources and Evaluation** Sentiment Analysis and Text Mining Speech





Tagging, chunking, and parsing Text Classification

Agent-based and Multi-agent Systems

Agent-Based Simulation and Emergence Agent Communication Agent Societies Agent Theories and Models Agreement Technologies Algorithmic Game Theory Computational Social Choice **Cooperative Games** Coordination and Cooperation Economic Paradigms, Auctions and Market-Based Systems Engineering Methods, Platforms, Languages and Tools Formal Verification, Validation and Synthesis Multi-agent Learning Multi-agent Planning Non-cooperative Games Normative systems **Resource Allocation Trust and Reputation** Voting

Constraints and Satisfication

Constraint Optimization Constraints and Data Mining / Machine Learning Constraints and Satisfication Constraints: Applications Constraints: Evaluation and Analysis Constraints: Solvers and Tools Distributed Constraints Dynamic Programming Global Constraints Other approaches

Heuristic Search and Game Playing

Combinatorial Search and Optimization Distributed Search Evaluation and Analysis Game Playing

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General Game Playing and General Video Game Playing Heuristic Search Meta-Reasoning and Meta-heuristics Modelling

Humans and AI

Brain Sciences Cognitive Modelling Cognitive Systems Computer-Aided Education Ethical Issues in AI Human-AI Collaboration Human Computation and Crowdsourcing Human-Computer Interaction Intelligent User Interfaces Personalization and User Modelling

Knowledge Representation and Reasoning

Action, Change and Causality Automated Reasoning and Theorem Proving Belief Change Case-based reasoning Common-Sense Reasoning Computational Complexity of Reasoning Computational Models of Argument **Description Logics and Ontologies** Diagnosis and Abductive Reasoning Geometric, Spatial, and Temporal Reasoning Information Fusion Knowledge Representation Logics for Knowledge Representation Non-classical Logics for Knowledge Representation Non-monotonic Reasoning Preference Modelling and Preference-Based Reasoning Qualitative Reasoning Reasoning about Knowledge and Belief Tractable Languages and Knowledge compilation

Multidisciplinary Topics and Applications

AI and the Web Art and Music Autonomic Computing Biology and Medicine





Computational Sustainability **Computer Games** Databases Finance Information Retrieval Intelligent Database Systems Interactive Entertainment Knowledge-based Software Engineering Multidisciplinary Topics and Applications Natural Sciences Philosophical and Ethical Issues **Real-Time Systems Recommender Systems** Security and Privacy Social Sciences Ubiquitous Computing Systems Validation and Verification

Planning and Scheduling

Activity and Plan Recognition Applications of Planning Conformant/Contingent Planning Distributed/Multi-agent Planning Hierarchical Planning Markov Decisions Processes Model-Based Reasoning Other approaches to planning Planning Algorithms Planning and Scheduling Planning under Uncertainty Planning with Incomplete information **POMDPs** Real-time Planning **Robot Planning** Scheduling Search in Planning and Scheduling Temporal and Hybrid planning Theoretical Foundations of Planning

Robotics

Behaviour and Control Cognitive Robotics

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Dependable Robots Developmental Robotics Ethical, Legal, Societal Issues in Robotics Human Robot Interaction Learning in Robotics Localization, Mapping, State Estimation Manipulation Motion and Path Planning Multi-Robot Systems Robotics Sensor Networks Social Robots Vision and Perception

Uncertainty in AI

Approximate Probabilistic Inference Bayesian Networks Decision/Utility Theory Exact Probabilistic Inference Graphical Models Markov Decision Processes Non-probabilistic Models Relational Inference Sequential Decision Making Uncertainty in AI Uncertainty Representations