First Australasian Computational Intelligence Summer School (ACISS'09)

30 November – 1 December 2009, Melbourne, Australia

http://goanna.cs.rmit.edu.au/~xiaodong/aciss09/

Program at a glance		
November 30, Monday		
8:30 – 17:00	Registration at Lobby, ICT Building, 111 Barry Street.	
9:00 – 9:20	ACISS'09 Opening (ICT-Theatre 2)	
Parallel sessions	A (ICT-Theatre 2)	B (ICT-109)
9:30 – 10:30	T1: Computational Intelligence in Games (Part I), by Dr. Luigi Barone and A/Prof. Philip Hingston	*T5: Introduction to Bayesian Network Models (Part I), by A/Prof. Ann Nicholson and A/Prof. Kevin Korb
10:30 – 10:45	Coffee break (morning tea)	
10:45 – 11:45	T1: Computational Intelligence in Games (Part I), by Dr. Luigi Barone and A/Prof. Philip Hingston	*T5: Introduction to Bayesian Network Models (Part I), by A/Prof. Ann Nicholson and A/Prof. Kevin Korb
11:45 – 13:20	Break	
13:20 – 14:20	T4: Particle Swarm Optimization (Part I, Introduction), by Dr. Xiaodong Li	*T5: Introduction to Bayesian Network Models (Part II), by A/Prof. Ann Nicholson and A/Prof. Kevin Korb
14:20 – 14:35	Coffee break	
14:35 – 15:35	T8: Genetic Programming for Data Mining, by A/Prof. Mengjie Zhang	*T5: Introduction to Bayesian Network Models (Part II), by A/Prof. Ann Nicholson and A/Prof. Kevin Korb
15:35 – 15:50	Coffee break (afternoon tea)	
15:50 – 16:50	T2: How to do good research in database/data mining, and get it published! by Professor Eamonn Keogh	T6: Estimation of Distribution Algorithms, by Dr. Marcus Gallagher
16:50 – 17:00	Coffee break	
17:00 – 18:00	T2: How to do good research in database/data mining, and get it published! by Professor Eamonn Keogh	T6: Estimation of Distribution Algorithms, by Dr. Marcus Gallagher
19:00 – 21:30	Dinner at **Café Italia** (self paid)	

Note: Café Italia is located at 56 – 66 University street (off Lygon street): **http://www.cafeitalia.com.au**
For a set menu it will be about $41 per person (including the main course and desserts).

December 1, Tuesday		
Parallel sessions	A (ICT-Theatre 2)	B (ICT-109)
9:00 – 10:00	T11: Deep Belief Nets, by Dr. Marcus Frean	*T1: Computational Intelligence in Games (Part II), by Dr. Luigi Barone and A/Prof. Philip Hingston
10:00 – 10:20	Coffee break (morning tea)	
10:20 – 11:20	T11: Deep Belief Nets, by Dr. Marcus Frean	*T1: Computational Intelligence in Games (Part II), by Dr. Luigi Barone and A/Prof. Philip Hingston
11:20 – 13:20	Break	
13:20 – 14:20	T4: Particle Swarm Optimization (part II - PSO in Dynamic Environments) by Professor Andries P. Engelbrecht	T10: Foundations of Intelligent Agents, by A/Prof. Marcus Hutter
14:20 – 14:35	Coffee break	
14:35 – 15:35	T4: Particle Swarm Optimization (part II - PSO in Dynamic Environments) by Professor Andries P. Engelbrecht	T10: Foundations of Intelligent Agents, by A/Prof. Marcus Hutter
15:35 – 15:50	Coffee break (afternoon tea)	
15:50 – 16:50	T3: Mining Massive Collections of Shapes and Time Series: With Case Studies in Anthropology and Astronomy, Professor Eamonn Keogh	T9: Spatially-Structured Evolutionary Computation, by Dr. Grant Dick
16:50 – 17:00	Coffee break	
17:00 – 18:00	T3: Mining Massive Collections of Shapes and Time Series: With Case Studies in Anthropology and Astronomy, Professor Eamonn Keogh	T9: Spatially-Structured Evolutionary Computation, by Dr. Grant Dick

Note: Tutorials indicated by * will be delivered as a lab session with some practical exercises.