



## COCA – Applied Cognitive Computing Group

Grupo de Computação Cognitiva Aplicada –  
COCA

Computer Science Department – UDESC

April 2, 2018

# Introduction

Applied Cognitive Computing can be summarized as all methods and heuristics that are capable of solving real world problems in an intelligent and/or optimized way. Examples of paradigms are Artificial Neural Networks, Expert Systems, Evolutionary Computing, Swarm Intelligence, ... and so on!

# Team Members

- ▶ Claudio Cesar de Sá
- ▶ Fernando Deeke Sasse (DMAT)
- ▶ Rafael Stubs Parpinelli (leader)
- ▶ Rogério Eduardo da Silva (Trinity College – Ireland)
- ▶ Other Collaborators: Lucas H. Negri (IFMS)

# Fernando Deeke Sasse

- ▶ PhD, University of Waterloo, 1997
- ▶ [fernandodeeke@gmail.com](mailto:fernandodeeke@gmail.com)  
and [www.deeke.org](http://www.deeke.org)
- ▶ Departamento de Matemática, CCT- UDESC
- ▶ Research Groups at UDESC:  
COCA and Mathematical Physics.



# Academic Activities

- ▶ Wave equation in curved space-time.
- ▶ Gröbner bases.
- ▶ Pedagogical aspects of Special and General Relativity.
- ▶ Fractional calculus applied to viscoelastic problems.
- ▶ Research Groups at UDESC: COCA (Cognitive Computation) and Mathematical Physics.

# Teaching Activities

- ▶ Numerical Analysis.
- ▶ Complex Analysis.
- ▶ Vector Analysis.
- ▶ Ordinary Differential Equations.
- ▶ History of Mathematics.
- ▶ Distance education in mathematics (YouTube: Sasse)

# Claudio Cesar de Sá

- ▶ Dr., Technological Institute of Aeronautics, 1997
- ▶ [claudio.sa@udesc.br](mailto:claudio.sa@udesc.br)
- ▶ Departamento de Ciência da Computação, CCT- UDESC
- ▶ Research Group at UDESC: COCA



# Academic Activities

- ▶ Artificial Intelligence → applied to solve real problems
- ▶ Combinatorial (Discrete) Optimization
- ▶ Modelling with Constraint Programming: PICAT and Minizinc
- ▶ Declarative Languages
- ▶ Free Hardware and Software



# Teaching Activities

- ▶ Mathematical Logic
- ▶ Theory of Computation
- ▶ Formal Methods
- ▶ Foundations of Constraint Programming
- ▶ Programming Languages

## Additional Activities

- ▶ Enrolled in Free Software Community
- ▶ General coordination: Contest Programming of ACM in UDESC
- ▶ Consulting of some enterprises: essentially courses
- ▶ Currently, developing an embedded system with free software for a *start-up*

# Electrical Panels, Wires and Constraints



Figure 1: Real Panel

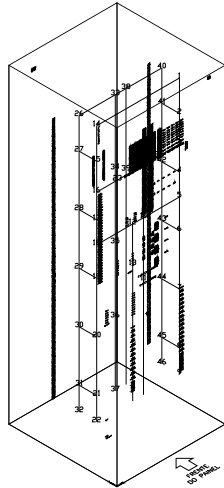


Figure 2: The panel and its complexity

# Cellular Automata Applied of Tumor Envolving

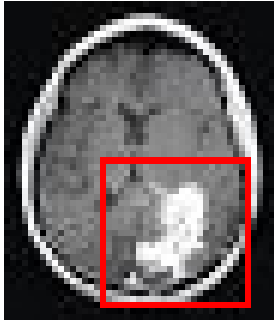


Figure 3: The real initial state

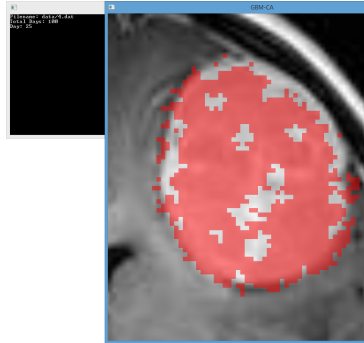


Figure 4: The simulation

# Rafael Stubs Parpinelli

- ▶ Dr., Federal Technological University of Paraná, 2013
- ▶ [rafael.parpinelli@udesc.br](mailto:rafael.parpinelli@udesc.br)
- ▶ Department of Computer Science, CCT - UDESC
- ▶ Graduate Program in Applied Computation, CCT - UDESC
- ▶ Research Groups at UDESC: COCA and Group of Control and Systems (Department of Electrical Engineering).



# Academic Activities

- ▶ Head of COCA (together with Prof. Claudio)
- ▶ Research Projects concerning the application of Computational Intelligence in:
  - ▶ Optimization of Complex Problems.
  - ▶ Data Mining.
  - ▶ Bioinformatics.
  - ▶ Development of new Bio-inspired algorithms.
- ▶ Tutoring: 2 Undergraduate Students, 2 Scientific Initiation Students, 3 Graduate Students (M.Sc.).
- ▶ Reviewer of IEEE Transactions on Evolutionary Computation, IEEE Transactions on Systems, Man and Cybernetics, and others.
- ▶ Program Committee member of several events.

# Teaching Activities

- ▶ Evolutionary Computation.
- ▶ Swarm Intelligence.
- ▶ Artificial Intelligence.
- ▶ Natural Computing.
- ▶ Discrete Mathematics.

# Rogério Eduardo da Silva

- ▶ Ph.D, University of Minho/Portugal, 2014
- ▶ rogerio.silva@udesc.br and <http://www.rogerioesilva.net/>
- ▶ Department of Computer Science, CCT - UDESC
- ▶ Research Groups at UDESC: COCA





# Academic Activities

- ▶ Researches Multi-Agents Systems applied to Interactive Digital Storytelling systems that consider:
  - ▶ Knowledge Representation and Reasoning
  - ▶ Computational Psychology
  - ▶ Affective Computing
  - ▶ Autonomous Agents
  - ▶ Virtual Humans
- ▶ Tutoring: 1 Undergraduate Student, 3 Scientific Initiation Students
- ▶ Check it out! <http://drama.musa.cc/>

# Teaching Activities

- ▶ Mathematical Logic
- ▶ Multi-Agents Systems
- ▶ Data Structures II

## Our site and this presentation:



- ▶ <http://www.joinville.udesc.br/coca/> → Members
- ▶ Thank you so much!