

## CS Subareas - ACM, SBC, Microsoft, Wainer

SUBAREAS IN CS ACCORDING TO DIFFERENT SOURCES						
#	Microsoft (2012)	Wainer 2013	Hoonlor 2013	ACM (Today)	IEEE (Today)	SBC (Today)
1	Algorithms & Theory	Artificial Intelligence	AI	Artificial Intelligence	Business Informatics and Systems (TCBIS)	Arquitetura de Computadores e Processamento de Alto Desempenho
2	Artificial Intelligence	Bioinformatics	Alg. and Theory	Applications	Computational Life Sciences (TCCLS)	Banco de Dados
3	Bioinformatics & Computational Biology	Communications and Networking	Comp. Arch.	Digital Content	Computer Architecture (TCCA)	Biologia Computacional
4	Computer Education	Compilers and Programming Language	Comp. Graphics	Education	Computer Communications (TCCC)	Comissão Especial de Informática na Educação
5	Computer Vision	Computer Architecture	Comp. Networking	Hardware Design	Data Engineering (TCDE)	Comissão Especial de Métodos Formais
6	Data Mining	Computer Graphics	Computing	Interaction	Dependable Computing and Fault Tolerance (TCFT)	Comissão Especial em Algoritmos, Combinatória e Otimização
7	Databases	Database	Data Management	Networking	Digital Libraries (TCDL)	Computação Aplicada à Saúde
8	Distributed & Parallel Computing	Distributed Computing	HCI	Software	Distributed Processing (TCDP)	Computação Gráfica e Processamento de Imagens
9	Graphics	Human-Computer Interaction	Operating Systems	Ops and Management	Intelligent Informatics (TCII)	Computação Musical
10	Hardware & Architecture	Image Processing and Computer Vision	Prog. Lang.	Performance	Internet (TCI)	Concepção de Circuitos e Sistemas Integrados
11	Human-Computer Interaction	Machine Learning	Security & Privacy	Theory	Learning Technology (TCLT)	Engenharia de Sistemas Computacionais
12	Information Retrieval	Management Information Systems	Soft. Eng.		Mathematical Foundations of Computing (TCMF)	Engenharia de Software
13	Machine Learning & Pattern Recognition	Multimedia			Microprocessors and Microcomputers (TCMM)	Geoinformática
14	Multimedia	Operational Research and Optimization			Microprogramming and Microarchitecture (TCuARC)	Inteligência Artificial
15	Natural Language & Speech	Security			Multimedia Computing (TCMC)	Inteligência Computacional
16	Networks & Communications	Software Engineering			Multiple-Valued Logic (TCMVL)	Interação Humano-Computador
17	Operating Systems	Theory			Parallel Processing (TCPP)	Jogos e Entretenimento Digital
18	Programming Languages				Pattern Analysis and Machine Intelligence (TCPAMI)	Linguagens de Programação
19	Real-Time & Embedded Systems				Real-Time Systems (TCRTS)	Processamento de Linguagem Natural
20	Scientific Computing				Scalable Computing (TCSC)	Realidade Virtual
21	Security & Privacy				Security and Privacy (TCSP)	Redes de Computadores e Sistemas Distribuídos
22	Simulation				Semantic Computing (TCSEM)	Robótica
23	Software Engineering				Services Computing (TCSVC)	Segurança da Informação e de Sistemas Computacionais
24	World Wide Web				Simulation (TCSIM)	Sistemas Colaborativos
					Software Engineering (TCSE)	Sistemas de Informação
					Test Technology (TTTC)	Sistemas Multimedia e Web
					Visualization and Graphics (VGTC)	Sistemas Tolerantes a Falhas
					VLSI (TCVLSI)	