MAP OF COMPUTER SCIENCE

Physics

Mathematics

Engineering

Monte Carlo Markov Chain

Simulated annealing

Probability Theory

Fuzzy Logic

Optimization

Automatic provers

Combinatorics

XML

Compilers

Integer Programming

Linguistics

Theory of computation

Logic

Linear Algebra

Cellular automata

Communication

Cryptography

Linear Programming

Complexity

Dynamic programming

Distributed computing

Data Mining

Computer Security

Web technologies

Randomized Algorithms

Algorithms

Graph theory

Computer networks

Information theory

Visualization

Sorting networks

Neuroscience

Random Generators

Data Structures

Computational Geometry

Computer Algebra Systems

Neural Networks

Databases

Circuit design

Parallel computing

Philosophy

Computational intelligence

Computer design

Text algoritms

Operating systems

Numerical Algorithms

File systems

Computer graphics

Bioinformatics

Computer simulations

3D graphics

Artificial intelligence

Digital Signal Processing

Computational Fluid Dynamics

Human perception

Human - computer interfaces

Social Sciences

Psychology

Art

Biology

Mostly theory oriented

Theory / Application oriented

Mostly application oriented

by Filip Piekniewski, http://www..mat.uni.torun.pl/~philip