

2017 Postgraduate Symposium

Department of Computer Science, University of Otago, NZ

DATE: Monday 28th August, 2017

VENUE: Room G34, Owheo Building, 133 Union St East, Dunedin

Session 1: Computer Vision and Machine Learning-I		
Chair: Guangbing Xiao		
Time	Title	Speaker
9:00–9:20	<i>A Convolutional Self Organising Map for Visual Category Learning</i>	Chris Gorman
9:20–9:40	<i>Representation of 3D Objects via Tactile Exploration</i>	Xiaogang Yan
9:40–10:00	<i>EEG and Depressivity</i>	Shenghuan Zhang
10:00–10:20	<i>Sh...Let your brain wave talk!</i>	Yi Wang
10:20–10:50: Morning Break		
Session 2: Systems and Networks		
Chair: Xiaogang Yan		
10:50–11:10	<i>Routing and Wavelength Assignment for Multiple Multicasts in Optical Network-on-Chip</i>	Wen Yang
11:10–11:30	<i>Spherical-Wave based User Localization in LTE Networks with Massive MIMO</i>	Aleksei Fedorov
11:30–11:50	<i>Characterising HTTP Adaptive Streaming Players' Competition for Limited Bandwidth</i>	Lahiru Ariyasinghe
11:50–12:10	<i>Decentralised Data Piggybacking and Link Scheduling for Reliable Broadcast in VANETs</i>	Guangbing Xiao
12:10–12:30	<i>Power-adaptive Communication Protocol in Body Networks Using Body Motion Information</i>	Abbas Arghavani
12:30–13:30: Lunch Break		
Session 3: Computer Vision and Machine Learning-II		
Chair: Lahiru Ariyasinghe		
13:30–13:50	<i>Deep Learning for Image Classification</i>	Craig Atkinson
13:50–14:10	<i>Equivalence Classes of Mesh Patterns with a Dominating Pattern</i>	Murray Tannock
14:10–14:30	<i>Self Organising Temporal Pooling</i>	Daniel Slack
14:30–14:50	<i>Collaborative Representation of Fine-Grained Species Categories</i>	Tapabrata Chakraborty
14:50–15:20: Afternoon Break		
Session 4: Computer Theory, Augmented Reality and Algorithms		
Chair: Aleksei Fedorov		
15:20–15:40	<i>Enumerating 321-avoiding Polynomial Classes</i>	Jinge Li
15:40–16:00	<i>Sport Player Tracking and Augmented Reality Spectator</i>	Lewis Baker
16:00–16:20	<i>Can Algorithms Generate Jokes?</i>	Reuben Crimp
16:20 Awards Giving		