

	Area 01 – Scienze Matematiche e Informatiche Settori Concorsuali (SC) di riferimento
01/A1	Logica Matematica e Matematiche Complementari
01/A2	Geometria e Algebra
01/A3	Analisi Matematica, Probabilità e Statistica Matematica
01/A4	Fisica Matematica
01/A5	Analisi Numerica
01/A6	Ricerca Operativa
01/B1	Informatica

Tabella 2. I Settori Concorsuali (SC) di riferimento dell'Area 01

	Area 01 – Scienze Matematiche e Informatiche Settori ERC (ERC) di riferimento
PE 1	Mathematics: All areas of mathematics, pure and applied, plus mathematical foundations of computer science, mathematical physics and statistics
PE 1_1	Logic and foundations
PE 1_2	Algebra
PE 1_3	Number theory
PE 1_4	Algebraic and complex geometry
PE 1_5	Geometry
PE 1_6	Topology
PE 1_7	Lie groups, Lie algebras
PE 1_8	Analysis
PE 1_9	Operator algebras and functional analysis
PE 1_10	ODE and dynamical systems
PE 1_11	Theoretical aspects of partial differential equations
PE 1_12	Mathematical physics
PE 1_13	Probability
PE 1_14	Statistics
PE 1_15	Discrete mathematics and combinatorics
PE 1_16	Mathematical aspects of computer science
PE 1_17	Numerical analysis
PE 1_18	Scientific computing and data processing
PE 1_19	Control theory and optimization
PE 1_20	Application of mathematics in sciences

PE 1_21	Application of mathematics in industry and society life
PE 6	Computer Science and Informatics: Informatics and information systems, computer science, scientific computing, intelligent systems
PE 6_1	Computer architecture, pervasive computing, ubiquitous computing
PE 6_2	Computer systems, parallel/distributed systems, sensor networks, embedded systems, cyber-physical systems
PE 6_3	Software engineering, operating systems, computer languages
PE 6_4	Theoretical computer science, formal methods, and quantum computing
PE 6_5	Cryptology, security, privacy, quantum crypto
PE 6_6	Algorithms, distributed, parallel and network algorithms, algorithmic game theory
PE 6_7	Artificial intelligence, intelligent systems, multi agent systems
PE 6_8	Computer graphics, computer vision, multi media, computer games
PE 6_9	Human computer interaction and interface, visualization and natural language processing
PE 6_10	Web and information systems, database systems, information retrieval and digital libraries
PE 6_11	Machine learning, statistical data processing and applications using signal processing (e.g., speech, image, video)
PE 6_12	Scientific computing, simulation and modelling tools
PE 6_13	Bioinformatics, biocomputing, and DNA and molecular computation
SH 3	The Social World, Diversity, Population: Sociology, social psychology, demography, education, communication
SH 3_10	Social aspects of learning, curriculum studies, educational policies
SH 3_13	Science and technology studies
SH 4	The Human Mind and Its Complexity: Cognitive science, psychology, linguistics, philosophy of mind
SH 4_13	Philosophy of science, epistemology, logic
SH 6	The Study of the Human Past: Archaeology and history
SH 6_14	History of science, medicine and technologies

Tabella 3. I Settori ERC (ERC) di riferimento dell'Area 01