

NCSP'23 PROGRAM-AT-A-GLANCE

*Times in Hawaii time (HST), GMT -10 hours
 *(Times): Times in Japan time (JST), GMT +9 hours

DAY 1

TUESDAY 28 February HST

IN-PERSON

TIME	PLUMERIA	PAKALANA & ANTHURIUM	ILIMA
15:00-17:00	Registration		

Tuesday 28 February HST
 (WEDNESDAY 1 March JST)

VIRTUAL

TIME	ZOOM MEETING ROOM 1	ZOOM MEETING ROOM 2	ZOOM MEETING ROOM 3
14:00-15:40 (9:00-10:40)	Wireless Communications Systems 1 (5)	Artificial Intelligence and Machine Learning 1 (5)	
16:00-18:00 (11:00-13:00)	Nonlinear Circuits and Systems 1 (6)	Artificial Intelligence and Machine Learning 2 (6)	Signal Processing (6)
19:00-21:00 (14:00-16:00)	Wireless Communications Systems 2 (6)	Artificial Intelligence and Machine Learning 3 (6)	

DAY 2

WEDNESDAY 1 March

IN-PERSON

TIME	PLUMERIA	PAKALANA & ANTHURIUM	ILIMA
8:45-17:40	Registration 08:30-12:40, 14:00-17:40, PLUMERIA		
9:00-10:40	Nonlinear Circuits and Systems 2 (4)	Artificial Intelligence and Machine Learning 4 (5)	
11:00-13:00	Nonlinear Circuits and Systems 3 (4)	Sound and Speech Processing (6)	Wireless Communication Systems 3 (5)
14:00-15:40	SS2. Neural Prosthesis and WiBIC 1 (5)	Artificial Intelligence and Machine Learning 5 (5)	Communication & Sensor Networks (5)
16:00-17:40	SS2. Neural Prosthesis and WiBIC 2 (4)	Image & Video Signal Processing (5)	SS1. Recent Progress of VLC for 6G (5)

DAY 3

THURSDAY 2 March

IN-PERSON

TIME	PLUMERIA	PAKALANA & ANTHURIUM	ILIMA
9:00-12:40	Registration 09:00-12:40, PLUMERIA		
9:20-10:40	Nonlinear Applications(4)	Artificial Intelligence and Machine Learning for Time Series (4)	
11:00-12:40	Wireless Communication Systems 4 (4)	Applications of Signal Processing (5)	
16:00-19:30	Banquet, Dinner Party		

DAY 4

FRIDAY 3 March

IN-PERSON

TIME	PLUMERIA	PAKALANA & ANTHURIUM	ILIMA
10:45-15:40	Registration 10:45-13:40,14:00-15:40		
11:00-13:00	Bifurcation and Chaos(4)	Artificial Intelligence and Machine Learning for Image Processing (6)	
14:00-15:40	IoT Applications (5)	Biomedical Signal Processing (5)	
17:00-19:00	Farewell Party (Hibiscus Ballroom II)		