

## Computational Prehistory and Protohistory

F. Djindjian, P. Moscati, K. Biro

### Abstract

The session is dedicated to communications delivering applications of computers to problem solving in prehistory and protohistory : archaeological process management, archaeological information systems, statistical analyses, multidimensional data analysis, GIS, 3D, graph theory applications, mathematical modeling, artificial intelligence, multi-agent systems, etc.

The session is organized by the commission “Archaeological methods and theory”.