

ACM Classification Codes

The [ACM Computing Classification System](#) is a subject classification system for computer science devised by the [Association for Computing Machinery](#). The system is comparable to the [Mathematics Subject Classification](#) in scope, aims and structure, being used by the various ACM journals to organize subjects by area. (Taken from [Wikipedia](#).)

- [A.](#): General Literature
 - [A.0](#): GENERAL
 - [A.1](#): INTRODUCTORY AND SURVEY
 - [A.2](#): REFERENCE (e.g., dictionaries, encyclopedias, glossaries)
 - [A.m](#): MISCELLANEOUS
- [B.](#): Hardware
 - [B.0](#): GENERAL
 - [B.1](#): CONTROL STRUCTURES AND MICROPROGRAMMING
 - [B.1.0](#): General
 - [B.1.1](#): Control Design Styles
 - [B.1.2](#): Control Structure Performance Analysis and Design Aids
 - [B.1.3](#): Control Structure Reliability, Testing, and Fault-Tolerance
 - [B.1.4](#): Microprogram Design Aids
 - [B.1.5](#): Microcode Applications
 - [B.1.m](#): Miscellaneous
 - [B.2](#): ARITHMETIC AND LOGIC STRUCTURES
 - [B.2.0](#): General
 - [B.2.1](#): Design Styles
 - [B.2.2](#): Performance Analysis and Design Aids
 - [B.2.3](#): Reliability, Testing, and Fault-Tolerance
 - [B.2.4](#): High-Speed Arithmetic
 - [B.2.m](#): Miscellaneous
 - [B.3](#): MEMORY STRUCTURES
 - [B.3.0](#): General
 - [B.3.1](#): Semiconductor Memories
 - [B.3.2](#): Design Styles
 - [B.3.3](#): Performance Analysis and Design Aids
 - [B.3.4](#): Reliability, Testing, and Fault-Tolerance
 - [B.3.m](#): Miscellaneous
 - [B.4](#): INPUT/OUTPUT AND DATA COMMUNICATIONS
 - [B.4.0](#): General
 - [B.4.1](#): Data Communications Devices

- [B.4.2](#): Input/Output Devices
 - [B.4.3](#): Interconnections (Subsystems)
 - [B.4.4](#): Performance Analysis and Design Aids
 - [B.4.5](#): Reliability, Testing, and Fault-Tolerance
 - [B.4.m](#): Miscellaneous
- [B.5](#): REGISTER-TRANSFER-LEVEL IMPLEMENTATION
 - [B.5.0](#): General
 - [B.5.1](#): Design
 - [B.5.2](#): Design Aids
 - [B.5.3](#): Reliability and Testing
 - [B.5.m](#): Miscellaneous
- [B.6](#): LOGIC DESIGN
 - [B.6.0](#): General
 - [B.6.1](#): Design Styles
 - [B.6.2](#): Reliability and Testing
 - [B.6.3](#): Design Aids
 - [B.6.m](#): Miscellaneous
- [B.7](#): INTEGRATED CIRCUITS
 - [B.7.0](#): General
 - [B.7.1](#): Types and Design Styles
 - [B.7.2](#): Design Aids
 - [B.7.3](#): Reliability and Testing
 - [B.7.m](#): Miscellaneous
- [B.8](#): PERFORMANCE AND RELIABILITY
 - [B.8.0](#): General
 - [B.8.1](#): Reliability, Testing, and Fault-Tolerance
 - [B.8.2](#): Performance Analysis and Design Aids
 - [B.8.m](#): Miscellaneous
- [B.m](#): MISCELLANEOUS
- [C.](#): Computer Systems Organization
 - [C.0](#): GENERAL
 - [C.1](#): PROCESSOR ARCHITECTURES
 - [C.1.0](#): General
 - [C.1.1](#): Single Data Stream Architectures
 - [C.1.2](#): Multiple Data Stream Architectures (Multiprocessors)
 - [C.1.3](#): Other Architecture Styles
 - [C.1.4](#): Parallel Architectures
 - [C.1.m](#): Miscellaneous
 - [C.2](#): COMPUTER-COMMUNICATION NETWORKS
 - [C.2.0](#): General
 - [C.2.1](#): Network Architecture and Design
 - [C.2.2](#): Network Protocols
 - [C.2.3](#): Network Operations
 - [C.2.4](#): Distributed Systems

- [C.2.5](#): Local and Wide-Area Networks
 - [C.2.6](#): Internetworking
 - [C.2.m](#): Miscellaneous
- [C.3](#): SPECIAL-PURPOSE AND APPLICATION-BASED SYSTEMS
- [C.4](#): PERFORMANCE OF SYSTEMS
- [C.5](#): COMPUTER SYSTEM IMPLEMENTATION
 - [C.5.0](#): General
 - [C.5.1](#): Large and Medium ("Mainframe") Computers
 - [C.5.2](#): Minicomputers
 - [C.5.3](#): Microcomputers
 - [C.5.4](#): VLSI Systems
 - [C.5.5](#): Servers
 - [C.5.m](#): Miscellaneous
- [C.m](#): MISCELLANEOUS
- [D.](#): Software
 - [D.0](#): GENERAL
 - [D.1](#): PROGRAMMING TECHNIQUES
 - [D.1.0](#): General
 - [D.1.1](#): Applicative (Functional) Programming
 - [D.1.2](#): Automatic Programming
 - [D.1.3](#): Concurrent Programming
 - [D.1.4](#): Sequential Programming
 - [D.1.5](#): Object-oriented Programming
 - [D.1.6](#): Logic Programming
 - [D.1.7](#): Visual Programming
 - [D.1.m](#): Miscellaneous
 - [D.2](#): SOFTWARE ENGINEERING
 - [D.2.0](#): General
 - [D.2.1](#): Requirements/Specifications
 - [D.2.2](#): Design Tools and Techniques
 - [D.2.3](#): Coding Tools and Techniques
 - [D.2.4](#): Software/Program Verification
 - [D.2.5](#): Testing and Debugging
 - [D.2.6](#): Programming Environments
 - [D.2.7](#): Distribution, Maintenance, and Enhancement
 - [D.2.8](#): Metrics
 - [D.2.9](#): Management
 - [D.2.10](#): Design
 - [D.2.11](#): Software Architectures
 - [D.2.12](#): Interoperability
 - [D.2.13](#): Reusable Software
 - [D.2.m](#): Miscellaneous
 - [D.3](#): PROGRAMMING LANGUAGES

- [D.3.0](#): General
 - [D.3.1](#): Formal Definitions and Theory
 - [D.3.2](#): Language Classifications
 - [D.3.3](#): Language Constructs and Features
 - [D.3.4](#): Processors
 - [D.3.m](#): Miscellaneous
- [D.4](#): OPERATING SYSTEMS
 - [D.4.0](#): General
 - [D.4.1](#): Process Management
 - [D.4.2](#): Storage Management
 - [D.4.3](#): File Systems Management
 - [D.4.4](#): Communications Management
 - [D.4.5](#): Reliability
 - [D.4.6](#): Security and Protection
 - [D.4.7](#): Organization and Design
 - [D.4.8](#): Performance
 - [D.4.9](#): Systems Programs and Utilities
 - [D.4.m](#): Miscellaneous
- [D.m](#): MISCELLANEOUS
- [E.](#): Data
 - [E.0](#): GENERAL
 - [E.1](#): DATA STRUCTURES
 - [E.2](#): DATA STORAGE REPRESENTATIONS
 - [E.3](#): DATA ENCRYPTION
 - [E.4](#): CODING AND INFORMATION THEORY
 - [E.5](#): FILES
 - [E.m](#): MISCELLANEOUS
- [F.](#): Theory of Computation
 - [F.0](#): GENERAL
 - [F.1](#): COMPUTATION BY ABSTRACT DEVICES
 - [F.1.0](#): General
 - [F.1.1](#): Models of Computation
 - [F.1.2](#): Modes of Computation
 - [F.1.3](#): Complexity Measures and Classes
 - [F.1.m](#): Miscellaneous
 - [F.2](#): ANALYSIS OF ALGORITHMS AND PROBLEM COMPLEXITY
 - [F.2.0](#): General
 - [F.2.1](#): Numerical Algorithms and Problems
 - [F.2.2](#): Nonnumerical Algorithms and Problems
 - [F.2.3](#): Tradeoffs between Complexity Measures
 - [F.2.m](#): Miscellaneous
 - [F.3](#): LOGICS AND MEANINGS OF PROGRAMS
 - [F.3.0](#): General

- [F.3.1](#): Specifying and Verifying and Reasoning about Programs
 - [F.3.2](#): Semantics of Programming Languages
 - [F.3.3](#): Studies of Program Constructs
 - [F.3.m](#): Miscellaneous
- [F.4](#): MATHEMATICAL LOGIC AND FORMAL LANGUAGES
 - [F.4.0](#): General
 - [F.4.1](#): Mathematical Logic
 - [F.4.2](#): Grammars and Other Rewriting Systems
 - [F.4.3](#): Formal Languages
 - [F.4.m](#): Miscellaneous
- [F.m](#): MISCELLANEOUS
- [G](#).: Mathematics of Computing
 - [G.0](#): GENERAL
 - [G.1](#): NUMERICAL ANALYSIS
 - [G.1.0](#): General
 - [G.1.1](#): Interpolation
 - [G.1.2](#): Approximation
 - [G.1.3](#): Numerical Linear Algebra
 - [G.1.4](#): Quadrature and Numerical Differentiation
 - [G.1.5](#): Roots of Nonlinear Equations
 - [G.1.6](#): Optimization
 - [G.1.7](#): Ordinary Differential Equations
 - [G.1.8](#): Partial Differential Equations
 - [G.1.9](#): Integral Equations
 - [G.1.10](#): Applications
 - [G.1.m](#): Miscellaneous
 - [G.2](#): DISCRETE MATHEMATICS
 - [G.2.0](#): General
 - [G.2.1](#): Combinatorics
 - [G.2.2](#): Graph Theory
 - [G.2.3](#): Applications
 - [G.2.m](#): Miscellaneous
 - [G.3](#): PROBABILITY AND STATISTICS
 - [G.4](#): MATHEMATICAL SOFTWARE
 - [G.m](#): MISCELLANEOUS
- [H](#).: Information Systems
 - [H.0](#): GENERAL
 - [H.1](#): MODELS AND PRINCIPLES
 - [H.1.0](#): General
 - [H.1.1](#): Systems and Information Theory
 - [H.1.2](#): User/Machine Systems
 - [H.1.m](#): Miscellaneous
 - [H.2](#): DATABASE MANAGEMENT

- [H.2.0](#): General
 - [H.2.1](#): Logical Design
 - [H.2.2](#): Physical Design
 - [H.2.3](#): Languages
 - [H.2.4](#): Systems
 - [H.2.5](#): Heterogeneous Databases
 - [H.2.6](#): Database Machines
 - [H.2.7](#): Database Administration
 - [H.2.8](#): Database Applications
 - [H.2.m](#): Miscellaneous
- [H.3](#): INFORMATION STORAGE AND RETRIEVAL
 - [H.3.0](#): General
 - [H.3.1](#): Content Analysis and Indexing
 - [H.3.2](#): Information Storage
 - [H.3.3](#): Information Search and Retrieval
 - [H.3.4](#): Systems and Software
 - [H.3.5](#): Online Information Services
 - [H.3.6](#): Library Automation
 - [H.3.7](#): Digital Libraries
 - [H.3.m](#): Miscellaneous
- [H.4](#): INFORMATION SYSTEMS APPLICATIONS
 - [H.4.0](#): General
 - [H.4.1](#): Office Automation
 - [H.4.2](#): Types of Systems
 - [H.4.3](#): Communications Applications
 - [H.4.m](#): Miscellaneous
- [H.5](#): INFORMATION INTERFACES AND PRESENTATION (e.g., HCI)
 - [H.5.0](#): General
 - [H.5.1](#): Multimedia Information Systems
 - [H.5.2](#): User Interfaces
 - [H.5.3](#): Group and Organization Interfaces
 - [H.5.4](#): Hypertext/Hypermedia
 - [H.5.5](#): Sound and Music Computing
 - [H.5.m](#): Miscellaneous
- [H.m](#): MISCELLANEOUS
- [I](#): Computing Methodologies
 - [I.0](#): GENERAL
 - [I.1](#): SYMBOLIC AND ALGEBRAIC MANIPULATION
 - [I.1.0](#): General
 - [I.1.1](#): Expressions and Their Representation
 - [I.1.2](#): Algorithms
 - [I.1.3](#): Languages and Systems
 - [I.1.4](#): Applications

- [I.1.m](#): Miscellaneous
- [I.2](#): ARTIFICIAL INTELLIGENCE
 - [I.2.0](#): General
 - [I.2.1](#): Applications and Expert Systems
 - [I.2.2](#): Automatic Programming
 - [I.2.3](#): Deduction and Theorem Proving
 - [I.2.4](#): Knowledge Representation Formalisms and Methods
 - [I.2.5](#): Programming Languages and Software
 - [I.2.6](#): Learning
 - [I.2.7](#): Natural Language Processing
 - [I.2.8](#): Problem Solving, Control Methods, and Search
 - [I.2.9](#): Robotics
 - [I.2.10](#): Vision and Scene Understanding
 - [I.2.11](#): Distributed Artificial Intelligence
 - [I.2.m](#): Miscellaneous
- [I.3](#): COMPUTER GRAPHICS
 - [I.3.0](#): General
 - [I.3.1](#): Hardware Architecture
 - [I.3.2](#): Graphics Systems
 - [I.3.3](#): Picture/Image Generation
 - [I.3.4](#): Graphics Utilities
 - [I.3.5](#): Computational Geometry and Object Modeling
 - [I.3.6](#): Methodology and Techniques
 - [I.3.7](#): Three-Dimensional Graphics and Realism
 - [I.3.8](#): Applications
 - [I.3.m](#): Miscellaneous
- [I.4](#): IMAGE PROCESSING AND COMPUTER VISION
 - [I.4.0](#): General
 - [I.4.1](#): Digitization and Image Capture
 - [I.4.2](#): Compression (Coding)
 - [I.4.3](#): Enhancement
 - [I.4.4](#): Restoration
 - [I.4.5](#): Reconstruction
 - [I.4.6](#): Segmentation
 - [I.4.7](#): Feature Measurement
 - [I.4.8](#): Scene Analysis
 - [I.4.9](#): Applications
 - [I.4.10](#): Image Representation
 - [I.4.m](#): Miscellaneous
- [I.5](#): PATTERN RECOGNITION
 - [I.5.0](#): General
 - [I.5.1](#): Models
 - [I.5.2](#): Design Methodology
 - [I.5.3](#): Clustering

- [I.5.4](#): Applications
 - [I.5.5](#): Implementation
 - [I.5.m](#): Miscellaneous
- [I.6](#): SIMULATION AND MODELING
 - [I.6.0](#): General
 - [I.6.1](#): Simulation Theory
 - [I.6.2](#): Simulation Languages
 - [I.6.3](#): Applications
 - [I.6.4](#): Model Validation and Analysis
 - [I.6.5](#): Model Development
 - [I.6.6](#): Simulation Output Analysis
 - [I.6.7](#): Simulation Support Systems
 - [I.6.8](#): Types of Simulation
 - [I.6.m](#): Miscellaneous
- [I.7](#): DOCUMENT AND TEXT PROCESSING
 - [I.7.0](#): General
 - [I.7.1](#): Document and Text Editing
 - [I.7.2](#): Document Preparation
 - [I.7.3](#): Index Generation
 - [I.7.4](#): Electronic Publishing
 - [I.7.5](#): Document Capture
 - [I.7.m](#): Miscellaneous
- [I.m](#): MISCELLANEOUS
- [J.](#): Computer Applications
 - [J.0](#): GENERAL
 - [J.1](#): ADMINISTRATIVE DATA PROCESSING
 - [J.2](#): PHYSICAL SCIENCES AND ENGINEERING
 - [J.3](#): LIFE AND MEDICAL SCIENCES
 - [J.4](#): SOCIAL AND BEHAVIORAL SCIENCES
 - [J.5](#): ARTS AND HUMANITIES
 - [J.6](#): COMPUTER-AIDED ENGINEERING
 - [J.7](#): COMPUTERS IN OTHER SYSTEMS
 - [J.m](#): MISCELLANEOUS
- [K.](#): Computing Milieux
 - [K.0](#): GENERAL
 - [K.1](#): THE COMPUTER INDUSTRY
 - [K.2](#): HISTORY OF COMPUTING
 - [K.3](#): COMPUTERS AND EDUCATION
 - [K.3.0](#): General
 - [K.3.1](#): Computer Uses in Education
 - [K.3.2](#): Computer and Information Science Education
 - [K.3.m](#): Miscellaneous
 - [K.4](#): COMPUTERS AND SOCIETY
 - [K.4.0](#): General

- [K.4.1](#): Public Policy Issues
- [K.4.2](#): Social Issues
- [K.4.3](#): Organizational Impacts
- [K.4.4](#): Electronic Commerce
- [K.4.m](#): Miscellaneous
- [K.5](#): LEGAL ASPECTS OF COMPUTING
 - [K.5.0](#): General
 - [K.5.1](#): Hardware/Software Protection
 - [K.5.2](#): Governmental Issues
 - [K.5.m](#): Miscellaneous
- [K.6](#): MANAGEMENT OF COMPUTING AND INFORMATION SYSTEMS
 - [K.6.0](#): General
 - [K.6.1](#): Project and People Management
 - [K.6.2](#): Installation Management
 - [K.6.3](#): Software Management
 - [K.6.4](#): System Management
 - [K.6.5](#): Security and Protection
 - [K.6.m](#): Miscellaneous
- [K.7](#): THE COMPUTING PROFESSION
 - [K.7.0](#): General
 - [K.7.1](#): Occupations
 - [K.7.2](#): Organizations
 - [K.7.3](#): Testing, Certification, and Licensing
 - [K.7.4](#): Professional Ethics
 - [K.7.m](#): Miscellaneous
- [K.8](#): PERSONAL COMPUTING
 - [K.8.0](#): General
 - [K.8.1](#): Application Packages
 - [K.8.2](#): Hardware
 - [K.8.3](#): Management/Maintenance
 - [K.8.m](#): Miscellaneous
- [K.m](#): MISCELLANEOUS