

MINI SYMPOSIUM

2026



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Professor C. L. Philip Chen, Distinguished Chair Professor and Dean of the School of Computer Science and Engineering, Director of the Ministry of Education's Center for Health, Intelligence, and Digital Parallel Humans, and Co-President of the Guangdong Artificial Intelligence Industry Association. He is a Fellow of IEEE Life Fellow, AAAS Fellow, IAPR Fellow, Academician of the European Academy of Sciences (Academia Europaea), European Academy of Sciences and Arts (EASA), Foreign Member of the Russian Academy of Engineering (FM-RAE), Fellow of the Chinese Association of Automation (CAA), Chinese Association for Artificial Intelligence (CAAI), and Hong Kong Institution of Engineers (HKIE).

He has served as the President of the IEEE SMC Society and as Editor-in-Chief of two top IEEE journals (IEEE Transactions on Cybernetics, IEEE Trans. on SMCS), recipient of the IEEE Norbert Wiener Award, IEEE Joseph Wohl Lifetime Achievement Award, Wu Wenjun Outstanding Contribution to Artificial Intelligence Award, Purdue University Distinguished Electrical and Computer Science Alumni Award, and the 2025 Forbes China AI Influential Figure, and among other honors. Professor Chen mainly focuses on research on computational intelligence, intelligent control and systems, knowledge discovery, edge intelligence, cybernetics, and unmanned systems. He has been listed as a highly cited scientist globally for six consecutive years, and for seven consecutive years, he ranked 47th globally in Stanford University's top 2% global scientists list (in artificial intelligence and image processing). He ranked first in the Highly Ranked Scholars™ and Computer Science influence rankings over the past five years, and sixth globally. Professor Chen has published 62 papers in the top 1% of the ESI and 3 papers selected for the top 0.1% popular papers in ESI; Published over 1,000 SCI journal articles, authored 2 academic monographs, and held 4 authorized US patents and more than 30 Chinese patents; As of August 2026, Google Scholar has been cited over 85,000 times, with an H-index of 139.

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Real-Time Computing in a Dynamic, Open Environment: The Broad Learning Approach for Offline Intelligent

With the development of large model technology, numerous research institutions both domestically and internationally have begun competing in large model parameter quantities and computing power competitions, prompting critical reflection in academia about the current path of AI development. On one hand, large model research and application still heavily rely on high-performance computing ecosystems dominated by foreign countries, making it difficult to control the autonomy and security of large model technologies. On the other hand, most current industrial intelligence scenarios do not proportionally utilize large model performance and incur computational costs; instead, more efficient and lightweight models are needed, especially for deployment at the edge and in open environments. More importantly, learning in offline environments is something currently lacking and urgently needed. To address this development issue, this report will combine the current research status of large and small models to explore offline intelligence theory and algorithm models at the edge, especially, this talk will discuss innovated Broad Learning Systems, an efficient neural computing paradigm