

# Studijní plán

## Název plánu: Master specialization Computer Security, in English, 2021

Sou část VUT (fakulta/ústav/další): Fakulta informačních technologií

Katedra:

Obor studia, garantovaný katedrou: Úvodní stránka

Garant oboru studia.:

Program studia: Informatics

Typ studia: Navazující magisterské předání

Předepsané kredity: 98

Kredity z volitelných předmětů: 22

Kredity v rámci plánu celkem: 120

Poznámka k plánu: The study plan is intended for those students who have been accepted to study since the academic year 2021/2022. . Garantor: prof. Ing. Róbert Lórencz, CSc., email: robert.lorencz@fit.cvut.cz

Název bloku: Povinné předměty programu

Minimální počet kreditů bloku: 63

Role bloku: PP

Kód skupiny: NIE-PP.21

Název skupiny: Compulsory Courses of Master Study Program, Version 2021

Podmínka kredity skupiny: V této skupině musíte získat 63 kreditů

Podmínka předmětů skupiny: V této skupině musíte absolvovat 6 předmětů

Kredity skupiny: 63

Poznámka ke skupině:

| Kód     | Název předmětu / Název skupiny předmětů<br>(u skupiny předmětů seznam kód jejich členů)<br>Využijí, auto i a garanti (gar.) | Zakonění | Kredity | Rozsah | Semestr | Role |
|---------|---|----------|---------|--------|---------|------|
| NIE-KOP | <b>Combinatorial Optimization</b><br><i>Petr Fišer, Jan Schmidt Petr Fišer Petr Fišer (Gar.)</i>                            | Z,ZK     | 6       | 3P+1C  | Z       | PP   |
| NIE-DIP | <b>Diploma Project</b><br><i>Zdeněk Muziká</i>  | Z        | 30      | 270ZP  | L,Z     | PP   |
| NIE-MPR | <b>Master Project</b><br><i>Zdeněk Muziká Zdeněk Muziká (Gar.)</i>  | Z        | 7       |        | Z,L     | PP   |
| NIE-MPI | <b>Mathematics for Informatics</b><br><i>Francesco Dolce Štěpán Starosta Štěpán Starosta (Gar.)</i>                         | Z,ZK     | 7       | 3P+2C  | Z       | PP   |
| NIE-PDP | <b>Parallel and Distributed Programming</b><br><i>Pavel Tvrdík Pavel Tvrdík Pavel Tvrdík (Gar.)</i>                         | Z,ZK     | 6       | 2P+2C  | L       | PP   |
| NIE-VSM | <b>Selected statistical Methods</b><br><i>Petr Novák Pavel Hrabák Pavel Hrabák (Gar.)</i>                                   | Z,ZK     | 7       | 4P+2C  | L       | PP   |

Charakteristiky předmětů této skupiny studijního plánu: Kód=NIE-PP.21 Název=Compulsory Courses of Master Study Program, Version 2021

|   |                             |      |    |
|---|-----------------------------|------|----|
| NIE-KOP   | Combinatorial Optimization  | Z,ZK | 6  |
| The students will gain knowledge and understanding necessary deployment of combinatorial heuristics at a professional level. They will be able not only to select and implement but also to apply and evaluate heuristics for practical problems.   |                             |      |    |
| NIE-DIP   | Diploma Project             | Z    | 30 |
| NIE-MPR   | Master Project              | Z    | 7  |
| 1. At the beginning of the semester, a student reserves her/his final thesis topic and gets together with its supervisor. Together they decide on partial tasks that should be carried out during the semester. If the requirements they agreed upon are met, the supervisor awards the student an assessment for the course MI-MPR at the end of the semester. 2. The external supervisor enters the information on granting the credit using the form "Granting credit from the external supervisor of the final thesis" ( <a href="http://fit.cvut.cz/student/studijni/formulare">http://fit.cvut.cz/student/studijni/formulare</a> ). The completed and signed form must be delivered in person or by email to the SZZ coordinator, who will arrange for the credit to be granted. 3. If the FT topic that the student has reserved is rather general, the immediate tasks the supervisor assigns to the student for the upcoming semester should aim at fine-tuning the FT topic so that the FTT will be complete and approvable at the end of the semester. |                             |      |    |
| NIE-MPI   | Mathematics for Informatics | Z,ZK | 7  |
| The course focuses on selected topics from general algebra with emphasis on finite structures used in computer science. It includes topics from multi-variate analysis, smooth optimization, and multi-variate integration. The third large topic is computer arithmetics and number representation in a computer along with error manipulation. The last topic includes selected numerical algorithm and their stability analysis. The topics are completed with the demonstration of applications in computer science. The course focuses on clear presentation and argumentation.  |                             |      |    |

|  |                                      |      |   |
|--|--------------------------------------|------|---|
| NIE-PDP  | Parallel and Distributed Programming | Z,ZK | 6 |
| 21st century in computer architectures is primarily influenced by the shift of the Moore's law into parallelization of CPUs at the level of computing cores. Parallel computing systems are becoming a ubiquitous commodity and parallel programming becomes the basic paradigm of development of efficient applications for these platforms. Students get acquainted with architectures of parallel and distributed computing systems, their models, theory of interconnection networks and collective communication operations, and languages and environments for parallel programming of shared and distributed memory computers. They get acquainted with fundamental parallel algorithms and on selected problems, they will learn the techniques of design of efficient and scalable parallel algorithms and methods of performance evaluation of their implementations. The course includes a semester project of practical programming in OpenMP and MPI for solving a particular nontrivial problem. |                                      |      |   |
| NIE-VSM  | Selected statistical Methods         | Z,ZK | 7 |
| Summary of probability theory; Multivariate normal distribution; Entropy and its application to coding; Statistical tests: T-tests, goodness of fit tests, independence test; Random processes - stationarity; Markov chains and limiting properties; Queueing theory  |                                      |      |   |

Název bloku: Povinné předměty specializace

Minimální počet kreditů bloku: 35

Role bloku: PS

Kód skupiny: NIE-PB-PS.21

Název skupiny: Compulsory Courses of Master Specialization Computer Security, Version 2021

Podmínka kredity skupiny: V této skupině musíte získat 35 kreditů

Podmínka předmětů skupiny: V této skupině musíte absolvovat 7 předmětů

Kredity skupiny: 35

Poznámka ke skupině:

| Kód     | Název předmětu / Název skupiny předmětů<br>(u skupiny předmětů seznam kód jejich členů)<br>Využíjí, autoři a garantů (gar.)                      | Zakonění | Kredity | Rozsah | Semestr | Role |
|---------|--|----------|---------|--------|---------|------|
| NIE-KRY | <b>Advanced Cryptology</b><br>Jiří Bůžek, Róbert Lórencz Jiří Bůžek Róbert Lórencz (Gar.)  | Z,ZK     | 5       | 2P+2C  | Z       | PS   |
| NIE-AIB | <b>Algorithms of Information Security</b><br>Martin Jurek, Róbert Lórencz Martin Jurek Róbert Lórencz (Gar.)                                     | Z,ZK     | 5       | 2P+1C  | Z       | PS   |
| NIE-HWB | <b>Hardware Security</b><br>Jiří Bůžek Jiří Bůžek Jiří Bůžek (Gar.)  | Z,ZK     | 5       | 2P+2C  | L       | PS   |
| NIE-MKY | <b>Mathematics for Cryptology</b><br>Martin Jurek, Róbert Lórencz, Olha Jureková Róbert Lórencz Róbert Lórencz (Gar.)                            | Z,ZK     | 5       | 3P+1C  | L       | PS   |
| NIE-SIB | <b>Network Security</b><br>Tomáš Zahradnický, Jiří Dostál, Simona Fornáková, Gramoz Cubrelí Simona Fornáková Jiří Dostál (Gar.)                  | Z,ZK     | 5       | 2P+1C  | L       | PS   |
| NIE-REV | <b>Reverse Engineering</b><br>Josef Kokeš Josef Kokeš Josef Kokeš (Gar.)   | Z,ZK     | 5       | 1P+2C  | Z       | PS   |
| NIE-SBF | <b>System Security and Forensics</b><br>Tomáš Zahradnický, Jiří Bůžek, Simona Fornáková, Marián Světlík Simona Fornáková Simona Fornáková (Gar.) | Z,ZK     | 5       | 2P+1C  | Z       | PS   |

Charakteristiky předmětů této skupiny studijního plánu: Kód=NIE-PB-PS.21 Název=Compulsory Courses of Master Specialization Computer Security, Version 2021

|   |                                    |      |   |
|---|------------------------------------|------|---|
| NIE-KRY   | Advanced Cryptology                | Z,ZK | 5 |
| Students will learn the essentials of cryptanalysis and the mathematical principles of constructing symmetric and asymmetric ciphers. They will know the mathematical principles of random number generators. They will have an overview of cryptanalysis methods, elliptic curve cryptography and quantum cryptography, which they can apply to the integration of their own systems or to the creation of their own software solutions.   |                                    |      |   |
| NIE-AIB   | Algorithms of Information Security | Z,ZK | 5 |
| Studenti se seznámí s algoritmy bezpečného generování klíče a kryptografickým zpracováním chybových (nejen biometrických) dat. Dále se studenti seznámí s matematickými principy kryptografických protokolů (identifikace, autentizace a podpisových schémata). Získají znalosti o metodách detekce malware a použití strojového učení v detekci těchto algoritmech. Taktéž se seznámí s metodami vytváření steganografických záznamů, s metodami pro jejich vyhledávání a s útoky na ně.   |                                    |      |   |
| NIE-HWB   | Hardware Security                  | Z,ZK | 5 |
| The course provides the knowledge needed for the analysis and design of computer systems security solutions. Students get an overview of safeguards against abuse of the system using hardware means. They will be able to safely use and integrate hardware components into systems and test them for resistance to attacks. Students will gain knowledge about the cryptographic accelerators, PUF, random number generators, smart cards, biometric devices, and devices for internal security functions of the computer.  |                                    |      |   |
| NIE-MKY   | Mathematics for Cryptology         | Z,ZK | 5 |
| Studenti získají hlubší znalosti o algebraických postupech řešících nejdůležitější matematické problémy, na kterých je založena bezpečnost šifer. Zejména se jedná o řešení soustavy polynomiálních rovnic nad konečným tělesem, problém faktorizace velkých čísel a problém diskrétního logaritmu. Problém faktorizace bude speciálně řešen i na eliptických křivkách. Studenti se rovněž seznámí s moderními šifrovacími systémy založenými na počítačové síťce.  |                                    |      |   |
| NIE-SIB   | Network Security                   | Z,ZK | 5 |
| The students will gain theoretical and practical knowledge and experience in the area of current security threats in computer networks, specifically about detection and defense. The course explains basic principals of security monitoring, packet-based and flow-based analysis, in order to detect anomalies and suspicious network traffic. The course focuses on explanation and practical examples of various mechanisms of securing network infrastructure and detection in real time. The course covers general principals of handling detected security events (i.e. incident handling and incident response). |                                    |      |   |
| NIE-REV   | Reverse Engineering                | Z,ZK | 5 |
| Students will learn fundamentals of reverse engineering of computer software (methods of executing and initializing programs, organization of executable files, work with third-party libraries). Special attention will be paid to C++. Students will also become familiar with the principles of debugging tools, disassemblers and obfuscation methods. Finally, the course will focus on code compression and decompression and executable file reconstruction.   |                                    |      |   |

|         |                               |      |   |
|---------|-------------------------------|------|---|
| NIE-SBF | System Security and Forensics | Z,ZK | 5 |
|---------|-------------------------------|------|---|

Students will be introduced to various aspects of system security (principles of endpoint security, principles of security policies, security models, authentication concepts). Students will also learn about forensic analysis as a tool for investigating security incidents (techniques used by malicious software or attackers, forensic analysis techniques, and the importance of memory or file system artifacts for attack analysis and detection).

Název bloku: Volitelné předměty

Minimální počet kreditů bloku: 0

Role bloku: V

Kód skupiny: NIE-PB-VS.21

Název skupiny: Elective Vocational Courses for Master Specialization Computer security

Podmínka kredity skupiny:

Podmínka předmětů skupiny:

Kredity skupiny: 0

Poznámka ke skupině: Compulsory courses of all specializations with the exception of this specialization.

| Kód     | Název předmětu / Název skupiny předmětů<br>(u skupiny předmětů seznam kód jejich členů)<br>Využijí, auto i a garanti (gar.)            | Zakonění | Kredity | Rozsah | Semestr | Role |
|---------|--|----------|---------|--------|---------|------|
| NIE-PDB | <b>Advanced Database Systems</b><br>Martin Svoboda <b>Martin Svoboda</b> Martin Svoboda (Gar.)   | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-PIS | <b>Advanced Information Systems</b><br>Petr Kroha, Petra Pavlíková <b>Petra Pavlíková</b> Petr Kroha (Gar.)                            | Z,ZK     | 5       | 2P+1C  | L       | v    |
| NIE-ADP | <b>Architecture and Design patterns</b><br>Jiří Borský <b>Jiří Borský</b> Filip Kikava (Gar.)  | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-MVI | <b>Computational Intelligence Methods</b><br>Miroslav Šepka, Pavel Kordík <b>Pavel Kordík</b> Pavel Kordík (Gar.)                      | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-KOD | <b>Data Compression</b><br>Jan Holub <b>Jan Holub</b> Jan Holub (Gar.)   | Z,ZK     | 5       | 2P+1C  | L       | v    |
| NIE-ADM | <b>Data Mining Algorithms</b><br>Rodrigo Augusto Da Silva Alves <b>Rodrigo Augusto Da Silva Alves</b> Pavel Kordík (Gar.)              | Z,ZK     | 5       | 2P+1C  | L       | v    |
| NIE-SIM | <b>Digital Circuit Simulation and Verification</b><br>Martin Kohlík <b>Martin Kohlík</b> Martin Kohlík (Gar.)                          | Z,ZK     | 5       | 2P+1C  | L       | v    |
| NIE-DSV | <b>Distributed Systems and Computing</b><br>Pavel Tvrdík, Peter Macejko <b>Peter Macejko</b> Pavel Tvrdík (Gar.)                       | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-EPC | <b>Effective C++ programming</b><br>Daniel Langr <b>Daniel Langr</b> Daniel Langr (Gar.)   | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-EVY | <b>Efficient Text Pattern Matching</b><br>Jan Holub <b>Jan Holub</b> Jan Holub (Gar.)  | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-EHW | <b>Embedded Hardware</b><br>Jan Schmidt <b>Jan Schmidt</b> Jan Schmidt (Gar.)  | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-BVS | <b>Embedded Security</b><br>Jiří Burek, Martin Novotný <b>Martin Novotný</b> Martin Novotný (Gar.)                                     | Z,ZK     | 5       | 2P+2C  | L       | v    |
| NIE-ESW | <b>Embedded Software</b><br>Hana Kubátová, Miroslav Skrbek <b>Miroslav Skrbek</b> Hana Kubátová (Gar.)                                 | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-BKO | <b>Error Control Codes</b><br>Pavel Kubalík <b>Pavel Kubalík</b> Pavel Kubalík (Gar.)  | Z,ZK     | 5       | 2P+1C  | L       | v    |
| NIE-FME | <b>Formal Methods and Specifications</b><br>Stefan Ratschan <b>Stefan Ratschan</b> Stefan Ratschan (Gar.)                              | Z,ZK     | 5       | 2P+1C  | L       | v    |
| NIE-GPU | <b>GPU Architectures and Programming</b><br>Ivan Šimek <b>Ivan Šimek</b> Ivan Šimek (Gar.)   | Z,ZK     | 5       | 2P+1C  | L       | v    |
| NIE-GAK | <b>Graph theory and combinatorics</b><br>Michal Opler <b>Tomáš Valla</b> Tomáš Valla (Gar.)  | Z,ZK     | 5       | 2P+2C  | L       | v    |
| NIE-AM1 | <b>Middleware Architectures 1</b><br>Tomáš Vítvar, Milan Dojínovský, Jaroslav Kucha <b>Jaroslav Kucha</b> Tomáš Vítvar (Gar.)          | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-MTI | <b>Modern Internet Technologies</b><br>Viktor Černý, Alexandru Moucha <b>Alexandru Moucha</b> Alexandru Moucha (Gar.)                  | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-MCC | <b>Multicore CPU Computing</b><br>Daniel Langr, Ivan Šimek <b>Ivan Šimek</b> Ivan Šimek (Gar.)   | Z,ZK     | 5       | 2P+1C  | Z       | v    |
| NIE-SIB | <b>Network Security</b><br>Tomáš Zahradnický, Jiří Dostál, Simona Fornšková, Gramoz Cubreli <b>Simona Fornšková</b> Jiří Dostál (Gar.) | Z,ZK     | 5       | 2P+1C  | L       | v    |
| NIE-NON | <b>Nonlinear Continuous Optimization and Numerical Methods</b><br>Jaroslav Kruis <b>Jaroslav Kruis</b> Jaroslav Kruis (Gar.)           | Z,ZK     | 5       | 2P+1C  | Z,L     | v    |
| NIE-NSS | <b>Normalized Software Systems</b><br>Jan Věrelst, Robert Pergl, Marek Suchánek <b>Robert Pergl</b> Robert Pergl (Gar.)                | ZK       | 5       | 2P     | L       | v    |
| NIE-SYP | <b>Parsing and Compilers</b><br>Jan Janoušek <b>Jan Janoušek</b> Jan Janoušek (Gar.)   | Z,ZK     | 5       | 2P+1C  | Z       | v    |

|         |   |      |   |       |   |   |
|---------|---|------|---|-------|---|---|
| NIE-TES | <b>Systems Theory</b><br><i>Tomáš Kolárik, Stefan Ratschan, Jiří Vyskočil</i> <b>Stefan Ratschan</b> Stefan Ratschan (Gar.) | Z,ZK | 5 | 2P+1C | Z | v |
| NIE-TSP | <b>Testing and Reliability</b><br><i>Petr Fišer</i> <b>Petr Fišer</b> Petr Fišer (Gar.)                                     | Z,ZK | 5 | 2P+2C | Z | v |
| NIE-NUR | <b>User Interface Design</b><br><i>Josef Pavlíček</i> <b>Josef Pavlíček</b> Josef Pavlíček (Gar.)                           | Z,ZK | 5 | 2P+1C | Z | v |
| NIE-VCC | <b>Virtualization and Cloud Computing</b><br><i>Tomáš Vondra, Jan Fesl</i> <b>Tomáš Vondra</b> Tomáš Vondra (Gar.)          | Z,ZK | 5 | 2P+1C | L | v |

**Charakteristiky předmětů této skupiny studijního plánu: Kód=NIE-PB-VS.21 Název=Elective Vocational Courses for Master Specialization Computer security**

|         |   |      |   |
|---------|---|------|---|
| NIE-SIB | <b>Network Security</b><br>The students will gain theoretical and practical knowledge and experience in the area of current security threats in computer networks, specifically about detection and defense. The course explains basic principals of security monitoring, packet-based and flow-based analysis, in order to detect anomalies and suspicious network traffic. The course focuses on explanation and practical examples of various mechanisms of securing network infrastructure and detection in real time. The course covers general principals of handling detected security events (i.e. incident handling and incident response).  | Z,ZK | 5 |
| NIE-PDB | <b>Advanced Database Systems</b><br>Students orient themselves in problems of evaluation and optimization of SQL queries. The next part of the course deals with new concepts of database machines (so called NoSQL databases), with the related new data models (XML, graph databases, column databases) and languages for working with them (XQuery, XPath, CYPHER, Gremlin). The last part of the course deals with performance evaluation of database machines. This course is equivalent to the course MIE-PDB.  | Z,ZK | 5 |
| NIE-PIS | <b>Advanced Information Systems</b><br>Students learn the notion of business process logic and its formalization, with business process roles, business rules, and data processing, with the notion of service oriented company, enterprise services and service solution of business logic. They get acquainted with these notions also for the other types of ISs. They learn about agility and adaptivity and using of artificial intelligence methods for implementation of these ideas in ISs. They understand modern object-oriented methodologies for modelling of business processes, business rules, processed data, and enterprise ISs. They will get the rules and technologies for successful implementation of IS.   | Z,ZK | 5 |
| NIE-ADP | <b>Architecture and Design patterns</b><br>The aim of this course is to provide students with practical knowledge of the basic principles of object-oriented design and its analysis, together with an understanding of the challenges, questions and compromises associated with advanced software design. In the first part of the course, students will review and deepen their knowledge of object-oriented programming and learn the most commonly used design patterns, which represent the best practices for solving typical software design problems. In the second part of the course, students will be introduced to the principles of design and analysis of software architecture including classical architectural designs, component systems and some advanced software architectures of large distributed systems. If you need to contact the teacher of NIE-ADP, please write an e-mail to Ing. Jiri Borsky borskjir@fit.cvut.cz | Z,ZK | 5 |
| NIE-MVI | <b>Computational Intelligence Methods</b><br>Students will understand the basic methods and techniques of computational intelligence, which are based on traditional artificial intelligence, are parallel in nature and are applicable to solving a wide range of problems. The subject is also devoted to modern neural networks and the ways in which they learn and neuroevolution. Students will learn how these methods work and how to apply them to problems related to data extraction, management, intelligence in games and optimisation, etc.   | Z,ZK | 5 |
| NIE-KOD | <b>Data Compression</b><br>Students are introduced to the basic principles of data compression. They will learn the necessary theoretical background and get an overview of data compression methods being used in practice. The overview covers principles of integer coding and of statistical, dictionary, and context data compression methods. In addition, students learn the fundamentals of lossy data compression methods used in image, audio, and video compression.   | Z,ZK | 5 |
| NIE-ADM | <b>Data Mining Algorithms</b><br>The course focuses on algorithms used in the fields of machine learning and data mining. However, this is not an introductory course, and the students should know machine learning basics. The emphasis is put on advanced algorithms (e.g., gradient boosting) and non-basic kinds of machine learning tasks (e.g., recommendation systems) and models (e.g., kernel methods).   | Z,ZK | 5 |
| NIE-SIM | <b>Digital Circuit Simulation and Verification</b><br>Aim of the course is to acquaint the students with principles of digital circuit simulation at RTL (Register Transfer Level) and TLM (Transaction Level Modeling) levels and with the properties of proper tools. The course covers today recent verification methods, too.   | Z,ZK | 5 |
| NIE-DSV | <b>Distributed Systems and Computing</b><br>Students are introduced to methods for coordination of processes in distributed environment characterised by nondeterministic time responses of computing processes and communication channels. They learn basic algorithms that assure correctness of computations realized by a group of loosely coupled processes and mechanisms that support high availability of both data and services, and safety in case of failures.   | Z,ZK | 5 |
| NIE-EPC | <b>Effective C++ programming</b><br>Students learn how to use the modern features of contemporary versions of the C++ programming language for software development. The course focuses on programming effectivity and efficiency in the form of writing maintainable and portable source code and creating correct programs with low memory and processor time requirements.   | Z,ZK | 5 |
| NIE-EVY | <b>Efficient Text Pattern Matching</b><br>Students get knowledge of efficient algorithms for text pattern matching. They learn to use so called succinct data structures that are efficient in both access time and memory complexity. They will be able to use the knowledge in design of applications that utilize pattern matching.  | Z,ZK | 5 |
| NIE-EHW | <b>Embedded Hardware</b><br>The course brings basic laws that govern digital design and basic techniques to use them. It deals with both large and small scale systems. This is the base of advanced embedded systems, that profit from their specialized structure for effective computation and acceleration. Design of fast custom computing machines is discussed, including standardized means of internal communication, parallelism extraction and utilization in special structures and system architectures.   | Z,ZK | 5 |
| NIE-BVS | <b>Embedded Security</b><br>Students gain basic knowledge in selected topics of cryptography and cryptanalysis. The course focuses particularly on efficient implementations of cryptographic primitives in hardware and software (in embedded systems). Students gain a good overview of functionality of (hardware) cryptographic accelerators, smart cards, and resources for securing internal functions of computer systems.   | Z,ZK | 5 |
| NIE-ESW | <b>Embedded Software</b><br>Embedded software course acquainted students with the specifics of software development for embedded systems. The course covers the areas from the basic techniques of programming in C language and code optimizations, through typical areas as the reliable software development, embedded operating systems, signal processing, up to sophisticated techniques combined with artificial intelligence.   | Z,ZK | 5 |
| NIE-BKO | <b>Error Control Codes</b><br>The course expands the basic knowledge of security codes used in current systems for error detection and correction. It provides the necessary mathematical theory and principles of linear, cyclic codes and codes for the correction of multiple errors, clusters of errors and whole syllables (bytes). Students will also learn how to implement these detections and corrections for different types of transmissions (parallel, serial) when storing data in memory and when transmitting over telecommunication channels.  | Z,ZK | 5 |

|   |   |      |   |
|---|---|------|---|
| NIE-FME   | Formal Methods and Specifications                       | Z,ZK | 5 |
| Students are able to describe semantics of software formally and to use sound reasoning for construction of correct software. They learn to use some software tools that allow to prove basic properties of software.   |   |      |   |
| NIE-GPU   | GPU Architectures and Programming                       | Z,ZK | 5 |
| Students will gain knowledge of the internal architecture of modern massively parallel GPU processors. They will learn to program them mainly in the CUDA programming environment, which is already a widespread programming technology of GPU processors. As an integral part of the effective computational use of these hierarchical computational structures, students will also learn optimization programming techniques and methods of programming multiprocessor GPU systems.   |   |      |   |
| NIE-GAK   | Graph theory and combinatorics                          | Z,ZK | 5 |
| The goal of the class is to introduce the most important topics in graph theory, combinatorics, combinatorial structures, discrete models and algorithms. The emphasis will be not only on understanding the basic principles but also on applications in problem solving and algorithm design. The topics include: generating functions, selected topics from graph and hypergraph coloring, Ramsey theory, introduction to probabilistic method, properties of various special classes of graphs and combinatorial structures. The theory will be also applied in the fields of combinatorics on words, formal languages and bioinformatics.  |   |      |   |
| NIE-AM1   | Middleware Architectures 1                              | Z,ZK | 5 |
| Students will study new trends, concepts, and technologies in the area of service-oriented architectures. They will gain an overview of information system architecture, web service architecture and application servers. They will also study principles and technologies for middleware focused on application integrations, asynchronous communications and high availability of applications. This course replaces the course MIE-MDW.   |   |      |   |
| NIE-MTI   | Modern Internet Technologies                            | Z,ZK | 5 |
| Students learn advanced networking technologies and protocols for both local area networks and wide area networks. They get acquainted with routing techniques and transfer technologies of modern internet, including multimedia data transfer, with various types of network virtualization, and with last-mile security.   |   |      |   |
| NIE-MCC   | Multicore CPU Computing                                 | Z,ZK | 5 |
| Students will get acquainted in detail with hardware support and programming technologies for the creation of parallel multithreaded computations on multicore processors with shared and virtually shared memory, which are today the most common computing nodes of powerful computer systems. Students will gain knowledge of architecturally specific optimization techniques used to reduce the decrease in computing power due to the widening performance gap between the computational requirements of multi-core CPUs and memory interface throughput. On specific non-trivial multithreaded programs, students will also learn the basics of the art of creating these applications.  |   |      |   |
| NIE-NON   | Nonlinear Continuous Optimization and Numerical Methods | Z,ZK | 5 |
| Students will be introduced to nonlinear continuous optimization, principles of the most popular methods of optimization and applications of such methods to real-world problems. They will also learn the finite element method and the finite difference method used for solving ordinary and partial differential equations in engineering. They will learn to solve systems of linear algebraic equations that arise from discretization of the continuous problems by direct and iterative algorithms. They will also learn to implement these algorithms sequentially as well as in parallel.   |   |      |   |
| NIE-NSS   | Normalized Software Systems                             | ZK   | 5 |
| Students will learn the foundations of normalized systems theory that studies the evolvability of modular structures based on concepts from engineering, such as stability from system theory and entropy from thermodynamics. Students will understand a set of principles that indicate where violations of stability and entropy-related issues occur in any given software architecture. In the second part of the course, students learn how to construct software architectures using a set of 5 design patterns called elements. These elements provide the core functionality of information systems in terms of storing data, executing actions, workflows, connectors, and triggers, while handling violations of the stability and entropy-related principles. This knowledge allows students to realize new levels of evolvability in software architectures. |   |      |   |
| NIE-SYP   | Parsing and Compilers                                   | Z,ZK | 5 |
| The module builds upon the knowledge of fundamentals of automata theory, formal language and formal translation theories. Students gain knowledge of various variants and applications of LR parsing and are introduced to special applications of parsers, such as incremental and parallel parsing.   |   |      |   |
| NIE-TES   | Systems Theory  | Z,ZK | 5 |
| Today, humankind has the ability to develop systems of incredible complexity (e.g., trains, microprocessors, airplanes, nuclear power plants). However, the costs of managing this complexity and of ensuring the correct behavior of a given system have become critical. A key technique for mastering this complexity is the usage of models that describe only those aspects of the systems that are important for the task at hand, and automated tools for analyzing those models. This subject will present theory and algorithms that form the basis for the modeling and analysis of complex systems.  |   |      |   |
| NIE-TSP   | Testing and Reliability                                 | Z,ZK | 5 |
| Students will gain knowledge about circuit testing and about methods for increasing reliability and security. They will get practical skills to be able to prepare a test set with the help of the intuitive path sensitization and to use an ATPG for automatic test generation. They will be able to design easily testable circuits and systems with built-in-self-test equipment. They will be able to compute, analyze, and control the reliability and availability of the designed circuits.   |   |      |   |
| NIE-NUR   | User Interface Design                                   | Z,ZK | 5 |
| Students will understand the theoretical background of human-computer interaction and user interface (UI) design, will learn formal description of UIs, formal user models, the fundamental notions and procedures. They get acquainted with graphical, speech, and multimodal UIs. Thanks to the gained knowledge, the students will be able to design advanced UIs. This course replaces MIE-MDW.   |   |      |   |
| NIE-VCC   | Virtualization and Cloud Computing                      | Z,ZK | 5 |
| Students will gain knowledge of architectures of large computer systems that are used in data centers and computer infrastructure of companies and organizations. They will get acquainted with virtualization principles, tools and technologies that serve to facilitate and automate configuration, testing and monitoring, and to efficiently operate and optimize the performance parameters of modern computer systems. Theoretically and practically, they will get acquainted with containerization as the most effective technology today for the management of complex computer systems and with specific technologies of cloud systems. Finally, they will learn the principles and gain practical skills in the use of modern integration and development tools (Continuous integration and development).   |   |      |   |

Kód skupiny: NIE-V.21

Název skupiny: Purely elective master's courses

Podmínka kredity skupiny:

Podmínka podmínky skupiny:

Kredity skupiny: 0

Poznámka ke skupině:

| Kód     | Název podmínky / Název skupiny podmínky<br>(u skupiny podmínky seznam kód jejích členů)<br>Využijí, auto i a garanti (gar.)   | Zakonění | Kredity | Rozsah | Semestr | Role |
|---------|---|----------|---------|--------|---------|------|
| NIE-BLO | <b>Blockchain</b><br>Josef Gattermayer, Róbert Lórencz, Jakub Ržička, Marek Bielik<br>Josef Gattermayer Róbert Lórencz (Gar.) | Z,ZK     | 5       | 1P+2C  | Z       | v    |

|          |   |      |   |         |     |   |
|----------|---|------|---|---------|-----|---|
| NIE-CPX  | <b>Complexity Theory</b><br><i>Dušan Knop, Ond ej Suchý Dušan Knop Dušan Knop (Gar.)</i>  | Z,ZK | 5 | 3P+1C   | Z   | v |
| NIE-VYC  | <b>Computability</b><br><i>Jan Starý Jan Starý Jan Starý (Gar.)</i>   | Z,ZK | 4 | 2P+2C   | L   | v |
| NIE-MVI  | <b>Computational Intelligence Methods</b><br><i>Miroslav epek, Pavel Kordík Pavel Kordík Pavel Kordík (Gar.)</i>  | Z,ZK | 5 | 2P+1C   | Z   | v |
| NIE-ARI  | <b>Computer arithmetic</b><br><i>Pavel Kubalík Pavel Kubalík Pavel Kubalík (Gar.)</i>   | Z,ZK | 4 | 2P+1C   | Z,L | v |
| NIE-SCE1 | <b>Computer Engineering Seminar Master I</b><br><i>Hana Kubátová Hana Kubátová Hana Kubátová (Gar.)</i>   | Z    | 4 | 2C      | Z   | v |
| NIE-SCE2 | <b>Computer Engineering Seminar Master II</b><br><i>Hana Kubátová Hana Kubátová Hana Kubátová (Gar.)</i>  | Z    | 4 | 2C      | L   | v |
| NI-DSW   | <b>Design Sprint</b><br><i>Ond ej Brém, Michal Manda Michal Manda David Pešek (Gar.)</i>  | Z    | 2 | 30B     | Z   | v |
| NI-DID   | <b>Digital drawing</b><br><i>Denisa Nová ková, Eliška Novotná Denisa Nová ková Denisa Nová ková (Gar.)</i>  | Z    | 2 | 4C      | Z,L | v |
| NIE-EVY  | <b>Efficient Text Pattern Matching</b><br><i>Jan Holub Jan Holub Jan Holub (Gar.)</i>   | Z,ZK | 5 | 2P+1C   | Z   | v |
| NI-GLR   | <b>Games and reinforcement learning</b><br><i>Juan Pablo Maldonado Lopez</i>  | Z,ZK | 4 | 2P+2C   | L   | v |
| NI-GRI   | <b>Grid Computing</b><br><i>André Sopczak, Petr Fiedler Pavel Tvrđík André Sopczak (Gar.)</i>   | Z,ZK | 5 | 2P+1C   | Z   | v |
| NIE-HMI  | <b>History of Mathematics and Informatics</b><br><i>Alena Šolcová Alena Šolcová Alena Šolcová (Gar.)</i>  | Z,ZK | 3 | 2P+1C   | Z   | v |
| NIE-DVG  | <b>Introduction to Discrete and Computational Geometry</b><br><i>Maria Saumell Mendiola Maria Saumell Mendiola Maria Saumell Mendiola (Gar.)</i>                              | Z,ZK | 5 | 2P+1C   | L   | v |
| NIE-AM2  | <b>Middleware Architectures 2</b><br><i>Milan Doj inovski Milan Doj inovski Milan Doj inovski (Gar.)</i>  | Z,ZK | 5 | 2P+1C   | L   | v |
| NIE-PAM  | <b>Parameterized Algorithms</b><br><i>Ond ej Suchý Ond ej Suchý Ond ej Suchý (Gar.)</i>   | Z,ZK | 4 | 2P+1C   | L   | v |
| NIE-SYP  | <b>Parsing and Compilers</b><br><i>Jan Janoušek Jan Janoušek Jan Janoušek (Gar.)</i>  | Z,ZK | 5 | 2P+1C   | Z   | v |
| NIE-ROZ  | <b>Pattern Recognition</b><br><i>Michal Haindl Michal Haindl Michal Haindl (Gar.)</i>   | Z,ZK | 5 | 2P+1C   | Z   | v |
| NIE-PML  | <b>Personalized Machine Learning</b><br><i>Rodrigo Augusto Da Silva Alves Karel Klouda Rodrigo Augusto Da Silva Alves (Gar.)</i>  | Z,ZK | 5 | 2P+1C   | Z   | v |
| NI-AML   | <b>Pokro ilé techniky strojového u ení</b><br><i>Zden k Buk, Miroslav epek, Petr Šimánek, Rodrigo Augusto Da Silva Alves, Vojt ch Rybá Miroslav epek Miroslav epek (Gar.)</i> | Z,ZK | 5 | 2P + 1C | L   | v |
| NIE-PDL  | <b>Practical Deep Learning</b><br><i>Martin Barus, Yauhen Babakhin Karel Klouda Karel Klouda (Gar.)</i>   | KZ   | 5 | 2P+1C   | Z   | v |
| NIE-VPR  | <b>Research Project</b><br><i>Št pán Starosta Št pán Starosta Št pán Starosta (Gar.)</i>  | Z    | 5 |         | Z,L | v |
| NIE-SWE  | <b>Semantic Web and Knowledge Graphs</b><br><i>Milan Doj inovski Milan Doj inovski Milan Doj inovski (Gar.)</i>   | Z,ZK | 5 | 2P+1C   | Z   | v |
| NIE-HSC  | <b>Side-Channel Analysis in Hardware</b><br><i>Vojt ch Miškovský, Petr Socha Vojt ch Miškovský Vojt ch Miškovský (Gar.)</i>   | Z,ZK | 4 | 2P+2C   | Z   | v |
| NIE-DDW  | <b>Web Data Mining</b><br><i>Milan Doj inovski Milan Doj inovski Milan Doj inovski (Gar.)</i>   | Z,ZK | 5 | 2P+1C   | L   | v |
| NIE-BPS  | <b>Wireless Computer Networks</b><br><i>Alexandru Moucha Alexandru Moucha Alexandru Moucha (Gar.)</i>   | Z,ZK | 4 | 2P+1C   | L   | v |

#### Charakteristiky p edmet této skupiny studijního plánu: Kód=NIE-V.21 Název=Purely elective master's courses

|  |                                    |      |   |
|--|------------------------------------|------|---|
| NIE-MVI  | Computational Intelligence Methods | Z,ZK | 5 |
| Students will understand the basic methods and techniques of computational intelligence, which are based on traditional artificial intelligence, are parallel in nature and are applicable to solving a wide range of problems. The subject is also devoted to modern neural networks and the ways in which they learn and neuroevolution. Students will learn how these methods work and how to apply them to problems related to data extraction, management, intelligence in games and optimisation, etc.   |                                    |      |   |
| NIE-EVY  | Efficient Text Pattern Matching    | Z,ZK | 5 |
| Students get knowledge of efficient algorithms for text pattern matching. They learn to use so called succinct data structures that are efficient in both access time and memory complexity. They will be able to use the knowledge in design of applications that utilize pattern matching.   |                                    |      |   |
| NIE-SYP  | Parsing and Compilers              | Z,ZK | 5 |
| The module builds upon the knowledge of fundamentals of automata theory, formal language and formal translation theories. Students gain knowledge of various variants and applications of LR parsing and are introduced to special applications of parsers, such as incremental and parallel parsing.  |                                    |      |   |
| NIE-BLO  | Blockchain                         | Z,ZK | 5 |
| Students will understand the foundations of blockchain technology, smart contract programming, and gain an overview of most notable blockchain platforms. They will be able to design, code and deploy a secure decentralized application, and assess whether integration of a blockchain is suitable for a given problem. The course places an increased emphasis on the relationship between blockchains and information security. It is concluded with a defense of a research or applied semester project, which prepares the students for implementing or supervising implementation of blockchain-based solutions in both academia and business. |                                    |      |   |
| NIE-CPX  | Complexity Theory                  | Z,ZK | 5 |
| Students will learn about the fundamental classes of problems in the complexity theory and different models of algorithms and about implications of the theory concerning practical (in)tractability of difficult problems.  |                                    |      |   |
| NIE-VYC  | Computability                      | Z,ZK | 4 |
| Classical theory of recursive functions and effective computability.   |                                    |      |   |

|  |   |      |   |
|--|---|------|---|
| NIE-ARI  | Computer arithmetic                                 | Z,ZK | 4 |
| Students will learn various data representations used in digital devices and will be able to design arithmetic operations implementation units.  |   |      |   |
| NIE-SCE1   | Computer Engineering Seminar Master I               | Z    | 4 |
| The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester.  |   |      |   |
| NIE-SCE2   | Computer Engineering Seminar Master II              | Z    | 4 |
| The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester.  |   |      |   |
| NI-DSW   | Design Sprint                                       | Z    | 2 |
| Studenti budou pracovat metodou design sprint, vyvinutou p vodn spole ností Google, díky které lze b hem 5 dn p ejít od nápadu p es testování až k finálnímu návrhu produktu nebo služby. B hem kurzu se seznámí s metodou Design Sprint z pohledu ú astníka. Na praktickém problému si vyzkouší celý 5ti denní proces od výzkumu po testování prototyp . Díky za azení p ed za átek semestru mají studenti možnost vyzkoušet si metodu, která vyžaduje kontinuáln jší asovou alokaci než b žná výuka.   |   |      |   |
| NI-DID   | Digital drawing                                     | Z    | 2 |
| P edm t má za cíl p iblížit student m základní principy digitální kresby a grafické tvorby. Studenti získají pov domí o základech kompozice, perspektivy i teorie barev, což následn budou aplikovat ve svých samostatných pracích. Studenti také získají zkušenosti s kresbou v pr b hu praktických cvi ení. Kurz je vhodný pro kohokoli s chutí více kreslit a malovat, jelikož práv to je nedílnou sou ástí výuky. P edm t bude organizovaný formou tematických cvi ení pokrývajících ást teorie a tv rích cvi ení, která jsou zam ena na procvi ování.   |   |      |   |
| NI-GLR   | Games and reinforcement learning                    | Z,ZK | 4 |
| The field of reinforcement learning is very hot recently, because of advances in deep learning, recurrent neural networks and general artificial intelligence. This course is intended to give you both theoretical and practical background so you can participate in related research activities. Presented in English.  |   |      |   |
| NI-GRI   | Grid Computing                                      | Z,ZK | 5 |
| Grid computing and gain knowledge about the world-wide network and computing infrastructure.   |   |      |   |
| NIE-HMI  | History of Mathematics and Informatics              | Z,ZK | 3 |
| The course focuses on selected topics from calculus, general algebra, number theory, numerical mathematics and logic - useful for today computer science The topics are selected for finding some relations between computer science and mathematical methods. Some examples of applications of mathematics to computer sciences will be showed.   |   |      |   |
| NIE-DVG  | Introduction to Discrete and Computational Geometry | Z,ZK | 5 |
| The course intends to introduce the students to the discipline of Discrete and Computational Geometry. The main goal of the course is to get familiar with the most fundamental notions of this discipline, and to be able to solve simple algorithmic problems with a geometric component.  |   |      |   |
| NIE-AM2  | Middleware Architectures 2                          | Z,ZK | 5 |
| Students will learn new trends and technologies on the Web including theoretical foundations. They will gain an overview of Web application architectures, concepts and technologies for microservices, distributed cache and databases, smart contracts, realtime communication and web security.   |   |      |   |
| NIE-PAM  | Parameterized Algorithms                            | Z,ZK | 4 |
| There are many optimization problems for which no polynomial time algorithms are known (e.g. NP-complete problems). Despite that it is often necessary to solve these problems exactly in practice. We will demonstrate that many problems can be solved much more effectively than by naively trying all possible solutions. Often one can find a common property (parameter) of the inputs from practice-e.g., all solutions are relatively small. Parameterized algorithms exploit that by limiting the time complexity exponentially in this (small) parameter and polynomially in the input size (which can be huge). Parameterized algorithms also represent a way to formalize the notion of effective polynomial time preprocessing of the input, which is not possible in the classical complexity. Such a polynomial time preprocessing is then a suitable first step, whatever is the subsequent solution method. We will present a plethora of parameterized algorithm design methods and we will also show how to prove that for some problem (and parameter) such an algorithm (presumably) does not exist. We will also not miss out the relations to other approaches to hard problems such as moderately exponential algorithms or approximation schemes. |   |      |   |
| NIE-ROZ  | Pattern Recognition                                 | Z,ZK | 5 |
| The aim of the module is to give a systematic account of the major topics in pattern recognition with emphasis on problems and applications of the statistical approach to pattern recognition. Students will learn the fundamental concepts and methods of pattern recognition, including probability models, parameter estimation, and their numerical aspects.  |   |      |   |
| NIE-PML  | Personalized Machine Learning                       | Z,ZK | 5 |
| Personalized machine learning (PML) is a sub-field of machine learning that aims to create models and predictions based on the unique characteristics and behaviors of individual entities. While PML is commonly used in applications such as recommender systems, which recommend items to users based on their personal interests, its principles can be applied to a wide range of other fields, including education, medicine, and chemical engineering. In this course, we will explore the latest PML methods from theoretical, algorithmic, and practical perspectives. Specifically, we will focus on cutting-edge models that are of interest to both the research and commercial communities.   |   |      |   |
| NI-AML   | Pokro ílé techniky strojového u ení                 | Z,ZK | 5 |
| P edm t seznamuje studenty s vybranými pokro ílymi tématy strojového u ení a um lé inteligence a jejich aplikace na reálné problémy. Témata p edstavují techniky v oblasti doporu ovacích systém , zpracování obrazu, ízení i propojení fyzikálních zákon s oblastí strojového u ení. Cílem cvi ení je podrobn seznámit studenty s probíranými metodami.   |   |      |   |
| NIE-PDL  | Practical Deep Learning                             | KZ   | 5 |
| This course is designed to provide students with a comprehensive understanding of Deep Learning using PyTorch, a popular open-source machine learning framework. Throughout the course, students will develop practical skills in building and training deep neural networks, using PyTorch to solve real-world problems in fields such as computer vision and natural language processing.  |   |      |   |
| NIE-VPR  | Research Project                                    | Z    | 5 |
| Student obtains the credits for published scientific outputs. The details are at <a href="https://courses.fit.cvut.cz/NI-VPR/en">https://courses.fit.cvut.cz/NI-VPR/en</a> .   |   |      |   |
| NIE-SWE  | Semantic Web and Knowledge Graphs                   | Z,ZK | 5 |
| The students will learn the most recent concepts and technologies of the Semantic Web. The course will provide an overview of the Semantic Web technologies, methods and best practices for modelling, integration, publishing, querying and consumption of semantic data. The students will also gain skills in creation of knowledge graphs and their systematic quality assurance.  |   |      |   |
| NIE-HSC  | Side-Channel Analysis in Hardware                   | Z,ZK | 4 |
| This course is dedicated to so-called side-channel information leakage in hardware devices. It focuses on both theoretical analysis and practical attacks. Students get familiar with various kinds of side channels and they get deeper insight in power attacks. Students learn to implement various profiled and non-profiled attacks and get familiar with higher-order attacks. They also get practice in both designing the SCA countermeasures and analyzing the amount and characteristics of the side-channel information leakage.  |   |      |   |
| NIE-DDW  | Web Data Mining                                     | Z,ZK | 5 |
| Students will learn latest methods and technologies for web data acquisition, analysis and utilization of the discovered knowledge. Students will gain an overview of Web mining techniques for Web crawling, Web structure analysis, Web usage analysis, Web content mining and information extraction. Students will also gain an overview of most recent developments in the field of social web and recommendation systems.  |   |      |   |

|  |                            |      |   |
|--|----------------------------|------|---|
| NIE-BPS  | Wireless Computer Networks | Z,ZK | 4 |
| Students will learn about the modern technologies, protocols, and standards for wireless networks. They will understand the routing mechanisms in ad-hoc networks, multicast and broadcast mechanisms, and data flow control mechanisms. They will also learn about principles of communication in sensor networks. They get knowledge of security mechanisms for wireless networks and get skills of configuration of wireless network elements and simulation of wireless networks using suitable tools. |                            |      |   |

## Seznam předmětů tohoto proudu:

| Kód     | Název předmětu   | Zakonění | Kredity |
|---------|--|----------|---------|
| NI-AML  | Pokročilé techniky strojového učení<br>Předmět seznamuje studenty s vybranými pokročilými tématy strojového učení a umělé inteligence a jejich aplikace na reálné problémy. Témata představují techniky v oblasti dopravních systémů, zpracování obrazu, řízení i propojení fyzikálních zákonů s oblastí strojového učení. Cílem cvičení je podrobně seznámit studenty s probíranými metodami.   | Z,ZK     | 5       |
| NI-DID  | Digital drawing<br>Předmět má za cíl přiblížit studentům základní principy digitální kresby a grafické tvorby. Studenti získají povědomí o základech kompozice, perspektivy i teorie barev, což následně budou aplikovat ve svých samostatných pracích. Studenti také získají zkušenosti s kresbou v průběhu praktických cvičení. Kurz je vhodný pro kohokoli s chutí více kreslit a malovat, jelikož právě to je nedílnou součástí výuky. Předmět bude organizovaný formou tematických cvičení pokrývajících část teorie a tvůrčí cvičení, která jsou zaměřena na procvičování.   | Z        | 2       |
| NI-DSW  | Design Sprint<br>Studenti budou pracovat metodou design sprint, vyvinutou společností Google, díky které lze během 5 dnů přejít od nápadu přes testování až k finálnímu návrhu produktu nebo služby. Během kurzu se seznámí s metodou Design Sprint z pohledu účastníka. Na praktickém problému si vyzkouší celý 5ti denní proces od výzkumu po testování prototypu. Díky zařazení předmětu do programu mají studenti možnost vyzkoušet si metodu, která vyžaduje kontinuálnější časovou alokaci než běžná výuka.  | Z        | 2       |
| NI-GLR  | Games and reinforcement learning<br>The field of reinforcement learning is very hot recently, because of advances in deep learning, recurrent neural networks and general artificial intelligence. This course is intended to give you both theoretical and practical background so you can participate in related research activities. Presented in English.  | Z,ZK     | 4       |
| NI-GRI  | Grid Computing<br>Grid computing and gain knowledge about the world-wide network and computing infrastructure.   | Z,ZK     | 5       |
| NIE-ADM | Data Mining Algorithms<br>The course focuses on algorithms used in the fields of machine learning and data mining. However, this is not an introductory course, and the students should know machine learning basics. The emphasis is put on advanced algorithms (e.g., gradient boosting) and non-basic kinds of machine learning tasks (e.g., recommendation systems) and models (e.g., kernel methods).   | Z,ZK     | 5       |
| NIE-ADP | Architecture and Design patterns<br>The aim of this course is to provide students with practical knowledge of the basic principles of object-oriented design and its analysis, together with an understanding of the challenges, questions and compromises associated with advanced software design. In the first part of the course, students will review and deepen their knowledge of object-oriented programming and learn the most commonly used design patterns, which represent the best practices for solving typical software design problems. In the second part of the course, students will be introduced to the principles of design and analysis of software architecture including classical architectural designs, component systems and some advanced software architectures of large distributed systems. If you need to contact the teacher of NIE-ADP, please write an e-mail to Ing. Jiri Borsky borskjir@fit.cvut.cz | Z,ZK     | 5       |
| NIE-AIB | Algorithms of Information Security<br>Studenti se seznámí s algoritmy bezpečného generování klíčů a kryptografickým zpracováním chybových (nejen biometrických) dat. Dále se studenti seznámí s matematickými principy kryptografických protokolů (identifikačních, autentizačních a podpisových schémat). Získají znalosti o metodách detekce malware a použití strojového učení v detekčních algoritmech. Taktéž se seznámí s metodami vytváření steganografických záznamů, s metodami pro jejich vyhledávání a s útoky na ně.   | Z,ZK     | 5       |
| NIE-AM1 | Middleware Architectures 1<br>Students will study new trends, concepts, and technologies in the area of service-oriented architectures. They will gain an overview of information system architecture, web service architecture and application servers. They will also study principles and technologies for middleware focused on application integrations, asynchronous communications and high availability of applications. This course replaces the course MIE-MDW.  | Z,ZK     | 5       |
| NIE-AM2 | Middleware Architectures 2<br>Students will learn new trends and technologies on the Web including theoretical foundations. They will gain an overview of Web application architectures, concepts and technologies for microservices, distributed cache and databases, smart contracts, realtime communication and web security.   | Z,ZK     | 5       |
| NIE-ARI | Computer arithmetic<br>Students will learn various data representations used in digital devices and will be able to design arithmetic operations implementation units.   | Z,ZK     | 4       |
| NIE-BKO | Error Control Codes<br>The course expands the basic knowledge of security codes used in current systems for error detection and correction. It provides the necessary mathematical theory and principles of linear, cyclic codes and codes for the correction of multiple errors, clusters of errors and whole syllables (bytes). Students will also learn how to implement these detections and corrections for different types of transmissions (parallel, serial) when storing data in memory and when transmitting over telecommunication channels.  | Z,ZK     | 5       |
| NIE-BLO | Blockchain<br>Students will understand the foundations of blockchain technology, smart contract programming, and gain an overview of most notable blockchain platforms. They will be able to design, code and deploy a secure decentralized application, and assess whether integration of a blockchain is suitable for a given problem. The course places an increased emphasis on the relationship between blockchains and information security. It is concluded with a defense of a research or applied semester project, which prepares the students for implementing or supervising implementation of blockchain-based solutions in both academia and business.   | Z,ZK     | 5       |
| NIE-BPS | Wireless Computer Networks<br>Students will learn about the modern technologies, protocols, and standards for wireless networks. They will understand the routing mechanisms in ad-hoc networks, multicast and broadcast mechanisms, and data flow control mechanisms. They will also learn about principles of communication in sensor networks. They get knowledge of security mechanisms for wireless networks and get skills of configuration of wireless network elements and simulation of wireless networks using suitable tools.   | Z,ZK     | 4       |
| NIE-BVS | Embedded Security<br>Students gain basic knowledge in selected topics of cryptography and cryptanalysis. The course focuses particularly on efficient implementations of cryptographic primitives in hardware and software (in embedded systems). Students gain a good overview of functionality of (hardware) cryptographic accelerators, smart cards, and resources for securing internal functions of computer systems.   | Z,ZK     | 5       |
| NIE-CPX | Complexity Theory<br>Students will learn about the fundamental classes of problems in the complexity theory and different models of algorithms and about implications of the theory concerning practical (in)tractability of difficult problems.   | Z,ZK     | 5       |



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| NIE-DDW  | Web Data Mining                                     | Z,ZK | 5  |
| Students will learn latest methods and technologies for web data acquisition, analysis and utilization of the discovered knowledge. Students will gain an overview of Web mining techniques for Web crawling, Web structure analysis, Web usage analysis, Web content mining and information extraction. Students will also gain an overview of most recent developments in the field of social web and recommendation systems.  |   |      |    |
| NIE-DIP  | Diploma Project                                     | Z    | 30 |
| NIE-DSV  | Distributed Systems and Computing                   | Z,ZK | 5  |
| Students are introduced to methods for coordination of processes in distributed environment characterised by nondeterministic time responses of computing processes and communication channels. They learn basic algorithms that assure correctness of computations realized by a group of loosely coupled processes and mechanisms that support high availability of both data and services, and safety in case of failures.  |   |      |    |
| NIE-DVG  | Introduction to Discrete and Computational Geometry | Z,ZK | 5  |
| The course intends to introduce the students to the discipline of Discrete and Computational Geometry. The main goal of the course is to get familiar with the most fundamental notions of this discipline, and to be able to solve simple algorithmic problems with a geometric component.  |   |      |    |
| NIE-EHW  | Embedded Hardware                                   | Z,ZK | 5  |
| The course brings basic laws that govern digital design and basic techniques to use them. It deals with both large and small scale systems. This is the base of advanced embedded systems, that profit from their specialized structure for effective computation and acceleration. Design of fast custom computing machines is discussed, including standardized means of internal communication, parallelism extraction and utilization in special structures and system architectures.  |   |      |    |
| NIE-EPC  | Effective C++ programming                           | Z,ZK | 5  |
| Students learn how to use the modern features of contemporary versions of the C++ programming language for software development. The course focuses on programming effectivity and efficiency in the form of writing maintainable and portable source code and creating correct programs with low memory and processor time requirements.  |   |      |    |
| NIE-ESW  | Embedded Software                                   | Z,ZK | 5  |
| Embedded software course acquainted students with the specifics of software development for embedded systems. The course covers the areas from the basic techniques of programming in C language and code optimizations, through typical areas as the reliable software development, embedded operating systems, signal processing, up to sophisticated techniques combined with artificial intelligence.  |   |      |    |
| NIE-EVY  | Efficient Text Pattern Matching                     | Z,ZK | 5  |
| Students get knowledge of efficient algorithms for text pattern matching. They learn to use so called succinct data structures that are efficient in both access time and memory complexity. They will be able to use the knowledge in design of applications that utilize pattern matching.   |   |      |    |
| NIE-FME  | Formal Methods and Specifications                   | Z,ZK | 5  |
| Students are able to describe semantics of software formally and to use sound reasoning for construction of correct software. They learn to use some software tools that allow to prove basic properties of software.  |   |      |    |
| NIE-GAK  | Graph theory and combinatorics                      | Z,ZK | 5  |
| The goal of the class is to introduce the most important topics in graph theory, combinatorics, combinatorial structures, discrete models and algorithms. The emphasis will be not only on understanding the basic principles but also on applications in problem solving and algorithm design. The topics include: generating functions, selected topics from graph and hypergraph coloring, Ramsey theory, introduction to probabilistic method, properties of various special classes of graphs and combinatorial structures. The theory will be also applied in the fields of combinatorics on words, formal languages and bioinformatics.   |   |      |    |
| NIE-GPU  | GPU Architectures and Programming                   | Z,ZK | 5  |
| Students will gain knowledge of the internal architecture of modern massively parallel GPU processors. They will learn to program them mainly in the CUDA programming environment, which is already a widespread programming technology of GPU processors. As an integral part of the effective computational use of these hierarchical computational structures, students will also learn optimization programming techniques and methods of programming multiprocessor GPU systems.  |   |      |    |
| NIE-HMI  | History of Mathematics and Informatics              | Z,ZK | 3  |
| The course focuses on selected topics from calculus, general algebra, number theory, numerical mathematics and logic - useful for today computer science. The topics are selected for finding some relations between computer science and mathematical methods. Some examples of applications of mathematics to computer sciences will be showed.  |   |      |    |
| NIE-HSC  | Side-Channel Analysis in Hardware                   | Z,ZK | 4  |
| This course is dedicated to so-called side-channel information leakage in hardware devices. It focuses on both theoretical analysis and practical attacks. Students get familiar with various kinds of side channels and they get deeper insight in power attacks. Students learn to implement various profiled and non-profiled attacks and get familiar with higher-order attacks. They also get practice in both designing the SCA countermeasures and analyzing the amount and characteristics of the side-channel information leakage.  |   |      |    |
| NIE-HWB  | Hardware Security                                   | Z,ZK | 5  |
| The course provides the knowledge needed for the analysis and design of computer systems security solutions. Students get an overview of safeguards against abuse of the system using hardware means. They will be able to safely use and integrate hardware components into systems and test them for resistance to attacks. Students will gain knowledge about the cryptographic accelerators, PUF, random number generators, smart cards, biometric devices, and devices for internal security functions of the computer.   |   |      |    |
| NIE-KOD  | Data Compression                                    | Z,ZK | 5  |
| Students are introduced to the basic principles of data compression. They will learn the necessary theoretical background and get an overview of data compression methods being used in practice. The overview covers principles of integer coding and of statistical, dictionary, and context data compression methods. In addition, students learn the fundamentals of lossy data compression methods used in image, audio, and video compression.   |   |      |    |
| NIE-KOP  | Combinatorial Optimization                          | Z,ZK | 6  |
| The students will gain knowledge and understanding necessary deployment of combinatorial heuristics at a professional level. They will be able not only to select and implement but also to apply and evaluate heuristics for practical problems.  |   |      |    |
| NIE-KRY  | Advanced Cryptology                                 | Z,ZK | 5  |
| Students will learn the essentials of cryptanalysis and the mathematical principles of constructing symmetric and asymmetric ciphers. They will know the mathematical principles of random number generators. They will have an overview of cryptanalysis methods, elliptic curve cryptography and quantum cryptography, which they can apply to the integration of their own systems or to the creation of their own software solutions.  |   |      |    |
| NIE-MCC  | Multicore CPU Computing                             | Z,ZK | 5  |
| Students will get acquainted in detail with hardware support and programming technologies for the creation of parallel multithreaded computations on multicore processors with shared and virtually shared memory, which are today the most common computing nodes of powerful computer systems. Students will gain knowledge of architecturally specific optimization techniques used to reduce the decrease in computing power due to the widening performance gap between the computational requirements of multi-core CPUs and memory interface throughput. On specific non-trivial multithreaded programs, students will also learn the basics of the art of creating these applications. |   |      |    |
| NIE-MKY  | Mathematics for Cryptology                          | Z,ZK | 5  |
| Studenti získají hlubší znalosti o algebraických postupech řešení nejzákladnějších matematických problémů, na kterých je založena bezpečnost šifer. Zejména se jedná o problém řešení soustavy polynomiálních rovnic nad konečným tělesem, problém faktorizace velkých čísel a problém diskrétního logaritmu. Problém faktorizace bude speciálně řešen i na eliptických křivkách. Studenti se rovněž seznámí s moderními šifrovacími systémy založenými na počítačové grafice.   |   |      |    |

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| <b>NIE-MPI</b>   | <b>Mathematics for Informatics</b>                             | <b>Z,ZK</b> | <b>7</b> |
| The course focuses on selected topics from general algebra with emphasis on finite structures used in computer science. It includes topics from multi-variate analysis, smooth optimization, and multi-variate integration. The third large topic is computer arithmetics and number representation in a computer along with error manipulation. The last topic includes selected numerical algorithm and their stability analysis. The topics are completed with the demonstration of applications in computer science. The course focuses on clear presentation and argumentation.   |  |             |          |
| <b>NIE-MPR</b>   | <b>Master Project</b>  | <b>Z</b>    | <b>7</b> |
| 1. At the beginning of the semester, a student reserves her/his final thesis topic and gets together with its supervisor. Together they decide on partial tasks that should be carried out during the semester. If the requirements they agreed upon are met, the supervisor awards the student an assessment for the course MI-MPR at the end of the semester. 2. The external supervisor enters the information on granting the credit using the form "Granting credit from the external supervisor of the final thesis" ( <a href="http://fit.cvut.cz/student/studijni/formulare">http://fit.cvut.cz/student/studijni/formulare</a> ). The completed and signed form must be delivered in person or by email to the SZZ coordinator, who will arrange for the credit to be granted. 3. If the FT topic that the student has reserved is rather general, the immediate tasks the supervisor assigns to the student for the upcoming semester should aim at fine-tuning the FT topic so that the FTT will be complete and approvable at the end of the semester.  |  |             |          |
| <b>NIE-MTI</b>   | <b>Modern Internet Technologies</b>                            | <b>Z,ZK</b> | <b>5</b> |
| Students learn advanced networking technologies and protocols for both local area networks and wide area networks. They get acquainted with routing techniques and transfer technologies of modern internet, including multimedia data transfer, with various types of network virtualization, and with last-mile security.  |  |             |          |
| <b>NIE-MVI</b>   | <b>Computational Intelligence Methods</b>                      | <b>Z,ZK</b> | <b>5</b> |
| Students will understand the basic methods and techniques of computational intelligence, which are based on traditional artificial intelligence, are parallel in nature and are applicable to solving a wide range of problems. The subject is also devoted to modern neural networks and the ways in which they learn and neuroevolution. Students will learn how these methods work and how to apply them to problems related to data extraction, management, intelligence in games and optimisation, etc.   |  |             |          |
| <b>NIE-NON</b>   | <b>Nonlinear Continuous Optimization and Numerical Methods</b> | <b>Z,ZK</b> | <b>5</b> |
| Students will be introduced to nonlinear continuous optimization, principles of the most popular methods of optimization and applications of such methods to real-world problems. They will also learn the finite element method and the finite difference method used for solving ordinary and partial differential equations in engineering. They will learn to solve systems of linear algebraic equations that arise from discretization of the continuous problems by direct and iterative algorithms. They will also learn to implement these algorithms sequentially as well as in parallel.  |  |             |          |
| <b>NIE-NSS</b>   | <b>Normalized Software Systems</b>                             | <b>ZK</b>   | <b>5</b> |
| Students will learn the foundations of normalized systems theory that studies the evolvability of modular structures based on concepts from engineering, such as stability from system theory and entropy from thermodynamics. Students will understand a set of principles that indicate where violations of stability and entropy-related issues occur in any given software architecture. In the second part of the course, students learn how to construct software architectures using a set of 5 design patterns called elements. These elements provide the core functionality of information systems in terms of storing data, executing actions, workflows, connectors, and triggers, while handling violations of the stability and entropy-related principles. This knowledge allows students to realize new levels of evolvability in software architectures.  |  |             |          |
| <b>NIE-NUR</b>   | <b>User Interface Design</b>                                   | <b>Z,ZK</b> | <b>5</b> |
| Students will understand the theoretical background of human-computer interaction and user interface (UI) design, will learn formal description of UIs, formal user models, the fundamental notions and procedures. They get acquainted with graphical, speech, and multimodal UIs. Thanks to the gained knowledge, the students will be able to design advanced UIs. This course replaces MIE-MDW.  |  |             |          |
| <b>NIE-PAM</b>   | <b>Parameterized Algorithms</b>                                | <b>Z,ZK</b> | <b>4</b> |
| There are many optimization problems for which no polynomial time algorithms are known (e.g. NP-complete problems). Despite that it is often necessary to solve these problems exactly in practice. We will demonstrate that many problems can be solved much more effectively than by naively trying all possible solutions. Often one can find a common property (parameter) of the inputs from practice-e.g., all solutions are relatively small. Parameterized algorithms exploit that by limiting the time complexity exponentially in this (small) parameter and polynomially in the input size (which can be huge). Parameterized algorithms also represent a way to formalize the notion of effective polynomial time preprocessing of the input, which is not possible in the classical complexity. Such a polynomial time preprocessing is then a suitable first step, whatever is the subsequent solution method. We will present a plethora of parameterized algorithm design methods and we will also show how to prove that for some problem (and parameter) such an algorithm (presumably) does not exist. We will also not miss out the relations to other approaches to hard problems such as moderately exponential algorithms or approximation schemes. |  |             |          |
| <b>NIE-PDB</b>   | <b>Advanced Database Systems</b>                               | <b>Z,ZK</b> | <b>5</b> |
| Students orient themselves in problems of evaluation and optimization of SQL queries. The next part of the course deals with new concepts of database machines (so called NoSQL databases), with the related new data models (XML, graph databases, column databases) and languages for working with them (XQuery, XPath, CYPHER, Gremlin). The last part of the course deals with performance evaluation of database machines. This course is equivalent to the course MIE-PDB.   |  |             |          |
| <b>NIE-PDL</b>   | <b>Practical Deep Learning</b>                                 | <b>KZ</b>   | <b>5</b> |
| This course is designed to provide students with a comprehensive understanding of Deep Learning using PyTorch, a popular open-source machine learning framework. Throughout the course, students will develop practical skills in building and training deep neural networks, using PyTorch to solve real-world problems in fields such as computer vision and natural language processing.  |  |             |          |
| <b>NIE-PDP</b>   | <b>Parallel and Distributed Programming</b>                    | <b>Z,ZK</b> | <b>6</b> |
| 21st century in computer architectures is primarily influenced by the shift of the Moore's law into parallelization of CPUs at the level of computing cores. Parallel computing systems are becoming a ubiquitous commodity and parallel programming becomes the basic paradigm of development of efficient applications for these platforms. Students get acquainted with architectures of parallel and distributed computing systems, their models, theory of interconnection networks and collective communication operations, and languages and environments for parallel programming of shared and distributed memory computers. They get acquainted with fundamental parallel algorithms and on selected problems, they will learn the techniques of design of efficient and scalable parallel algorithms and methods of performance evaluation of their implementations. The course includes a semester project of practical programming in OpenMP and MPI for solving a particular nontrivial problem.   |  |             |          |
| <b>NIE-PIS</b>   | <b>Advanced Information Systems</b>                            | <b>Z,ZK</b> | <b>5</b> |
| Students learn the notion of business process logic and its formalization, with business process roles, business rules, and data processing, with the notion of service oriented company, enterprise services and service solution of business logic. They get acquainted with these notions also for the other types of ISs. They learn about agility and adaptivity and using of artificial intelligence methods for implementation of these ideas in ISs. They understand modern object-oriented methodologies for modelling of business processes, business rules, processed data, and enterprise ISs. They will get the rules and technologies for successful implementation of IS.   |  |             |          |
| <b>NIE-PML</b>   | <b>Personalized Machine Learning</b>                           | <b>Z,ZK</b> | <b>5</b> |
| Personalized machine learning (PML) is a sub-field of machine learning that aims to create models and predictions based on the unique characteristics and behaviors of individual entities. While PML is commonly used in applications such as recommender systems, which recommend items to users based on their personal interests, its principles can be applied to a wide range of other fields, including education, medicine, and chemical engineering. In this course, we will explore the latest PML methods from theoretical, algorithmic, and practical perspectives. Specifically, we will focus on cutting-edge models that are of interest to both the research and commercial communities.   |  |             |          |
| <b>NIE-REV</b>   | <b>Reverse Engineering</b>                                     | <b>Z,ZK</b> | <b>5</b> |
| Students will learn fundamentals of reverse engineering of computer software (methods of executing and initializing programs, organization of executable files, work with third-party libraries). Special attention will be paid to C ++. Students will also become familiar with the principles of debugging tools, disassemblers and obfuscation methods. Finally, the course will focus on code compression and decompression and executable file reconstruction.   |  |             |          |

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| NIE-ROZ   | Pattern Recognition                         | Z,ZK | 5 |
| The aim of the module is to give a systematic account of the major topics in pattern recognition with emphasis on problems and applications of the statistical approach to pattern recognition. Students will learn the fundamental concepts and methods of pattern recognition, including probability models, parameter estimation, and their numerical aspects.   |   |      |   |
| NIE-SBF   | System Security and Forensics               | Z,ZK | 5 |
| Students will be introduced to various aspects of system security (principles of endpoint security, principles of security policies, security models, authentication concepts). Students will also learn about forensic analysis as a tool for investigating security incidents (techniques used by malicious software or attackers, forensic analysis techniques, and the importance of memory or file system artifacts for attack analysis and detection).  |   |      |   |
| NIE-SCE1  | Computer Engineering Seminar Master I       | Z    | 4 |
| The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester.   |   |      |   |
| NIE-SCE2  | Computer Engineering Seminar Master II      | Z    | 4 |
| The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester.   |   |      |   |
| NIE-SIB   | Network Security                            | Z,ZK | 5 |
| The students will gain theoretical and practical knowledge and experience in the area of current security threats in computer networks, specifically about detection and defense. The course explains basic principals of security monitoring, packet-based and flow-based analysis, in order to detect anomalies and suspicious network traffic. The course focuses on explanation and practical examples of various mechanisms of securing network infrastructure and detection in real time. The course covers general principals of handling detected security events (i.e. incident handling and incident response).   |   |      |   |
| NIE-SIM   | Digital Circuit Simulation and Verification | Z,ZK | 5 |
| Aim of the course is to acquaint the students with principles of digital circuit simulation at RTL (Register Transfer Level) and TLM (Transaction Level Modeling) levels and with the properties of proper tools. The course covers today recent verification methods, too.   |   |      |   |
| NIE-SWE   | Semantic Web and Knowledge Graphs           | Z,ZK | 5 |
| The students will learn the most recent concepts and technologies of the Semantic Web. The course will provide an overview of the Semantic Web technologies, methods and best practices for modelling, integration, publishing, querying and consumption of semantic data. The students will also gain skills in creation of knowledge graphs and their systematic quality assurance.   |   |      |   |
| NIE-SYP   | Parsing and Compilers                       | Z,ZK | 5 |
| The module builds upon the knowledge of fundamentals of automata theory, formal language and formal translation theories. Students gain knowledge of various variants and applications of LR parsing and are introduced to special applications of parsers, such as incremental and parallel parsing.   |   |      |   |
| NIE-TES   | Systems Theory                              | Z,ZK | 5 |
| Today, humankind has the ability to develop systems of incredible complexity (e.g., trains, microprocessors, airplanes, nuclear power plants). However, the costs of managing this complexity and of ensuring the correct behavior of a given system have become critical. A key technique for mastering this complexity is the usage of models that describe only those aspects of the systems that are important for the task at hand, and automated tools for analyzing those models. This subject will present theory and algorithms that form the basis for the modeling and analysis of complex systems.  |   |      |   |
| NIE-TSP   | Testing and Reliability                     | Z,ZK | 5 |
| Students will gain knowledge about circuit testing and about methods for increasing reliability and security. They will get practical skills to be able to prepare a test set with the help of the intuitive path sensitization and to use an ATPG for automatic test generation. They will be able to design easily testable circuits and systems with built-in-self-test equipment. They will be able to compute, analyze, and control the reliability and availability of the designed circuits.   |   |      |   |
| NIE-VCC   | Virtualization and Cloud Computing          | Z,ZK | 5 |
| Students will gain knowledge of architectures of large computer systems that are used in data centers and computer infrastructure of companies and organizations. They will get acquainted with virtualization principles, tools and technologies that serve to facilitate and automate configuration, testing and monitoring, and to efficiently operate and optimize the performance parameters of modern computer systems. Theoretically and practically, they will get acquainted with containerization as the most effective technology today for the management of complex computer systems and with specific technologies of cloud systems. Finally, they will learn the principles and gain practical skills in the use of modern integration and development tools (Continuous integration and development). |   |      |   |
| NIE-VPR   | Research Project                            | Z    | 5 |
| Student obtains the credits for published scientific outputs. The details are at <a href="https://courses.fit.cvut.cz/NI-VPR/en">https://courses.fit.cvut.cz/NI-VPR/en</a> .  |   |      |   |
| NIE-VSM   | Selected statistical Methods                | Z,ZK | 7 |
| Summary of probability theory; Multivariate normal distribution; Entropy and its application to coding; Statistical tests: T-tests, goodness of fit tests, independence test; Random processes - stationarity; Markov chains and limiting properties; Queuing theory  |   |      |   |
| NIE-VYC   | Computability                               | Z,ZK | 4 |
| Classical theory of recursive functions and effective computability.  |   |      |   |

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