Study plan

Name of study plan: Open Informatics - Computer Vision and Image Processing

Faculty/Institute/Others: Faculty of Electrical Engineering
Department:
Branch of study guaranteed by the department: Welcome page
Garantor of the study branch:
Program of study: Open Informatics
Type of study: Follow-up master full-time
Required credits: 85
Elective courses credits: 35
Sum of credits in the plan: 120
Note on the plan:

Name of the block: Compulsory courses in the program
Minimal number of credits of the block: 49
The role of the block: P

Code of the group: 2018_MOIEP
Name of the group: Compulsory subjects of the programme
Requirement credits in the group: In this group you have to gain 24 credits
Requirement courses in the group: In this group you have to complete 4 courses
Credits in the group: 24
Note on the group:

Code	Name of the course / Name of the group of courses *(in case of groups of courses the list of codes of their members)* *Tutors,* ***authors*** *and guarantors (gar.)*	Completion	Credits	Scope	Semester	Role
BE4M33PAL	**Advanced Algorithms** *Ondřej Drbohlav, Marko Genyk-Berezovskyj, Daniel Průša* ***Daniel Průša*** *Daniel Průša (Gar.)*	Z,ZK	6	2P+2C	Z	P
BE4M35KO	**Combinatorial Optimization** *Zdeněk Hanzálek* ***Zdeněk Hanzálek*** *Zdeněk Hanzálek (Gar.)*	Z,ZK	6	3P+2C	L	P
BE4MSVP	**Software or Research Project** *Jiří Šebek, Petr Pošík, Jaroslav Sloup, Katarína Žmolíková, Tomáš Drábek* ***Petr Pošík***	KZ	6		Z,L	P
BE4M01TAL	**Theory of Algorithms** *Marie Demlová, Natalie Žukovec* ***Marie Demlová*** *Marie Demlová (Gar.)*	Z,ZK	6	3P+2S	L	P

Characteristics of the courses of this group of Study Plan: Code=2018_MOIEP Name=Compulsory subjects of the programme

BE4M33PAL	Advanced Algorithms	Z,ZK	6
Basic graph algorithms and graph representation. Combinatorial algorithms. Application of formal languages theory in computer science - pattern matching.			
BE4M35KO	Combinatorial Optimization	Z,ZK	6
The goal is to show the problems and algorithms of combinatorial optimization (often called discrete optimization; there is a strong overlap with the term operations research). Following the courses on linear algebra, graph theory, and basics of optimization, we show optimization techniques based on graphs, integer linear programming, heuristics, approximation algorithms and state space search methods. We focus on application of optimization in stores, ground transportation, flight transportation, logistics, planning of human resources, scheduling in production lines, message routing, scheduling in parallel computers.			
BE4MSVP	Software or Research Project	KZ	6
Independent work on a problem under the guidance of an advisor. Usually but not mandatory, the problem being solved is a subproblem of approaching diploma thesis and the project advisor is the diploma thesis supervisor too. Therefore, we recommend choosing the topic of the diploma thesis at the beginning of the 3rd semester and not underestimating its timely selection. The topic of the project should be relevant to the major branch of the study. The software and research project course must have a clearly defined output, such as a technical report or a computer program. The output is defended, evaluated and graded. Important note: - By default, it is not possible to complete more than one subject of this type. - An exception may be granted by the guarantor of the major branch of the study. A possible reason for granting an exemption is that the work-project has a different topic and is led by another supervisor. A typical example is working on a project abroad. Note: The student enrolls in the course of SVP at the department of the supervisor. If the course does not list the course, then at the department 13139 (variant A4M39SVP). The contact email in case of further questions: oi@fel.cvut.cz. More instructions for entering and elaborating the project can be found on the website of the Department of Computer Graphics and Interaction http: //dcgi.felk. cvut.cz/cs/study/predmetprojekt.			
BE4M01TAL	Theory of Algorithms	Z,ZK	6
The course brings theoretical background of the theory of algorithms with the focus at first on the time and space complexity of algorithms and problems, secondly on the correctness of algorithms. Further it is dealt with the theory of complexity; the classes P, NP, NP-complete, PSPACE and NPSPACE are treated and properties of them investigated. Probabilistic algorithms are studied and the classes RP and ZZP introduced.			

Code of the group: 2018_MOIEDIP
Name of the group: Diploma Thesis

Requirement credits in the group: In this group you have to gain 25 credits
Requirement courses in the group: In this group you have to complete 1 course
Credits in the group: 25
Note on the group:

Code	Name of the course / Name of the group of courses *(in case of groups of courses the list of codes of their members)* *Tutors, **authors** and guarantors (gar.)*	Completion	Credits	Scope	Semester	Role
BDIP25	**Diploma Thesis**	Z	25	22s	L	P

Characteristics of the courses of this group of Study Plan: Code=2018_MOIEDIP Name=Diploma Thesis

BDIP25	Diploma Thesis	Z	25

Independent final comprehensive work for the Master's degree study programme. A student will choose a topic from a range of topics related to his or her branch of study, which will be specified by branch department or branch departments. The diploma thesis will be defended in front of the board of examiners for the comprehensive final examination.

Name of the block: Compulsory courses of the specialization
Minimal number of credits of the block: 36
The role of the block: PO

Code of the group: 2018_MOIEPO5
Name of the group: Compulsory subjects of the branch
Requirement credits in the group: In this group you have to gain 36 credits
Requirement courses in the group: In this group you have to complete 6 courses
Credits in the group: 36
Note on the group:

Code	Name of the course / Name of the group of courses *(in case of groups of courses the list of codes of their members)* *Tutors, **authors** and guarantors (gar.)*	Completion	Credits	Scope	Semester	Role
BE4M39VG	**Computational Geometry** *Petr Felkel **Petr Felkel** Petr Felkel (Gar.)*	Z,ZK	6	2P+2S	Z	PO
BE4M33MPV	**Computer Vision Methods** *Georgios Tolias, Jiří Matas, Jan Čech, Dmytro Mishkin **Ondřej Drbohlav** Jiří Matas (Gar.)*	Z,ZK	6	2P+2C	L	PO
BE4M33DZO	**Digital Image** *Ondřej Drbohlav, Daniel Sýkora **Daniel Sýkora** Daniel Sýkora (Gar.)*	Z,ZK	6	2P+2C	Z	PO
BE4M33GVG	**Geometry of Computer Vision and Graphics** *Torsten Sattler, Viktor Korotynskiy, Tomáš Pajdla **Tomáš Pajdla** Tomáš Pajdla (Gar.)*	Z,ZK	6	2P+2C	L	PO
BE4M33SSU	**Statistical Machine Learning** *Jan Drchal, Vojtěch Franc **Vojtěch Franc** Vojtěch Franc (Gar.)*	Z,ZK	6	2P+2C	Z	PO
BE4M33TDV	**Three-dimensional Computer Vision** *Radim Šára **Radim Šára** Radim Šára (Gar.)*	Z,ZK	6	2P+2C	Z	PO

Characteristics of the courses of this group of Study Plan: Code=2018_MOIEPO5 Name=Compulsory subjects of the branch

BE4M39VG	Computational Geometry	Z,ZK	6

The goal of computational geometry is analysis and design of efficient algorithms for determining properties and relations of geometric entities. The lecture focuses on geometric search, point location, convex hull construction for sets of points in d-dimensional space, searching nearest neighbor points, computing intersection of polygonal areas, geometry of parallelograms. New directions in algorithmic design. Computational geometry is applied not only in geometric applications, but also in common database searching problems.

BE4M33MPV	Computer Vision Methods	Z,ZK	6

The course covers selected computer vision problems: search for correspondences between images via interest point detection, description and matching, image stitching, detection, recognition and segmentation of objects in images and videos, image retrieval from large databases and tracking of objects in video sequences. This course is also part of the inter-university programme prg.ai Minor. It pools the best of AI education in Prague to provide students with a deeper and broader insight into the field of artificial intelligence. More information is available at https://prg.ai/minor.

BE4M33DZO	Digital Image	Z,ZK	6

This course presents an overview of basic methods for digital image processing. It deals with practical techniques that have an interesting theoretical basis but are not difficult to implement. Seemingly abstract concepts from mathematical analysis, probability theory, or optimization come to life through visually engaging applications. The course focuses on fundamental principles (signal sampling and reconstruction, monadic operations, histogram, Fourier transform, convolution, linear and non-linear filtering) and more advanced editing techniques, including image stitching, deformation, registration, and segmentation. Students will practice the selected topics through six implementation tasks, which will help them learn the theoretical knowledge from the lectures and use it to solve practical problems.

BE4M33GVG	Geometry of Computer Vision and Graphics	Z,ZK	6

We will explain fundamentals of image and space geometry including Euclidean, affine and projective geometry, the model of a perspective camera, image transformations induced by camera motion, and image normalization for object recognition. The theory will be demonstrated on practical task of creating mosaics from images, measuring the geometry of objects by a camera, and reconstructing geometrical properties of objects from their projections. We will build on linear algebra and optimization and lay down foundation for other subjects such as computational geometry, computer vision, computer graphics, digital image processing and recognition of objects in images.

BE4M33SSU	Statistical Machine Learning	Z,ZK	6
The aim of statistical machine learning is to develop systems (models and algorithms) for learning to solve tasks given a set of examples and some prior knowledge about the task. This includes typical tasks in speech and image recognition. The course has the following two main objectives 1. to present fundamental learning concepts such as risk minimisation, maximum likelihood estimation and Bayesian learning including their theoretical aspects, 2. to consider important state-of-the-art models for classification and regression and to show how they can be learned by those concepts.			
BE4M33TDV	Three-dimensional Computer Vision	Z,ZK	6
This course introduces methods and algorithms for 3D geometric scene reconstruction from images. The student will understand these methods and their essence well enough to be able to build variants of simple systems for reconstruction of 3D objects from a set of images or video, for inserting virtual objects to video-signal source, or for computing ego-motion trajectory from a sequence of images. The labs will be hands-on, the student will be gradually building a small functional 3D scene reconstruction system and using it to compute a virtual 3D model of an object of his/her choice.			

Name of the block: Elective courses
Minimal number of credits of the block: 0
The role of the block: V

Code of the group: 2018_MOIEVOL
Name of the group: Elective subjects
Requirement credits in the group:
Requirement courses in the group:
Credits in the group: 0
Note on the group: ~Student can choose arbitrary subject of themagister's program (EEM - Electrical Engineering, Power Engineering and Management, EK - Electronics and Communications, KYR - Cybernetics and Robotics, OI - Open Informatics, OES - Open Electronics Systems) which is not part of his curriculum. Student can choose with consideration of recommendation of the branch guarantee.You can find a selection of optional courses organized by the departments on the web site http://www.fel.cvut.cz/cz/education/volitelne-predmety.html

List of courses of this pass:

Code	Name of the course	Completion	Credits
BDIP25	Diploma Thesis	Z	25
Independent final comprehensive work for the Master's degree study programme. A student will choose a topic from a range of topics related to his or her branch of study, which will be specified by branch department or branch departments. The diploma thesis will be defended in front of the board of examiners for the comprehensive final examination.			
BE4M01TAL	Theory of Algorithms	Z,ZK	6
The course brings theoretical background of the theory of algorithms with the focus at first on the time and space complexity of algorithms and problems, secondly on the correctness of algorithms. Further it is dealt with the theory of complexity; the classes P, NP, NP-complete, PSPACE and NPSPACE are treated and properties of them investigated. Probabilistic algorithms are studied and the classes RP and ZZP introduced.			
BE4M33DZO	Digital Image	Z,ZK	6
This course presents an overview of basic methods for digital image processing. It deals with practical techniques that have an interesting theoretical basis but are not difficult to implement. Seemingly abstract concepts from mathematical analysis, probability theory, or optimization come to life through visually engaging applications. The course focuses on fundamental principles (signal sampling and reconstruction, monadic operations, histogram, Fourier transform, convolution, linear and non-linear filtering) and more advanced editing techniques, including image stitching, deformation, registration, and segmentation. Students will practice the selected topics through six implementation tasks, which will help them learn the theoretical knowledge from the lectures and use it to solve practical problems.			
BE4M33GVG	Geometry of Computer Vision and Graphics	Z,ZK	6
We will explain fundamentals of image and space geometry including Euclidean, affine and projective geometry, the model of a perspective camera, image transformations induced by camera motion, and image normalization for object recognition. The theory will be demonstrated on practical task of creating mosaics from images, measuring the geometry of objects by a camera, and reconstructing geometrical properties of objects from their projections. We will build on linear algebra and optimization and lay down foundation for other subjects such as computational geometry, computer vision, computer graphics, digital image processing and recognition of objects in images.			
BE4M33MPV	Computer Vision Methods	Z,ZK	6
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BE4M33SSU	Statistical Machine Learning	Z,ZK	6
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	trajectory from a sequence of images. The labs will be hands-on, the student will be gradually building a small functional 3D scene reconstruction system and using it to compute a virtual 3D model of an object of his/her choice.		
BE4M35KO	Combinatorial Optimization	Z,ZK	6
	The goal is to show the problems and algorithms of combinatorial optimization (often called discrete optimization; there is a strong overlap with the term operations research). Following the courses on linear algebra, graph theory, and basics of optimization, we show optimization techniques based on graphs, integer linear programming, heuristics, approximation algorithms and state space search methods. We focus on application of optimization in stores, ground transportation, flight transportation, logistics, planning of human resources, scheduling in production lines, message routing, scheduling in parallel computers.		
BE4M39VG	Computational Geometry	Z,ZK	6
	The goal of computational geometry is analysis and design of efficient algorithms for determining properties and relations of geometric entities. The lecture focuses on geometric search, point location, convex hull construction for sets of points in d-dimensional space, searching nearest neighbor points, computing intersection of polygonal areas, geometry of parallelograms. New directions in algorithmic design. Computational geometry is applied not only in geometric applications, but also in common database searching problems.		
BE4MSVP	Software or Research Project	KZ	6
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For updated information see http://bilakniha.cvut.cz/en/f3.html
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