## Recomended pass through the study plan

## Name of the pass: Specialization Computer Vision and Image Processing - Passage through study

Faculty/Institute/Others: Faculty of Electrical Engineering Department: Pass through the study plan: Open Informatics - Computer Vision and Image Processing Branch of study guranteed by the department: Welcome page Guarantor of the study branch: Program of study: Open Informatics Type of study: Follow-up master full-time Note on the pass:

Coding of roles of courses and groups of courses:

P - compulsory courses of the program, PO - compulsory courses of the branch, Z - compulsory courses, S - compulsory elective courses, PV - compulsory elective courses, F - elective specialized courses, V - elective courses, T - physical training courses

Coding of ways of completion of courses (KZ/Z/ZK) and coding of semesters (Z/L): KZ - graded assesment, Z - assesment, ZK - examination, L - summer semester, Z - winter semester

Number of semester: 1

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
BEZM	Safety in Electrical Engineering for a master's degree Vladimír K la, Radek Havlí ek, Ivana Nová, Josef ernohous, Pavel Mlejnek Radek Havlí ek Vladimír K la (Gar.)	Z	0	2BP+2BC	Z	Ρ
B4M33PAL	Advanced algorithms Marko Genyk-Berezovskyj, Daniel Pr ša, Ond ej Drbohlav Daniel Pr ša Daniel Pr ša (Gar.)	Z,ZK	6	2P+2C	Z	Ρ
B4M33DZO	Digital image Ond ej Drbohlav, Daniel Sýkora Daniel Sýkora (Gar.)	Z,ZK	6	2P+2C	Z,L	PO
BE4M33SSU	Statistical Machine Learning Jan Drchal, Vojt ch Franc Vojt ch Franc (Gar.)	Z,ZK	6	2P+2C	Z	PO
2018_MOIVOL	Volitelné odborné p edm ty	Min. cours. 0	Min/Max 0/999			V

Number of seme	ster: 2					
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
B4M35KO	Combinatorial Optimization Zden k Hanzálek Zden k Hanzálek (Gar.)	Z,ZK	6	3P+2C	L	Р
B4M01TAL	Theory of Algorithms Marie Demlová, Natalie Žukovec Marie Demlová Marie Demlová (Gar.)	Z,ZK	6	3P+2S	L	Р
B4M33GVG	Geometry of Computer Vision and Graphics Torsten Sattler, Viktor Korotynskiy, Tomáš Pajdla <b>Tomáš Pajdla</b> Tomáš Pajdla (Gar.)	Z,ZK	6	2P+2C	L	PO
B4M33MPV	Computer Vision Methods Jan ech, Georgios Tolias, Ji í Matas, Dmytro Mishkin Ond ej Drbohlav Ji í Matas (Gar.)	Z,ZK	6	2P+2C	L	PO
2018_MOIVOL	Volitelné odborné p edm ty	Min. cours. 0	Min/Max 0/999			V

Number of semester: 3							
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	
B4MSVP	Software or Research Project Ivan Jelínek, Jaroslav Sloup, Ji í Šebek, Martin Šipoš, Drahomíra Hejtmanová, Jana Zichová, Petr Pošík, Martin Hlinovský, Katarína Žmolíková, Ivan Jelínek Ivan Jelínek (Gar.)	КZ	6		Z,L	Ρ	

B4M33TDV	Three-dimensional Computer Vision Radim Šára Radim Šára Radim Šára (Gar.)	Z,ZK	6	2P+2C	Z	PO
B4M39VG	Computational Geometry Petr Felkel Petr Felkel (Gar.)	Z,ZK	6	2P+2S	Z	PO
2018_MOIVOL	Volitelné odborné p edm ty	Min. cours. 0	Min/Max 0/999			V

Number of semester: 4							
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	Р	
2018_MOIVOL	Volitelné odborné p edm ty	Min. cours.	Min/Max			V	
		0	0/999			v	

## List of groups of courses of this pass with the complete content of members of individual groups

Kód	Name of the group of courses and codes of members of this group (for specification see here or below the list of courses)	Completion	Credits	Scope	Semester	Role
2018_MOIVOL	IOIVOL Volitelné odborné p edm ty	Min. cours.	Min/Max			
		0	0/999			v

## List of courses of this pass:

Code	Name of the course	Completion	Credits				
B4M01TAL	Theory of Algorithms	Z,ZK	6				
The course brings	heoretical background of the theory of algorithms with the focus at first on the time and space complexity of algorithms and problems	s, secondly on the	correctness				
of algorithms. Furt	her it is dealt with the theory of complexity; the classes P, NP, NP-complete, PSPACE and NPSPACE are treated and properties of th	em investigated. P	robabilistic				
	algorithms are studied and the classes RP and ZZP introduced.						
B4M33DZO	Digital image	Z,ZK	6				
This course pres	ents an overview of basic methods for digital image processing. It deals with practical techniques that have an interesting theoretical	basis but are not o	difficult to				
	ingly abstract concepts from mathematical analysis, probability theory, or optimization come to life through visually engaging applicat						
	ples (signal sampling and reconstruction, monadic operations, histogram, Fourier transform, convolution, linear and non-linear filterin		•				
techniques, incluc	ing image stitching, deformation, registration, and segmentation. Students will practice the selected topics through six implementatio	n tasks, which will	help them				
	learn the theoretical knowledge from the lectures and use it to solve practical problems						
B4M33GVG	Geometry of Computer Vision and Graphics	Z,ZK	6				
	damentals of image and space geometry including Euclidean, affine and projective geometry, the model of a perspective camera, in	•					
	n, and image normalization for object recognition. The theory will be demonstrated on practical task of creating mosaics from images						
objects by a cam	era, and reconstructing geometrical properties of objects from their projections. We will build on linear algebra and optimization and la		n for other				
	subjects such as computational geometry, computer vision, computer graphics, digital image processing and recognition of objects	-					
B4M33MPV	Computer Vision Methods	Z,ZK	6				
	selected computer vision problems: search for correspondences between images via interest point detection, description and matchi		-				
	segmentation of objects in images and videos, image retrieval from large databases and tracking of objects in video sequences. This						
inter-university pro	ogramme 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 intellige	ence. More				
	information is available at https://prg.ai/minor.						
B4M33PAL	Advanced algorithms	Z,ZK	6				
	graph algorithms and graph representation. Combinatorial algorithms. Application of formal languages theory in computer science - p	-					
B4M33TDV	Three-dimensional Computer Vision	Z,ZK	6				
	ices methods and algorithms for 3D geometric scene reconstruction from images. The student will understand these methods and the		•				
	ts of simple systems for reconstruction of 3D objects from a set of images or video, for inserting virtual objects to video-signal source		•				
trajectory from a s	requence of images. The labs will be hands-on, the student will be gradually building a small functional 3D scene reconstruction systemeters and the student will be reconstructed as the student wi	em and using it to	compute a				
	virtual 3D model of an object of his/her choice.						
B4M35KO	Combinatorial Optimization	Z,ZK	6				
, v	the problems and algorithms of combinatorial optimization (often called discrete optimization; there is a strong overlap with the term o		, 0				
	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 st	ate space search methods. We focus on application of optimization in stores, ground transportation, flight transportation, logistics, pl	anning of human r	esources,				
	scheduling in production lines, message routing, scheduling in parallel computers.						

B4M39VG	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, conve	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 dir	ections in algorithmic design. Computational geometry is applied not only in geometric applications, but also in common database se	earching problems.						
B4MSVP	Software or Research Project	KZ	6					
BDIP25	Diploma Thesis	Z	25					
Independent final	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 b	y branch department or branch departments. The diploma thesis will be defended in front of the board of examiners for the comprehenced	ensive final examir	nation.					
BE4M33SSU	Statistical Machine Learning	Z,ZK	6					
The aim of statistic	cal machine learning is to develop systems (models and algorithms) for learning to solve tasks given a set of examples and some pri	or knowledge about	ut the task.					
This includes typica	al tasks in speech and image recognition. The course has the following two main objectives 1. to present fundamental learning conce	pts such as risk m	inimisation,					
maximum likelihood	l estimation and Bayesian learning including their theoretical aspects, 2. to consider important state-of-the-art models for classification	on and regression a	and to show					
	how they can be learned by those concepts.							
BEZM	Safety in Electrical Engineering for a master's degree	Z	0					
The course provi	The course provides for students of all programs periodic training guidelines for health and occupational safety and gives knowledge of electrical hazard of given branch of study.							
	Students receive indispensable qualification according to the current Directive of the Dean.							

For updated information see <u>http://bilakniha.cvut.cz/en/f3.html</u> Generated: day 2025-08-09, time 09:44.