Recomended pass through the study plan

Name of the pass: Master branch Knowledge Engineering, in Czech, 2018-2019

Faculty/Institute/Others:

Department:

Pass through the study plan: Master branch Knowledge Engineering, in Czech, 2018-2019

Branch of study guranteed by the department: Welcome page

Guarantor of the study branch:

Program of study: Informatics, valid until 2024 Type of study: Follow-up master full-time

Note on the pass: Jako volitelné p edm ty lze zapisovat oborové p edm ty sousedních obor a zam ení.

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
MI-MPI	Mathematics for Informatics Št pán Starosta	Z,ZK	7	3P+2C	Z	PP
MI-PAA	Problems and Algorithms Petr Fišer	Z,ZK	5	2P+1R+1C	Z	PP
MI-PDD.16	Data Preprocessing	Z,ZK	5	2P+1C	Z	PO
MI-UMI	Artificial intelligence	Z,ZK	5	2P+1C	Z	РО
MI-V.2017	ist volitelné magisterské p edm ty, verze 2017 MI-IKM,MI-AFP, (see the list of groups below)	Min. cours.	Min/Max 0/0			V

Number of semester: 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
MI-PDP.16	Parallel and Distributed Programming	Z,ZK	5	2P+2C	L	PP
MI-SPI.16	Statistics for Informatics	Z,ZK	7	4P+2C	L	PP
MI-ADM.16	Data Mining Algorithms	Z,ZK	5	2P+1C	L	РО
MI-DDW.16	Web Data Mining	Z,ZK	5	2P+1C	L	РО
MI-EDW.16	Enterprise Data Warehouse Systems	Z,ZK	5	2P+1C	L	PO
MI-V.2017	ist volitelné magisterské p edm ty, verze 2017 MI-IKM,MI-AFP, (see the list of groups below)	Min. cours.	Min/Max			V
IVII- V. 20 I I		0	0/0			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
MI-MPR	Master Project	Z	7		Z,L	PP
MI-MVI.16	Computational Intelligence Methods	Z,ZK	5	2P+1C	Z	РО
MI-PDB.16	Advanced Database Systems	Z,ZK	5	2P+1C	Z	РО
		Min. cours.				
MI-PV-EM.2016	Povinn volitelné magisterské ekonomicko manažerské	1	Min/Max			VE
	p edm ty, verze 2016 FI-VEZ,MI-IBE, (see the list of groups below)	Max. cours.	2/6			V E
		2				

MI-V.2017	ist volitelné magisterské p edm ty, verze 2017	Min. cours.	Min/Max		V
1011-0.2017	MI-IKM,MI-AFP, (see the list of groups below)	0	0/0		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
MI-DIP	Diploma Project	Z	23		L,Z	PP
MI-PV-HU.2016	Povinn volitelné magisterské humanitní p edm ty, verze 2016 NI-CAP,FI-FIL, (see the list of groups below)	Min. cours. 1 Max. cours. 2	Min/Max 3/6			VH
MI-V.2017	ist volitelné magisterské p edm ty, verze 2017 MI-IKM,MI-AFP, (see the list of groups below)	Min. cours.	Min/Max 0/0			V

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

Kód		Name of the group of group (for specificat	of courses a ion see here	nd codes of members of this e or below the list of courses	Com	pletion	Credit	s Scope	Semester	Role
MI-PV-E	M.2016	Povinn volitelné	magisterské o edm ty, ve	e ekonomicko manažerské erze 2016		cours. 1 cours.	Min/Ma 2/6	ax		VE
			T	T		2				
FI-VEZ		managerial course from	MI-IBE	Information Security		MI-MPX		Management	practice	
MI-PCM.16	Project And	d Change Management	MI-SEP	World Economy and Business	Min.	cours.				
MI-PV-H	IU.2016	Povinn volitelné n	nagisterské 2016	humanitní p edm ty, verze	Max.	1 cours.	Min/Ma 3/6	ıx		VH
NI-CAP	Cultural an	Social Anthropology	FI-FIL	Philosophy		2 MI-HMI2		History of Mat	hematics and I	nfor
FI-HTE		Technology and Econom	FI-HPZ	Humanities subject from a study		MI-KYB.		Cybernality		
FI-MPL		l Psychology	FI-KSA	Cultural and Social Anthropology		FI-ULI		, ,	Linguistics for	
MI-V.		, 0,	magistersk	é p edm ty, verze 2017	Min.	cours.				v
MI-IKM	Internet an	d Classification Meth	MI-AFP	Applied Functional Programming		MI-APH		 Architecture o	l l f computer gan	nes
MI-BML	Bayesian N	Methods for Machine Lea	MI-BPS	Wireless Computer Networks		MI-DSP		Database Sys	tems in Practes	s
MI-DZO	Digital Ima	ge Processing	MI-DDM	Distributed Data Mining		MI-PAM	1	Efficient Prepi	ocessing and F	Para
MI-GLR	Games an	d reinforcement learning	NI-HSC	Side-Channel Analysis in Hardwar	r	MI-HMI2	1	History of Mat	hematics and I	nfor
MI-IVS	Intelligent	embedded systems	NI-IAM	Internet and Multimedia		MI-IOT		Internet of Thi	ngs	
MI-ATH	Combinato	orial Theories of Games	NI-CCC	Creative Coding and Computation	a	NI-LSM	;	Statistical Mod	delling Lab	
MI-LOM.16	Linear Opt	imization and Methods	MI-MSI	Mathematical Structures in Compu	J	MI-MZI	1	Mathematics 1	or data science)
NI-MOP	Modern Ob	oject-Oriented Programmi	MI-MPC	Modern programming in C ++		MI-MAI	1	Multimedia an	d Internet	
MI-OLI	Linux Drive	ers	MI-ARI	Computer arithmetic		NI-PG1		Computer Grafics 1		
MI-PVR	Advanced	Virtual Reality	NI-AML	Advanced machine learning		MI-IOS		Advanced tec	hniques in iOS	appli
MI-PVS	Advanced	embedded systems	MI-DNP	Advanced .NET		MI-PYT		Advanced Pyt	hon	
MI-PRC	Programm	ing in CUDA	MI-PSL	Programming in Scala		MI-RUB	1	Programming	in Ruby	
MI-ROZ.16	Pattern Re	cognition	MI-RRI	Risk Management in Informatics	n Informatics MI-SCE1 Computer Engineering		gineering Semi	nar Mas		
MI-SCE2	Computer	Engineering Seminar Mas	MI-SZ1	Knowledge Engineering Seminar I	Ма	PI-SCN	;	Seminars on I	Digital Design	
MI-SCR	Statistical A	Analysis of Time Ser	BI-SOJ	Machine Oriented Languages		MI-TS1	1	Theoretical Se	eminar Master I	
MI-TS2	Theoretica	l Seminar Master II	MI-TS3	Theoretical Seminar Master III		MI-TS4	1	Theoretical Seminar Master IV		
MI-TNN	Theory of I	Neural Networks	MI-VEM	Scientific thinking		MI-MCS	1	Multicore Sys	tems	
MI-VYC	Computab	ility	NI-VPR	Research Project		MI-ZS10	1	Master interns	ship abroad for	10
MI-ZS20	Master inte	ernship abroad for 20	MI-ZS30	Master internship abroad for 30						

List of courses of this pass:

	Name of the course	Completion	Credits
BI-SOJ	Machine Oriented Languages	Z,ZK	4
	urse will gain an ability to create their own programs in the assembly language of the most common PC platform focusing on optimal us		
and efficient coope	eration of software with hardware. Next, there will be discussed x86 specifics of the majority of OSes from the application point of view lin This knowledge will be used during reverse engineering, optimization, and evaluation of code security.	nked to higher leve	l languages
FI-FIL	Philosophy see A0B16	ZK	2
FI-HPZ	Humanities subject from a study abroad	Z	3
	bject that has been studied abroad" is covered by the Humanities subject from a study abroad in Compulsory Humanities Module that The substitution is approved by the Vice-Dean for study affairs on behalf of the Dean at the request of the student.	is required in the	curriculum.
FI-HTE	History of Technology and Economics	ZK	2
The course introdu	uces the scientific disciplines of history and technology , economic and social history of the Czech lands and Czechoslovakia in compa the European region 19 to 21 century	arison with the dev	elopment o
FI-KSA	Cultural and Social Anthropology	ZK	2
	course aims to acquaint students with the basics of social and cultural anthropology as a scientific discipline dealing with the diversit		
anthropological re	search from our "exotic" cultures (topics: kinship, religion, social exclusion, migration, globalization, , material culture, language, healtl shown. The course is an interesting alternative to other humanities, taught at FIT.	n, nistory, death, e	tc) Will be
FI-MPL	Managerial Psychology	ZK	2
FI-ULI	Introduction to Linguistics for Computer	ZK	2
1102	This course is presented in Czech.	2.13	_
FI-VEZ	economic-managerial course from a study abroad	Z	4
A "Humanities su	bject that has been studied abroad" is covered by the Humanities subject from a study abroad in Compulsory Humanities Module that	is required in the	curriculum.
	The substitution is approved by the Vice-Dean for study affairs on behalf of the Dean at the request of the student.		,
MI-ADM.16	Data Mining Algorithms	Z,ZK	5
	es on algorithms used in the fields of machine learning and data mining. However, this is not an introductory course, and the students		
basics. The empha	asis is put on advanced algorithms (e.g., gradient boosting) and non-basic kinds of machine learning tasks (e.g., recommendation system of methods).	ems) and models	(e.g., kerne
MI-AFP	Applied Functional Programming	KZ	5
	applied if discional in Ozech. Functional programming represents one of the traditional programming paradigms. Traditional and novel functional p		
	s and the functional paradigm becomes an important construct of traditionally imperative languages (C++, C#, Java). As such, master		-
,	necessary competence of a software engineer: the theory and especially the practice.		
MI-APH	Architecture of computer games		
	Architecture of computer games	Z,ZK	4
Students will gain	a basic understanding of the various issues in the field of computer game development, from both the technical and creative points of	view. They will ge	t a grasp or
Students will gain	a basic understanding of the various issues in the field of computer game development, from both the technical and creative points of a darchitecture, game mechanics, and game AI that form an integral part of most games. They will also understand the basics of pathfin	view. They will ge	t a grasp or
Students will gain component-oriente	a basic understanding of the various issues in the field of computer game development, from both the technical and creative points of ed architecture, game mechanics, and game AI that form an integral part of most games. They will also understand the basics of pathfin and apply them in practical exercises (labs).	view. They will ge ding, networking, a	t a grasp or
Students will gain	a basic understanding of the various issues in the field of computer game development, from both the technical and creative points of ed architecture, game mechanics, and game AI that form an integral part of most games. They will also understand the basics of pathfin and apply them in practical exercises (labs). Computer arithmetic	view. They will ge ding, networking, a	t a grasp or
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Students will gain component-oriente MI-ARI MI-ATH	a basic understanding of the various issues in the field of computer game development, from both the technical and creative points of a darchitecture, game mechanics, and game AI that form an integral part of most games. They will also understand the basics of pathfin and apply them in practical exercises (labs). Computer arithmetic Students will learn various data representations used in digital devices and will be able to design arithmetic operations implementa Combinatorial Theories of Games This course is presented in Czech.	view. They will ge ding, networking, a Z,ZK tion units. Z,ZK	t a grasp or and scripting
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MI-DZO			
	Digital Image Processing	Z,ZK	4
This course prese	nts a comprehensive overview of modern methods for interactive editing of digital images and video. It mainly deals with practical alg	orithms that are be	oth easy to
implement and hav	e an interesting theoretical basis. Visually attractive applications provide better understanding of basic theoretical background that is als	so valuable outside	the domain
	processing. This course will introduce algorithms solving the following practical applications: edge-aware editing, tone mapping, HDR	-	_
	abstraction, hybrid images, gradient domain editing, seamless image stitching and cloning, digital photo-montage, color-to-gray converses to the converse of t		
interactive as-ri	gid-as-possible image deformation, free-form image registration, texture synthesis, interactive segmentation, colorization, painting, ac	dding depth, alpha	matting.
MI-EDW.16	Enterprise Data Warehouse Systems	Z,ZK	5
	ta Warehouses course focuses on the area of business intelligence. Students will be introduced to business intelligence methods and		
not only in design	ing warehouses and various architectures, but also their deployment and maintenance. This course also includes an introduction to the	he area of reportin	g and data
	visualization.		
MI-GLR	Games and reinforcement learning	Z,ZK	4
The field of reinfor	cement learning is very hot recently, because of advances in deep learning, recurrent neural networks and general artificial intelligen	ice. This course is	intended to
	give you both theoretical and practical background so you can participate in related research activities. Presented in Englisi	h.	
MI-HMI2	History of Mathematics and Informatics	ZK	3
Selected topics (In	finitesimal calculus, probability, number theory, general algebra, different examples of algorithms, transformations, recursive function	is, eliptic curves, e	tc.) note on
	possibilities of applications of some mathematical methods in informatics and its development.		
MI-IBE	Information Security	ZK	2
	ormation and IS/ICT security management systems (ISMS), methods for information access control, and basic norms and internation	1	area. They
	d methods for management of internal and external security threats, for IS/IT security audits, and for application security testing (e.g.		-
MI-IKM	Internet and Classification Methods	Z,ZK	4
	students get acquainted with classification methods used in four important internet, or generally network applications: in spam filtering	,	1
	ion systems and in intrusion detection systems. However, they will learn more than only how classification is performed when solving		
	d of these applications, they get an overview of the fundamentals of classification methods. The course is taught in a 2-weeks cycle w		
	During the exercises, the students on the one hand implement simple examples to topics from the lectures, on the other hand consul		
MI-IOS	Advanced techniques in iOS applications	KZ	4
	the latest trends in mobile development technologies for iOS platform. Class covers advanced topics, students need to know all the b		
Otadonto wiii loani	BI-IOS.	asies from the beg	iiiicis dass
MI-IOT	Internet of Things	Z,ZK	4
		,	l
The subject is i	ocused on the area of hardware and software technologies for the strongly growing computer support of various devices. Its goal is fa development elements (Raspberry Pi, Arduino Due) and with the language for efficient application development and modification (G		avallable
NAL IVO			4
MI-IVS	Intelligent embedded systems	KZ .	4
_	ded systems course for master's degree is focused on high-level technology embedded systems integrating artificial intelligence. The		
_	mbedded system fundamentals course for the bachelor degree. The aim of the course is to teach students humanoid robot programm	-	
development. Lecti	ures provide basis of motion control, sensor reading, application interfaces, robot navigation and development tools. In labs, students of provided and of provided and provid	-	applications
MI 10/D 10	combining knowledge of various courses like nature inspired algorithms, data mining algorithms, image recognition and web techn		_
MI-KYB.16	Cybernality	ZK	5
	uainted with the fundamentals of legislation and international activities in the area of fighting cybercrime. Students will understand the	e classification of a	ttacks and
have an overview c		itiaa aad babariar	The secures
,	of systems for computer surveillance and traffic monitoring in the cyberspace. Students will also familiarize themselves with hacker active		The course
	will also discuss the cooperation of the state agencies and subjects dealing with defence of the cyberspace (especially CSIRT and CF	ERT teams).	
MI-LOM.16	will also discuss the cooperation of the state agencies and subjects dealing with defence of the cyberspace (especially CSIRT and CE Linear Optimization and Methods	ERT teams).	5
MI-LOM.16 Students learn the	will also discuss the cooperation of the state agencies and subjects dealing with defence of the cyberspace (especially CSIRT and CE Linear Optimization and Methods applications of optimization methods in computer science, economics, and industry. They are aware of practical importance of linear a	ERT teams). Z,ZK and integer prograr	5 nming. They
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MI-LOM.16 Students learn the are able to work will science (such as a issues from econormal management of the substantial science) MI-MAI The course will covapplication areas of the substantial algorithm of design MTMD programs of the substantial science of the s	Linear Optimization and Methods applications of optimization methods in computer science, economics, and industry. They are aware of practical importance of linear at the optimization software and are familiar with languages used in programming of that software. They get skills in formalization of optimization software and are familiar with languages used in programming of that software. They get skills in formalization of optimizations of tware and are familiar with languages used in programming of that software. They get skills in formalization of optimizations software and are familiar with languages used in programming of that software. They get skills in formalization of optimizations, and modelling of conflicts via the game theory. They get an overview of computational complexity of optimization problems. The in linear programming. Multimedia and Internet The principles and technologies for processing and network transmissions of multimedia signals, stereoscopy and visualizations in high of networked multimedia, transmission formats, interfaces, codecs, technologies for acquisition and reproduction of multimedia data and and distributed collaboration using networking and immersive environments. Multicore Systems Multicore Systems Multicore Systems In distributed programming technics, simulation and monitoring tools for measurement and optimization of parallel algorithms. In parallel programming technics, simulation and monitoring tools for measurement and optimization of parallel algorithms. In parallel programming technics, simulation and monitoring tools for measurement and optimization of parallel algorithms. In parallel programming technics, simulation and monitoring tools for measurement and optimization of parallel algorithms. In parallel programming technics, simulation and monitoring tools for measurement and optimization of parallel algorithms. In the use the modern features of contemporary versions of the C++ programming language for software development. The course focus inciency in the f	Z,ZK and integer programization problems ing salesman problems in the salesman problems in the salesman in	5 nming. They in computer lems, etc.), a algorithms 3 s will include sualizations 4 They learn students can are systems. 5 ng effectivity 7 cation and d numerical umentation. 7 carried out 2. External MIE-MPR, S based on responsible ster should
MI-LOM.16 Students learn the are able to work will science (such as a issues from econormal methods of the second students and application areas of the second students understated parallel algorithm of design MTMD programment of the second students learn how and efficial methods of the second students and stud	Linear Optimization and Methods applications of optimization methods in computer science, economics, and industry. They are aware of practical importance of linear at the optimization software and are familiar with languages used in programming of that software. They get skills in formalization of optimization software and are familiar with languages used in programming of that software. They get skills in formalization of optimization software and are familiar with languages used in programming of that software. They get skills in formalization of optimization software and are familiar with languages used in programming of that software. They get skills in formalization of optimization software and are familiar with languages used in programming of that software. They get skills in formalization of optimization problems, travell mics, and modelling of conflicts via the game theory. They get an overview of computational complexity of optimization problems. The in linear programming. Multimedia and Internet The principles and technologies for processing and network transmissions of multimedia signals, stereoscopy and visualizations in high of networked multimedia, transmission formats, interfaces, codecs, technologies for acquisition and reproduction of multimedia data and and distributed collaboration using networking and immersive environments. Multicore Systems In distributed collaboration using networking and immersive environments. Multicore Systems In distributed collaboration using networking and immersive environments. Multicore Systems In distributed collaboration using networking and immersive environments. Multicore Systems In distributed collaboration using networking and immersive environments. Multicore Systems In distributed collaboration using networking and immersive environments. Multicore Systems In distributed collaboration using networking and immersive environments. Multicore Systems Modern programming in C ++ It to use the modern features of contemporary versions of the C+	Z,ZK and integer programization problems ing salesman problems in z,ZK definition. Lectures technologies for violation in the salesman in	5 nming. They in computer lems, etc.), a algorithms 3 s will include sualizations 4 They learn students can are systems. 5 ng effectivity 7 cation and d numerical umentation. 7 carried out 2. External MIE-MPR, S based on responsible
MI-LOM.16 Students learn the are able to work will science (such as a issues from econormal management of the substitution of the topic of the MI-MPX In the course will covapplication areas of the substitution of the topic of the substitution of	Linear Optimization and Methods applications of optimization methods in computer science, economics, and industry. They are aware of practical importance of linear at the optimization software and are familiar with languages used in programming of that software. They get skills in formalization of optimization software and are familiar with languages used in programming of that software. They get skills in formalization of optimization of tasks to processors, analysis of network flows), distribution and allocation of resources (transportation problems, travell mics, and modelling of conflicts via the game theory. They get an overview of computational complexity of optimization problems. The in linear programming. Multimedia and Internet er principles and technologies for processing and network transmissions of multimedia signals, stereoscopy and visualizations in high f networked multimedia, transmission formats, interfaces, codecs, technologies for acquisition and reproduction of multimedia data and and distributed collaboration using networking and immersive environments. Multicore Systems Indication, parallel programming technics, simulation and monitoring tools for measurement and optimization of parallel algorithms, grams (Multiple Threads Multiple Data), measure and analyze latency and throughput of parallel algorithms and optimize them for core to use the modern features of contemporary versions of the C++ programming in C ++ To use the modern features of contemporary versions of the C++ programming language for software development. The course focusiciency in the form of writing maintainable and portable source code and creating correct programs with low memory and processor to Mathematics for Informatics Orises topics from general algebra with focus on finite structures used in computer science. It includes topics from multi-variate analyse attainstity analysis. The topics are completed with demonstration of applications in computer science. The course focuses on clear presentation in a computer a	Z,ZK and integer programization problems ing salesman problems in technologies for violation. Lectures technologies for violation. Lectures technologies for violation. Lectures technologies for violation. After this course, salesman multicologies for violation. After this course, salesman multicologies for violation. After this course, salesman programmination requirements. Z,ZK sis, smooth optimization includes selected escentation and argument argument. Salesman problems includes selected includes selected sesentation and argument includes selected in	5 nming. They in computer lems, etc.), a algorithms 3 s will include sualizations 4 They learn students can are systems. 5 ng effectivity 7 cation and ad numerical umentation. 7 carried out 2. External MIE-MPR, S based on responsible ster should
MI-LOM.16 Students learn the are able to work will science (such as a issues from econormal methods). MI-MAI The course will covapplication areas of the methods of the methods of the methods. MI-MCS Students understate parallel algorithm of design MTMD programmed mithous and efficient methods. MI-MPI The course commulti-variate integral algorithm and their mithous mand mand mithous mand mand mithous mand mand mand mithous mand mand mand mithous mand mand mand mand mand mand mand mand	Linear Optimization and Methods applications of optimization methods in computer science, economics, and industry. They are aware of practical importance of linear at hoptimization software and are familiar with languages used in programming of that software. They get skills in formalization of optimization software and are familiar with languages used in programming of that software. They get skills in formalization of optic scheduling of tasks to processors, analysis of network flows), distribution and allocation of resources (transportation problems, travell mics, and modelling of conflicts via the game theory. They get an overview of computational complexity of optimization problems. The in linear programming. Multimedia and Internet er principles and technologies for processing and network transmissions of multimedia signals, stereoscopy and visualizations in high of networked multimedia, transmission formats, interfaces, codecs, technologies for acquisition and reproduction of multimedia data and and distributed collaboration using networking and immersive environments. Multicore Systems In a architecture of systems based on multicore processors with multiple threads per core, structure and usage of cache hierarchy with lassification, parallel programming technics, simulation and monitoring tools for measurement and optimization of parallel algorithms. In a parallel programming technics, simulation and monitoring tools for measurement and optimization of parallel algorithms. In a work of the C++ programming in C ++ In to use the modern features of contemporary versions of the C++ programming language for software development. The course focus inciency in the form of writing maintainable and portable source code and creating correct programs with low memory and processor to Mathematics for Informatics Mathematics for Informatics Mathematics for Informatics The third large topic is computer arithmetics and number representation in a computer science. The course focuses on clear presentation for appli	Z,ZK and integer programization problems ing salesman problems in the salesman problems in the salesman in the sales	5 nming. They in computer lems, etc.), a algorithms 3 s will include sualizations 4 They learn students can are systems. 5 ng effectivity 7 cation and ad numerical umentation. 7 carried out 2. External MIE-MPR, S based on responsible ster should 4 or strategic

course guarantor. In the selected subject of practice may not have a substantial ownership interest or substantial decision-making influence of the relatives of the student (enterties to be substantial).	e.g. as a
MI-MSI Mathematical Structures in Computer Science Z,ZK Mathematical semantics of programming languages.	4
MI-MVI.16 Computational Intelligence Methods Z,ZK	5
Students will understand methods and techniques of computational intelligence that are mostly nature-inspired, parallel by nature, and applicable to many problems. They we how these methods work and how to apply them to problems related to data mining, control, intelligen games, optimizations, etc.	will learn
MI-MZI Mathematics for data science Z,ZK	4
In this course, students are introduced to those fields of mathematics that are necessary for understanding standard methods and algorithms used in data science. The stud	
include mainly: linear algebra (matrix factorisations, eigenvalues, diagonalization), continuous optimisation (optimisation with constraints, duality principle, gradient method selected notions from probability theory and statistics.	ds) and
MI-OLI Linux Drivers Z,ZK	4
The Linux operating system is an important operating system for personal computer and also for embedded systems. Systems on chip and combining powerful processors an	
increase the variability of peripheral subsystems requiring specific software drivers. This course is an advanced course in the Linux driver development for master's studer course provides knowledge of Linux operating system architecture, principles of development of various types drivers, including practical experience.	nts. The
MI-PAA Problems and Algorithms Z,ZK	5
Students are able to evaluate discrete problems by complexity and by the purpose of optimisation (on-line tasks, multicriterial optimisation). They understand principles and problems are able to evaluate discrete problems by complexity and by the purpose of optimisation (on-line tasks, multicriterial optimisation). They understand principles and problems are able to evaluate discrete problems by complexity and by the purpose of optimisation (on-line tasks, multicriterial optimisation). They understand principles and problems are able to evaluate discrete problems by complexity and by the purpose of optimisation (on-line tasks, multicriterial optimisation).	properties
of heuristics and exact algorithms and, therefore, are able to select, apply, and experimentally evaluate a suitable heuristics for a practical problem. MI-PAM Efficient Preprocessing and 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	
(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) pand 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 size (which can be huge). Parameterized algorithms also represent a way to formalize the notion of effective polynomial time preprocessing of the input size (which can be huge).	
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 pro-	
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 expensely also not be also such that problems are problems as a parameter of the problems are problems.	exist. We
will also not miss out the relations to other approaches to hard problems such as moderately exponential algorithms or approximation schemes. MI-PCM.16 Project And Change Management KZ	3
This course is presented in Czech.	
MI-PDB.16 Advanced Database Systems Z,ZK 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	5
databases), with the related new data models (XML, graph databases, column databases) and languages for working with them (XQuery, XPath, CYPHER, Gremlin). The la	
the course deals with performance evaluation of database machines.	
MI-PDD.16 Data Preprocessing Z,ZK Students learn to prepare raw data for further processing and analysis. They learn what algorithms can be used to extract parameters from various data sources, such as image	5
time series, etc., and learn the skills to apply these theoretical concepts to solve a specific problem in individual projects - e.g., parameter extraction from image data or from	-
MI-PDP.16 Parallel and Distributed Programming Z,ZK	5
Due to the development of cloud, web, and communication technologies and due to the shift of the Moore law into multicore and manycore CPUs, parallel and distributed apparent to the company of intercompany in the comp	-
are becoming ubiquitous. Students get acquainted with architectures of parallel and distributed computing systems, their models, theory of interconnection networks, and la and environments for parallel programming of shared and distributed memory computers. On selected problems, they will learn the techniques of design of efficient and scalab	
algorithms and methods of performance evaluation of their implementations.	
MI-PRC Programming in CUDA Z,ZK The students gain a good overview of present parallel architectures in GPUs. Students also get hands-on experience with programming these systems.	4
MI-PSL Programming in Scala Z,ZK	4
The course introduces the modern programming language Scala which exploits object-functional paradigm. Scala comprises advance language features - e.g.pattern matcl	-
advance standard library. Scala enables to use of applications functional patterns e.g. H-List, Monads, etc. Scala is used by many powerful frameworks and libraries e.g. Play, Ca Scalaz, etc.	assandra,
MI-PVR Advanced Virtual Reality KZ	4
The course introduces advanced parts of the virtual reality. It is a continuation of the already running graphic objects, especially the creation of 3D models in Blender, and am	
things, it introduces students to their application in virtual reality. Lectures will focus on virtual reality technology, its use in various applications and will also deal with creating ap	•
in available 3D engines (mainly Unity3D). The course is freely connected with the subject VHS (virtual game worlds), students will be able to apply the knowledge gained in the in virtual reality, or directly create a complex game for VR.	iis subject
MI-PVS Advanced embedded systems Z,ZK	4
The course is focused on ARM processors and microcontrollers and their usage in wide range of applications. The course includes a series of advanced topics like security	
working with mass storage devices, motor control, system control and industrial communication. The students obtain both theoretical and also practical experiences with en systems.	nbeadea
MI-PYT Advanced Python KZ	4
The goal of this course is to learn various advanced techniques and methods in Python. The course indirectly continues where Programming in Python (BI-PYT) left of. The	
very hands-on and it has only tutorials, everything is demonstrated on examples. Classification is based on work in class as well as semestral coursework. The course is lead by teachers from Red Hat.	y external
MI-ROZ.16 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	•
recognition. Students will learn the fundamental concepts and methods of pattern recognition, including probability models, parameter estimation, and their numerical as MI-RRI Risk Management in Informatics ZK	pects.
Information security is very often considered as one of main objectives to secure targets of information processing. However, to focus on this info security as a matter of production and the security as a security as a matter of production and the security as a security as a matter of production and the security as a sec	
IT systems against viruses, malware etc. very often means misunderstanding and underestimating of real threats which are around us and which are more dangerous then vir	
other malware. The necessity to continue with business after disaster is also slightly ignored. International standards which are focused on informatics and information secuduring last years started to anticipate necessity of risk management. There is no commonly accepted methodology used for this task. Threats which are currently possible	
worldwide, invoke pressures to prepare plans for business continuity management even in the case of dramatic political changes, natural disasters etc.	
MI-RUB Programming in Ruby KZ	4
This course is presented in Czech.	

MI-SCE1 Computer Engineering Seminar Master I Ζ 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. MI-SCE2 Computer Engineering Seminar Master II 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. MI-SCR Statistical Analysis of Time Series The course deals with the practical use of the basic time series modelling theory in engineering tasks, ranging from economics (stock exchange prices, employment) and industrial problems (modelling of signals and processes) to computer networks (network components load, attacks detection). The students learn to select a convenient process model, estimate its parameters, analyze its properties and use it for forecasting of future or intermediate values. The stress is put on understanding and adoption of the main principles based on practical real-world examples. Both the lab classes and the lectures exploit freely available software packages in order to provide easy and straightforward transfer of students' knowledge from the academic to the real world. MI-SEP World Economy and Business This course is presented in Czech. However, there is an English variant in the program Informatics (N1801 / 4793). The course introduces students of technical university to the international business. It does that predominantly by comparing individual countries and key regions of world economy. Students get to know about different religions and cultures, necessary for doing business in diverse societies as well as indexes of economic freedom, corruption and economic development, which are needed for the right investment decision. Seminars help to improve on the knowledge in the form of discussions based on individual readings. It is advised to take bachelor level of this course BIE-SEP as a prerequisite. Statistics for Informatics 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 - stacionarity; Markov chains and limiting properties; Queuing theory Knowledge Engineering Seminar Master I On this seminar you will present a research paper from a top institute / research group to your peers. You will learn what is being cooked in top research labs around the world. Additionally, you will learn how to properly present and read scientific papers. The work in the seminar will prepare you to attend (and profit from) top machine learning and Al conferences and summer schools, as well as FIT's own Summer Research Program (VyLet). MI-TNN Theory of Neural Networks Z,ZK In this course, we study neural networks from the point of view of the theory of function approximation and from the point of view of probability theory. At first, we recall basic concepts pertaining to artificial neural Networks, such as neurons and connections between them, types of neurons from the point of view of signal transmission, network topology, somatic and synaptic mappings, network training, and the role of time in neural networks. In connection with network topology, we get acquainted with its transformation into a canonical topology, and in connection with somatic and synaptic mappings, with their composition into mappings computed by the Network, Finally in connection with training, we pay attention to the problem of overtraining and to the fact that training is actually a specific optimization task, recalling the most typical objective functions and the most important optimization methods employed for neural network training. We will see the meaninig of all these concepts in the context of common kinds of forward neural networks. Within the topic approximation approach to neural networks, we first notice the connection of neural networks to expressing functions of many variables using functions of fewer variables (Kolmogorov theorem, Vituškin theorem). Afterwards, we will see how the universal approximation capacity of neural networks can be mathematically formalized as the sets of mappings computed by neural networks being dense in important Banach spaces of functions, in particular in the spaces of continuous functions, spaces of functions integrable with respect to a finite measure, spaces of functions with continuous derivatives, and Sobolev spaces. Within the topic probabilistic approach, we first get acquainted with training based on expectation and training based on a random sample, and with probabilistic assumptions about training data with which those two kinds of neural networks can be employed. We will see how it is possible to get an estimate of the conditional expectancy of network outputs conditioned by its inputs using the expectancy based learning. We recall the strong and the weak law of large numbers and get acquainted with an analogy of the strong law of large numbers for neural networks and with the assumptions for its validity. Finally, we recall the central limit theorem, get acquinted with its analogy for neural networks, with the assumptions for its validity and with the hypothesis tests based on it. We will see how those tests can be employed to search for the topology of the network. Theoretical Seminar Master I Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical reading group. The students are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is a work with scientific papers and other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar. Theoretical Seminar Master II MI-TS2 7 Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical reading group. The students are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is a work with scientific papers and other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar. Ζ MI-TS3 Theoretical Seminar Master III Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical reading group. The students are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is a work with scientific papers and other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar. MI-TS4 Theoretical Seminar Master IV 7 Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical reading group. The students are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is a work with scientific papers and other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar. MI-UMI Artificial intelligence Z.ZK The subject deals in depth with modern approaches and algorithms used in contemporary artificial intelligence. Students will be introduced to advanced problem-solving techniques based on search and inference. A comprehensive overview of formal systems for problem modeling, related solving algorithms, and their practical applications will be presented. Emphasis will be placed on logical reasoning in artificial intelligence, which provides various guarantees, such as the completeness of the decision process or the precise justification of the decision. The lecture is based on the classical textbook of artificial intelligence [1]. The extra material on satisfiability, constraint programming, automated planning and robotics can be found in specialized textbooks [2], [3], [4], and [6]. Czech textbooks [5] are a suitable study material for the lecture as well. ΚZ 2 MI-VEM Scientific thinking The objective of the course is to get acquainted with scientific methods and discovery of order and laws of the universe, including the aspects of human life. The subject combines scientific methods in natural sciences, mathematics, computer science and humanities. Another aim is to introduce rules and requirements of scientific communication via research papers and posters. MI-VYC Z,ZK Computability Classical theory of recursive functions and effective computability, with applications in provability theory.

MI-ZS10	Master internship abroad for 10 credits	Z	10
	once within his / her master's degree have a foreign internship at a foreign university or other foreign scientific and/or research institu		
	the vice-dean for study affairs assesses the professional content. The student must provide evidence of the professional content and experience of the pro		
	MI-ZS20, MI-ZS30 are used used for the evidence and evaluation of the internship in IS KOS. Every 10 credits correspond to 4 week		,
a foreign institution	on. The maximum number of credits a student can earn for one internship is 30 credits. This amount can be divided into two subjects	if the internship ex	ceeds the
7000	academic year's dead-line.		
MI-ZS20	Master internship abroad for 20 credits	Z	20
	once within his / her master's degree have a foreign internship at a foreign university or other foreign scientific and/or research institu		
	he vice-dean for study affairs assesses the professional content. The student must provide evidence of the professional content and ex MI-ZS20, MI-ZS30 are used used for the evidence and evaluation of the internship in IS KOS. Every 10 credits correspond to 4 week		
	on. The maximum number of credits a student can earn for one internship is 30 credits. This amount can be divided into two subjects	· · · · · · · · · · · · · · · · · · ·	·
	academic year's dead-line.		
MI-ZS30	Master internship abroad for 30 credits	Z	30
	once within his / her master's degree have a foreign internship at a foreign university or other foreign scientific and/or research institu		
	the vice-dean for study affairs assesses the professional content. The student must provide evidence of the professional content and expensional conte		
	MI-ZS20, MI-ZS30 are used used for the evidence and evaluation of the internship in IS KOS. Every 10 credits correspond to 4 week	· · · · · · · · · · · · · · · · · · ·	-
a foreign institution	on. The maximum number of credits a student can earn for one internship is 30 credits. This amount can be divided into two subjects	if the internship ex	ceeds the
NII ANAI	academic year's dead-line.	7.71/	_
NI-AML	Advanced machine learning ces students to selected advanced topics of machine learning and artificial intelligence. The topics present techniques in the field of rec	Z,ZK	5
		•	
	control and interconnection of physical laws with the field of machine learning. The aim of the exercise is to familiarize students with		
NI-CAP	Cultural and Social Anthropology	ZK	2
	course aims to acquaint students with the basics of social and cultural anthropology as a scientific discipline dealing with the diversit	•	
anunopologicarres	earch from our "exotic" cultures (topics: kinship, religion, social exclusion, migration, globalization, , material culture, language, healt shown. The course is presented in Czech.	i, mstory, death, et	ic) will be
NI-CCC		KZ	4
	Creative Coding and Computational Art ractical tasks, get acquainted with creative and yet proven methods of visualizing various types of data. The course freely follows the	1	
	uces students to suitable visualization methods for traditional as well as for open data. It combines well-known visualization technique	• .	, ,
	es. The aim is to create an interesting visualization project. It is planned to work closely with IPR CAMP (Center of Architecture and N		ا ت
ouo tooog.	(Institute of Intermedia FEL).	non opoman i iaini	
NI-HSC	Side-Channel Analysis in Hardware	Z.ZK	4
	dicated to so-called side-channel information leakage in hardware devices. It focuses on both theoretical analysis and practical attact	1 ' 1	
	de channels and they get deeper insight in power attacks. Students learn to implement various profiled and non-profiled attacks and	-	
	hey also get practice in both designing the SCA countermeasures and analyzing the amount and characteristics of the side-channel	-	-
NI-IAM	Internet and Multimedia	Z,ZK	4
The NI-IAM cours	e is focused on principles and modern technologies for network transmissions of audiovisual (AV) signals. The syllabus includes acq	uisition of AV signa	als (input),
presentation of AV	signals (output), network communication protocols, device interfaces, codecs, data formats and stereoscopy. We will look at practical u	use case scenarios	of real-time
audiovisual transm	iissions. Within the labs, students will practically assemble AV transmission chains using HW and SW technologies and verify the eff	ect of various comp	ponents on
the quality and late	ncy of AV transmissions. Students will learn how to build Internet infrastructure for end-to-end AV transmissions from the recording th	e scene up to the p	oresentation
	for audience.		
NI-LSM	Statistical Modelling Lab	KZ	5
The subject is orie	ented on a single and multi-target tracking. The student both learns the existing methods and tries to implement them. The stress is p	out on the effective	use of the
available information	on and its modeling using numpy and scipy. The second half of the semester is focused on the design of methods and algorithms, an	-	properties.
	At this point, the subject is on the border of own research and may result in the topic of final work (diploma or bachelor thesi		
NI-MOP	Modern Object-Oriented Programming in Pharo	KZ	4
-	gramming is currently one of the most widespread paradigms of software creation, especially enterprise information systems, where	=	
	plex modern applications. In this course, we build on the knowledge acquired in the course BI-OOP and aim to further deepen the skills		
	in modern pure object system Pharo (https://pharo.org). The course focuses on individual approach to students, their development n		
•	ng object programming skills, which are generally applicable in other OO languages, students will also gain the opportunity to work of competition with process, students will also gain the opportunity to work of competition with process, and related beaballs, dislamed postgraduate our disent involves.		
	ms of semestral work with the possibility of cooperation with practice and related bachelor, diploma, postgraduate our direct involven		
NI-PG1	Computer Grafics 1	ZK	4
	in graphic courses (mainly BI-PGA and BI-PGR) and the knowledge from these courses is deepened by state-of-the-art knowledge. The	_	
	ced computer graphics. Students will gain practical knowledge with realistic texturing and raytracing methods. An integral part of the	=	
	subsequent implementation. The course will be followed by a course PG2 supplementing the knowledge of PG1 on other areas and		
NI-VPR	Research Project Student obtains the credits for published scientific outputs. The details are at https://courses.fit.courses	Z	5
DI CON	Student obtains the credits for published scientific outputs. The details are at https://courses.fit.cvut.cz/NI-VPR/en.	71/	
PI-SCN	Seminars on Digital Design	ZK	4

For updated information see http://bilakniha.cvut.cz/en/FF.html Generated: day 2024-05-17, time 05:57.

This subject deals with problems of realization and implementation of digital circuits - both combinational and sequential. Basic means of description of digital circuits and basic logic synthesis and optimization algorithms are described. Basics of EDA (Electronic Design Automation) systems are given, together with combinatorial problems emerging in EDA.