Recomended pass through the study plan

Name of the pass: Branch 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
BE4M33PAL	**Advanced Algorithms** *Marko Genyk-Berezovskyj, Daniel Průša **Daniel Průša** Daniel Průša (Gar.)*	Z,ZK	6	2P+2C	Z	P
BEEZM	**Safety in Electrical Engineering for a master´s degree** *Vladimír Kůla, Ivana Nová, Josef Černohous, Radek Havlíček **Radek Havlíček** Vladimír Kůla (Gar.)*	Z	0	2BP+2BC	Z	P
BE4M33DZO	**Digital Image** *Daniel Sýkora **Daniel Sýkora** Daniel Sýkora (Gar.)*	Z,ZK	6	2P+2C	Z	PO
BE4M33SSU	**Statistical Machine Learning** *Jan Drchal, Vojtěch Franc, Boris Flach **Vojtěch Franc** Boris Flach (Gar.)*	Z,ZK	6	2P+2C	Z	PO
2018_MOIEVOL	**Elective subjects**	Min. cours. 0	Min/Max 0/999			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
BE4M35KO	**Combinatorial Optimization** *Zdeněk Hanzálek **Zdeněk Hanzálek***	Z,ZK	6	3P+2C	L	P
BE4M01TAL	**Theory of Algorithms** *Marie Demlová, Natalie Žukovec **Marie Demlová** Marie Demlová (Gar.)*	Z,ZK	6	3P+2S	L	P
BE4M33MPV	**Computer Vision Methods** *Jan Čech, Georgios Tolias, Jiří Matas, Dmytro Mishkin, Ondřej Drbohlav **Ondřej Drbohlav** Jiří Matas (Gar.)*	Z,ZK	6	2P+2C	L	PO
BE4M33GVG	**Geometry of Computer Vision and Graphics** *Torsten Sattler, Tomáš Pajdla **Tomáš Pajdla** Tomáš Pajdla (Gar.)*	Z,ZK	6	2P+2C	L	PO
2018_MOIEVOL	**Elective subjects**	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
BE4MSVP	**Software or Research Project** *Jiří Šebek, Petr Pošík, Jaroslav Sloup, Katarína Žmolíková, Tomáš Drábek **Petr Pošík***	KZ	6		Z,L	P
BE4M39VG	**Computational Geometry** *Petr Felkel **Petr Felkel** Petr Felkel (Gar.)*	Z,ZK	6	2P+2S	Z	PO

BE4M33TDV	**Three-dimensional Computer Vision** *Radim Šára* ***Radim Šára*** *Radim Šára (Gar.)*	Z,ZK	6	2P+2C	Z	PO
2018_MOIEVOL	**Elective subjects**	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	P
2018_MOIEVOL	**Elective subjects**	Min. cours. 0	Min/Max 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_MOIEVOL	**Elective subjects**	**Min. cours.** **0**	**Min/Max** 0/999			**v**

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
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.			
BE4M33PAL	Advanced Algorithms	Z,ZK	6
Basic graph algorithms and graph representation. Combinatorial algorithms. Application of formal languages theory in computer science - pattern matching.			
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.			

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
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.			
BEEZM	Safety in Electrical Engineering for a master´s degree	Z	0
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 http://bilakniha.cvut.cz/en/f3.html
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