

INFORMATICA

PE6_1 Computer architecture, embedded systems, operating systems

PE6_2 Distributed systems, parallel computing, sensor networks, cyber-physical systems

PE6_3 Software engineering, programming languages and systems

PE6_4 Theoretical computer science, formal methods, automata

PE6_5 Security, privacy, cryptology, quantum cryptography

PE6_6 Algorithms and complexity, distributed, parallel and network algorithms, algorithmic game theory

PE6_7 Artificial intelligence, intelligent systems, natural language processing

PE6_8 Computer graphics, computer vision, multimedia, computer games

PE6_9 Human computer interaction and interface, visualisation

PE6_10 Web and information systems, data management systems, information retrieval and digital libraries, data fusion

PE6_11 Machine learning, statistical data processing and applications using signal processing

PE6_12 Scientific computing, simulation and modelling tools

PE6_13 Bioinformatics, bio-inspired computing, and natural computing

PE6_14 Quantum computing

PE1_1 Logic and foundations

PE1_16 Discrete mathematics and combinatorics

PE1_17 Mathematical aspects of computer science

PE1_20 Control theory, optimisation, and operational research

PE7_3 Simulation engineering and modelling

PE7_7 Signal processing

PE7_8 Networks, e.g. communication networks and nodes, Internet of Things, sensor networks, networks of robots

PE7_9 Man-machine-interfaces

PE7_10 Robotics