SECTION D'INFORMATIQUE

DE L'ÉCOLE POLYTECHNIQUE FÉDÉRALE DE LAUSANNE

Master en Cybersécurité

ANNÉE ACADÉMIQUE 2019 - 2020

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Le livret des cours est aussi disponible depuis l'adresse internet de la section :

https://www.epfl.ch/schools/ic/fr/education-fr/livrets-cours/

Ordonnance sur le contrôle des études menant au bachelor et au master à l'École polytechnique fédérale de Lausanne
(Ordonnance sur le contrôle des études à l'EPFL)

du 30 juin 2015 (Etat le 1er juin 2019)

La Direction de l'École polytechnique fédérale de Lausanne (Direction de l'EPFL),
vu l'art. 3, al. 1, let. b, de l'ordonnance du 13 novembre 2003 sur l'EPFZ et l'EPFL[1],
arrête:

Chapitre 1 Dispositions générales
Section 1 Objet et champ d'application

Art. 1 Objet

La présente ordonnance arrête les règles de base du contrôle des études à l'EPFL.

Art. 2 Champ d'application

1 La présente ordonnance s'applique à la formation menant au bachelor et au master de l'EPFL.

2 Dans la mesure où la direction de l'EPFL n'a pas édicté de règles particulières, les art. 8, 10, 12, 14, 15 et 18 à 20 s'appliquent également:

a. aux examens d'admission;
b. aux examens du cours de mathématiques spéciales (CMS);
c. aux examens du cours de mise à niveau;
d. aux examens de doctorat;
e. aux examens des programmes doctoraux;
f. aux examens de la formation continue et de la formation approfondie.

Section 2 Définitions générales

Art. 3 Branche

1 Une branche est une matière d'enseignement faisant l'objet d'une ou de plusieurs épreuves.

RO **2015** 2525

1 RS **414.110.37**

[2] Une branche dite de semestre est une branche dont les épreuves se déroulent pendant la période de cours.

[3] Une branche dite de session est une branche dont une épreuve se déroule en session d'examens. Elle peut comporter des épreuves se déroulant pendant la période de cours.

[4] Une branche de semestre peut consister en un stage.

Art. 4 Crédits et coefficients

À toute branche est associé un nombre de crédits ECTS (European Credit Transfer and Accumulation System) (crédits) ou, pour le cycle propédeutique, un coefficient, qui indiquent son poids dans la formation.

Section 3
Dispositions communes aux études de bachelor et de master

Art. 5 Plans d'études et règlements d'application

Des plans d'études et des règlements d'application sont édictés pour chaque cycle d'études de chaque domaine. Ils définissent en particulier:

a. les branches de semestre et les branches de session;
b. le semestre ou la session pendant lesquels ces branches peuvent être présentées;
c. la forme (écrite ou orale) de l'épreuve en session;
d. la composition des blocs et des groupes de branches;
e. les coefficients ou les crédits attribués à chaque branche;
f. le nombre de crédits ou le coefficient à acquérir dans chaque bloc et chaque groupe;
g. les conditions applicables aux prérequis (art. 25);
h. les conditions de réussite particulières;
i. les études d'approfondissement, de spécialisation ou interdisciplinaires;
j. les éventuels régimes transitoires applicables aux modifications des plans d'études et des règlements d'application.

Art. 6 Blocs et groupes de branches

[1] Les branches sont rassemblées en bloc ou en groupe. Chaque branche ne peut faire partie que d'un seul bloc ou d'un seul groupe. Un bloc peut être constitué d'une seule branche.

2 Un bloc est réputé réussi:

a. lorsque la somme des crédits acquis par branche est égale ou supérieure au nombre requis, ou
b. lorsque la somme des crédits acquis pour les branches présentées atteint le nombre requis et que la moyenne du bloc (art. 8, al. 5) est égale ou supérieure à 4,00; dans ce cas, la totalité des crédits des branches présentées est acquise.

3 Un groupe est réputé réussi lorsque les crédits des branches qui le composent ont été accumulés jusqu'au nombre requis; aucune compensation n'est possible entre les notes des branches du groupe.

Art. 7 Fiches de cours

Les fiches de cours publiées indiquent en particulier, pour chaque branche:

a. les objectifs de formation;
b. un bref descriptif de la matière;
c. les épreuves composant la note finale, avec leur pondération et leur forme;
d. les éventuels prérequis (art. 25);
e. la langue d'enseignement.

Art. 8 Notation

1 Une épreuve est notée de 1,00 à 6,00. Les notes en dessous de 4,00 sanctionnent des prestations insuffisantes. L'épreuve est notée 0 lorsque l'étudiant ne se présente pas, ne répond à aucune question ou ne respecte pas les délais.

2 La note finale de la branche se compose des notes de ses épreuves. Elle est arrêtée au quart de point. Lorsqu'elle est inférieure à 1,00, la branche est considérée comme non acquise et notée NA (non acquis). L'appréciation NA compte comme tentative de réussite.

3 Le règlement d'application peut prévoir qu'une branche est notée au moyen des appréciations R (réussi) ou E (échec).

4 Lorsque la branche est répétée, la note retenue est celle de la seconde tentative.

5 Les moyennes sont calculées en pondérant chaque note finale chiffrée de branche par son coefficient ou son nombre de crédits. Elles sont arrêtées au centième. Les appréciations NA et E empêchent l'obtention d'une moyenne, sauf dans les cas visés à l'art. 6, al. 2, let. b, et 3.

Art. 9 Organisation des sessions et des épreuves et inscriptions aux branches

1 Deux sessions d'examens sont organisées par année académique. Elles ont lieu entre les semestres.

2 Les délais d'inscription aux branches, les délais de retrait, les horaires et les dates des épreuves, ainsi que les autres modalités sont communiqués aux étudiants.

3 À l'échéance des délais, les inscriptions aux branches et les retraits sont définitifs.

4 Lorsque l'étudiant répète une branche, celle-ci est régie par les dispositions en vigueur au moment de la répétition, à moins que l'école n'en ait disposé autrement.

Art. 10 Incapacité

1 L'étudiant qui se prévaut d'un motif d'incapacité à se présenter à une épreuve doit l'annoncer à l'école dès la survenance de ce motif.

2 Il lui présente en outre les pièces justificatives au plus tard trois jours après la survenance du motif d'incapacité. Par pièces justificatives, on entend notamment un certificat médical ou une attestation d'une obligation légale de servir.

3 Invoquer un motif d'incapacité après s'être présenté à l'épreuve ne justifie pas l'annulation d'une note.

Art. 11 Langue des épreuves

1 Les épreuves se déroulent dans la langue de l'enseignement de la branche.

2 L'étudiant a le droit de répondre en français à une épreuve en anglais. Sur demande écrite de sa part, l'enseignant peut lui accorder de répondre en anglais si l'épreuve est en français.

Art. 12 Étudiants en situation de handicap

1 Si un candidat en situation de handicap en fait la demande au début de l'année académique, l'école fixe un déroulement d'épreuve adapté à son handicap et décide de l'utilisation de moyens auxiliaires ou de l'assistance personnelle nécessaires.

2 Les objectifs de l'épreuve doivent être garantis.

Art. 13 Tâches de l'enseignant

1 L'enseignant remplit notamment les tâches suivantes:

a. donner les informations nécessaires sur ses matières d'enseignement pour qu'elles soient publiées dans la fiche de cours;

b. informer les étudiants, s'il y a lieu, du contenu des matières et du déroulement des épreuves;

c. conduire les épreuves;

d. prendre des notes de chaque épreuve orale, qu'il peut être appelé à produire auprès de la conférence d'examen ou des autorités de recours;

e. attribuer les notes des épreuves, ainsi que la note finale de branche;

f. conserver pendant six mois après la fin du cycle concerné (chap. 2 à 4) les épreuves écrites et les notes prises durant les épreuves orales; en cas de recours, ce délai est prolongé jusqu'au terme de la procédure.

2 S'il est empêché de remplir ses tâches, le directeur de section désigne un remplaçant.

Art. 14 Observateur

1 Un observateur désigné par le directeur de section assiste à l'épreuve orale ayant lieu en session d'examens, dans le but de veiller à son déroulement régulier.

2 Il prend, pour chaque candidat, des notes sur le déroulement de l'épreuve et les conserve conformément à l'art. 13, al. 1, let. f.

Art. 15 Consultation des épreuves

L'étudiant peut consulter son épreuve dans les 6 mois qui suivent la communication du résultat.

Art. 16 Commissions d'évaluation

Des commissions d'évaluation peuvent être mises sur pied pour les branches de semestre. Outre l'enseignant et un expert, les commissions d'évaluation peuvent comprendre les assistants et les chargés de cours qui ont participé à l'enseignement, ainsi que d'autres professeurs.

Art. 17 Conférence d'examen

1 La conférence d'examen siège à l'issue de chaque session. Elle est composée du vice-provost pour la formation, qui la préside, du directeur de section et du chef du service académique. Les membres de la conférence d'examen peuvent se faire représenter par leur suppléant.

2 La conférence d'examen se prononce sur les cas particuliers conformément aux dispositions légales.

Art. 18 Fraude

1 Par fraude, on entend toute forme de tricherie en vue d'obtenir pour soi-même ou pour autrui une évaluation non méritée.

2 En cas de fraude, de participation à la fraude ou de tentative de fraude, le règlement disciplinaire du 15 décembre 2008 concernant les étudiants de l'École polytechnique fédérale de Lausanne[2] s'applique.

Art. 19 Notification des résultats et communications

1 La décision de réussite ou d'échec pour le cycle d'études est notifiée à l'étudiant.

2 RS **414.138.2**

[2] Elle fait mention des notes obtenues et des crédits acquis.

[3] La notification de la décision ainsi que les communications ont lieu par voie électronique ou postale.

Art. 20 Demande de nouvelle appréciation et recours administratif

[1] La décision peut faire l'objet d'une demande de nouvelle appréciation auprès de l'école dans les 10 jours qui suivent sa notification. L'art. 63, al. 1, 3 et 4, de la loi fédérale du 20 décembre 1968 sur la procédure administrative[3] est applicable.

[2] Elle peut également faire l'objet d'un recours administratif auprès de la commission de recours interne des EPF, dans les 30 jours qui suivent sa notification.

Chapitre 2 Examens du cycle propédeutique

Art. 21 Conditions de réussite

[1] L'étudiant qui, à l'issue du premier semestre du cycle propédeutique et de la session d'examens afférente, a atteint une moyenne pondérée (art. 8, al. 5) d'au moins 3,50 pour le premier bloc au sens du règlement d'application est admis au second semestre du cycle.

[2] À réussi le cycle propédeutique l'étudiant qui, conformément au plan d'études et au règlement d'application:

a. a présenté toutes les branches, et
b. a obtenu une moyenne égale ou supérieure à 4,00 dans chacun des blocs et, le cas échéant, les coefficients requis dans un groupe.

Art. 22 Échec et élimination

[1] Constituent un échec, au niveau du cycle propédeutique:

a. la non-atteinte d'une moyenne pondérée d'au moins 3,50 pour le premier bloc, à l'issue du premier semestre et de la session d'examens afférente;
b. la non-atteinte d'une moyenne pondérée d'au moins 4,00 par bloc ou la non-atteinte du nombre de coefficients requis dans un groupe, à l'issue du cycle propédeutique, ou
c. le fait de ne pas avoir présenté toutes les branches du cycle propédeutique, sous réserve de l'art. 23, al. 4.

[2] L'étudiant qui suit le cycle propédeutique en première tentative et se trouve dans la situation visée à l'al. 1, let. a, suit au second semestre le cours de mise à niveau de l'EPFL.

[3] Est assimilé à un échec au cycle propédeutique de l'EPFL un échec ou une absence de réussite subi dans une autre haute école à un niveau comparable au cycle propé-

3 RS **172.021**

deutique, si la majorité des branches sont considérées par l'EPFL comme étant analogues.

[4] Constitue un échec définitif un second échec au niveau du cycle propédeutique ou le non-respect de la durée maximale de deux ans pour réussir le cycle.

[5] Constituent un motif d'exclusion définitive de toute formation de bachelor à l'EPFL la non-atteinte d'une moyenne pondérée d'au moins 4,00 à l'issue du cours de mise à niveau ou le non-respect de l'obligation de le suivre.

Art. 23 Répétition

[1] L'étudiant qui est en situation d'échec, en première tentative, selon l'art. 22, al. 1, let. b et c, ou qui a atteint une moyenne d'au moins 4,00 au cours de mise à niveau est admis une seconde fois au premier semestre du cycle propédeutique de l'année académique qui suit.

[1bis] L'étudiant qui, après avoir réussi le cours de mise à niveau, échoue le cycle propédeutique à l'issue du second semestre, peut répéter le second semestre l'année suivante, en dérogation à l'art. 22, al. 4, de la présente ordonnance et à l'art. 7, al. 3, de l'ordonnance du 14 juin 2004 sur la formation à l'EPFL[4].[5]

[2] Les branches d'un bloc ou d'un groupe réussis (art. 21, al. 2, let. b) sont acquises et ne peuvent pas être répétées.

[3] La répétition des autres branches non réussies est impérative. La répétition des branches réussies est facultative, sauf pour les étudiants issus de la situation visée à l'art. 22, al. 1, let. a, pour lesquels elle est obligatoire. Le règlement d'application peut toutefois prévoir que certaines branches de semestre réussies ne peuvent pas être répétées.

[4] En cas d'absence justifiée au sens de l'art. 10, l'école examine s'il est raisonnablement exigible de l'étudiant qu'il complète le cycle propédeutique à la session ordinaire correspondante de l'année suivante ou si l'étudiant doit être considéré comme ayant échoué.

Chapitre 3 Examens du cycle bachelor et du cycle master

Art. 24 Crédits

Les crédits de la branche sont attribués lorsque la note obtenue est égale ou supérieure à 4,00 ou que la moyenne du bloc de branches à laquelle elle appartient est égale ou supérieure à 4,00.

4 RS **414.132.3**
5 Introduit par le ch. I de l'O de la Direction de l'EPFL du 20 août 2019, en vigueur depuis le 1er juin 2019 (RO **2019** 2641).

Art. 25 Prérequis

Le règlement d'application ou la fiche de cours définit les branches dont l'étudiant doit avoir acquis les crédits afin d'être admis à suivre d'autres branches.

Art. 26 Conditions de réussite

1 Les crédits requis du cycle bachelor et du cycle master doivent être acquis conformément à la présente ordonnance, à l'ordonnance du 14 juin 2004 sur la formation à l'EPFL[6] et au règlement d'application.

2 Dans le cycle bachelor, 60 crédits au moins doivent être acquis par tranche de deux ans.

Art. 27 Répétition

1 Si, dans un bloc ou un groupe, le nombre de crédits requis n'est pas acquis, les branches dont la note est inférieure à 4,00 peuvent être répétées une fois, impérativement à la session ordinaire de l'année qui suit.

2 L'étudiant qui échoue deux fois à une branche optionnelle peut en présenter une nouvelle conformément au plan d'études.

Art. 28 Échec définitif

Si l'étudiant n'acquiert pas les crédits requis conformément à la présente ordonnance et au règlement d'application, dans le respect des durées maximales fixées par l'ordonnance du 14 juin 2004 sur la formation à l'EPFL[7], il se trouve en situation d'échec définitif.

Art. 29 Admission conditionnelle au cycle consécutif

1 Peut être admis conditionnellement au cycle master consécutif l'étudiant qui:

a. n'a pas plus de 10 crédits manquants sur ceux requis par le plan d'études de dernière année du cycle bachelor de l'EPFL, et

b. n'est pas en situation d'échec définitif.

2 L'étudiant admis conditionnellement au cycle master consécutif a l'obligation d'acquérir les crédits manquants du bachelor dans l'année de son admission conditionnelle, sous peine d'être exclu du cycle.

3 Peut être admis conditionnellement au projet de master l'étudiant qui:

a. n'a pas plus de 8 crédits manquants sur ceux requis pour le cycle master y compris les études visées à l'art. 5, let. i;

b. n'est pas en situation d'échec définitif.

6 RS **414.132.3**
7 RS **414.132.3**

Chapitre 4 Projet de master

Art. 30 Déroulement

[1] Le sujet du projet de master est fixé ou approuvé par le professeur ou le maître d'enseignement et de recherche qui en assume la direction.

[2] Sur demande, le directeur de section peut confier la direction du projet de master à un professeur ou un maître d'enseignement et de recherche rattaché à une autre section ou à un collaborateur scientifique.

[3] L'examen du projet de master consiste en une évaluation de sa présentation finale suivie d'une interrogation orale devant l'enseignant qui a dirigé le projet et un expert externe à l'EPFL désigné par l'enseignant en accord avec le directeur de section. Seul l'enseignant peut inviter d'autres personnes à l'interrogation orale; celles-ci ne participent pas à l'évaluation.

[4] Si la qualité rédactionnelle du projet est jugée insuffisante, l'enseignant peut exiger que l'étudiant y remédie dans un délai de deux semaines à compter de l'interrogation orale.

Art. 31 Conditions de réussite

[1] Le projet de master est réputé réussi lorsque la note attribuée est égale ou supérieure à 4,00.

[2] Si le règlement d'application prévoit un stage associé au projet de master, celui-ci doit avoir été réussi préalablement.

Art. 32 Répétition

[1] En cas d'échec, un nouveau projet de master peut être présenté dans le respect de la durée maximale prévue par l'ordonnance du 14 juin 2004 sur la formation à l'EPFL[8].

[2] Un second échec constitue un échec définitif.

Chapitre 5 Dispositions finales

Art. 33 Abrogation

L'ordonnance du 14 juin 2004 sur le contrôle des études à l'EPFL[9] est abrogée.

8 RS **414.132.3**
9 [RO **2004** 4323, **2006** 4125, **2008** 3721]

Art. 34 Disposition transitoire

Le chapitre 2 de l'ordonnance du 14 juin 2004 sur le contrôle des études à l'EPFL[10] demeure applicable jusqu'au 31 août 2017 aux étudiants répétant le cycle propédeutique durant l'année académique 2016–2017.

Art. 35 Entrée en vigueur

La présente ordonnance entre en vigueur le 1er septembre 2016.

10 RO **2004** 4323, **2006** 4125, **2008** 3721

EPFL

Plan d'études

Master en Cybersécurité

2 0 19 - 2 0 20

arrêté par la direction de l'EPFL le 21 mai 2019

Directeur de section	**Prof. M. Pauly**
Adjointe du directeur de section	**Mme S. Dal Mas**
Conseillers d'études :	
1ère année cycle master	**Prof. P. Ienne**
2ème année cycle master	**---**
Projet de master	**---**
Coordinatrice des stages d'ingénieur	**Mme S. Dal Mas**
Secrétaire du Master	**Mme K. Zrelli**

Aux cycles bachelor et master, selon les besoins pédagogiques, les heures d'exercices mentionnées dans le plan d'études pourront être intégrées dans les heures de cours ; les scolarités indiquées représentent les nombres moyens d'heures de cours et d'exercices hebdomadaires sur le semestre

2019-2020 **INFORMATIQUE - CYBERSÉCURITÉ - Obligatoire** **Cycle Master**

Code	Matières	Enseignants sous réserve de modification	Sections	depth requirement**	Semestres						Crédits	Période des épreuves *	Type examen *
					MA1			MA2					
					c	e	p	c	e	p			
	Groupe "breadth requirement et depth requirement and options"										**72**		
	Groupe 1 "breadth requirement"										**min. 30**		
CS-450	Advanced algorithms	Svensson	IN					**4**	**3**		7	E	écrit
CS-470	Advanced computer architecture	Ienne	IN					**2**		**2**	4	E	oral
COM-401	Cryptography and security	Vaudenay	SC	x	**4**	**2**					7	H	écrit
CS-422	Database systems	Ailamaki	IN					**3**	**2**	**2**	7	sem P	
CS-438	Decentralized systems engineering	Ford	IN		**2**	**2**	**2**				6	H	écrit
CS-451	Distributed algorithms	Guerraoui	SC		**4**	**2**					6	H	écrit
CS-452	Foundations of software	Odersky	IN		**2**	**2**					4	H	écrit
COM-402	Information security and privacy	Hubaux/Oechslin/Troncoso	SC/IN	x	**3**	**1**	**2**				6	H	écrit
CS-433	Machine learning	Jaggi/Urbanke	IN/SC		**4**	**2**					7	H	écrit
COM-407	TCP/IP networking	Le Boudec	SC		**2**	**2**	**2**				6	H	écrit
ETHZ	ETHZ courses counting as breadth requirement												
	Groupe 2 "depth requirement and options"	**(la somme des crédits des groupes 1 et 2 doit être de 72 crédits au minimum)**			←					→			
	Bloc "Projet et SHS" :										**18**		
CS-496	Projet en Cybersécurité	Divers enseignants	IN		←			**12**		→	12	sem A ou P	
HUM-nnn	SHS : introduction au projet	Divers enseignants	SHS		**2**		**1**				3	sem A	
HUM-nnn	SHS : projet	Divers enseignants	SHS							**3**	3	sem P	
	Total des crédits du cycle master :										**90**		

Remarque :

* Se référer à l'art. 3 al. 4 du règlement d'application

** se référer à l'art. 7 al. 2 du règlement d'application

Stage d'ingénieur :

Voir les modalités dans le règlement d'application

2019-2020 INFORMATIQUE - CYBERSÉCURITÉ - Options **Cycle Master**

Code	Matières	Enseignants sous réserve de modification	Sections	other security oriented options	depth requirement**	Semestres M1 c	M1 e	M1 p	M2 c	M2 e	M2 p	Crédits	Période des épreuves *	Type examen *	Cours biennaux donnés en
	Groupe 2 "depth requirement and options"														
CS-420	Advanced compiler construction	Schinz	IN						2		2	4	sem P		
CS-440	Advanced computer graphics	Jakob	IN						2	1		6	sem P		
COM-501	Advanced cryptography	Vaudenay	SC		x				2	2		4	E	écrit	
CS-471	Advanced multiprocessor architecture	Falsafi	IN			4						6	sem A		2019-2020
COM-417	Advanced probability and applications	Lévêque	SC						3	2		6	E	écrit	
CS-523	Advanced topics on privacy enhancing technologies	Hubaux/Troncoso	SC/IN		x				3	1	2	7	E	oral	
EE-431	Advanced VLSI design	Burg	EL	x					2	2		4	E	écrit	
MATH-409	Algebraic curves in cryptography (pas donné en 2019-2020)	Jetchev	MA	x					2	2		5	E	écrit	2020-2021
MATH-493	Applied biostatistics	Goldstein	MA						2	2		5	sem P		
CS-401	Applied data analysis	West	IN			2		2				6	H	écrit	
CS-456	Artificial neural networks	Gerstner	IN						2	1		4	E	écrit	
COM-415	Audio and acoustic signal processing	Faller/Kolundzija	SC			2	2	1				5	H	écrit	
EE-554	Automatic speech processing	Bourlard	EL			2	1					3	H	écrit	
BIO-465	Biological modeling of neural networks	Gerstner	IN						2	2		4	E	écrit	
EE-512	Biomedical signal processing	Vesin	EL			4		2				6	H	écrit	
CS-490	Business design for IT services	Wegmann	SC						3			3	E	oral	
BIO-105	Cellular biology and biochemistry for engineers	Zufferey	SV			2	2					4	H	écrit	
CS-524	Computational complexity (pas donné en 2019-2020)	Svensson	IN			3	1					4	sem A		2020-2021
CS-413	Computational photography	Süsstrunk	SC						2		2	5	sem P		
CS-442	Computer vision	Fua	IN						2	1		4	E	écrit	
CS-453	Concurrent algorithms	Guerraoui	SC			3	1	1				5	H	écrit	
CS-454	Convex optimization and applications (pas donné en 2019-2020)	Lebret	MTE						1	2		4	sem P		
COM-480	Data visualization (pas donné en 2019-2020)	vacat	SC			2		2				4	sem A		
EE-559	Deep learning	Fleuret	EL						2	2		4	écrit		
CS-472	Design technologies for integrated systems	De Micheli	IN			3		2				6	sem A		
CS-446	Digital 3D geometry processing	Pauly	IN			2	1	1				5	sem A		
CS-411	Digital education & learning analytics	Dillenbourg/Jermann	IN			2		2				4	H	oral	
CS-423	Distributed information systems	Aberer	SC						2	1		4	E	écrit	
ENG-466	Distributed intelligent systems	Martinoli	SIE			2	3					5	H	écrit sans retrait	
COM-502	Dynamical system theory for engineers	Thiran P.	SC			2	1					4	H	écrit	
CS-473	Embedded systems	Beuchat	IN			2		2				4	H	oral	
CS-491	Enterprise and service-oriented architecture	Wegmann	SC						6			6	E	oral	
CS-489	Experience design	Huang	IN			2		4				6	sem A		
CS-550	Formal verification	Kuncak	IN		x	2	2	2				6	sem A		
CS-525	Foundations and tools for processing tree structured data	Vanoirbeek	IN			2		2				4	H	écrit	
EE-429	Fundamentals of VLSI design	Burg	EL	x		3	1					4	sem A		
MATH-483	Gödel and recursivity (pas donné en 2019-2020)	Duparc	MA			2	2					5	H	écrit	2020-2021
CS-486	Human-computer interaction	Pu	IN						2	1	1	4	sem P		
EE-550	Image and video processing	Ebrahimi	EL			4		2				6	H	oral	
MICRO-511	Image processing I	Unser/Van De Ville	MT			3						3	H	écrit	
MICRO-512	Image processing II	Unser/Van De Ville	MT						3			3	E	écrit	
CS-487	Industrial automation	Pignolet/Tournier	SC						2		1	3	E	oral	
COM-404	Information theory and coding	Telatar	SC			4	2					7	H	écrit	
COM-406	Information theory and signal processing	Gastpar/Telatar/Urbanke	SC			4	2					6	H	écrit	
CS-430	Intelligent agents	Faltings	IN			3	3					6	sem A		
CS-431	Introduction to natural language processing	Rajman/Chappelier	IN			2	2					4	H	écrit	
CS-526	Learning theory	Macris/Urbanke	SC						2	2		4	E	écrit	
COM-516	Markov chains and algorithmic applications	Lévêque/Macris	SC			2	2					4	H	écrit	
COM-514	Mathematical foundations of signal processing	Kolundzija/Scholefield/ Parhizkar	SC			3	2					6	H	écrit	
EE-552	Media security	Ebrahimi	EL	x					2	1		6	E	écrit	
COM-405	Mobile networks	Hubaux	SC	x					2	1		4	E	écrit	
COM-430	Modern digital communications: a hands-on approach	Rimoldi	SC			2		2				6	sem A		
COM-512	Networks out of control	Thiran P./ Grossglauser	SC						2	1		4	E	écrit	2019-2020
MATH-489	Number theory in cryptography	Vacat	MA	x		2	2					5	H	écrit	2019-2020
CS-439	Optimization for machine learning	Jaggi	IN						2	2	1	5	E	écrit	
CS-596	Optional project in computer science	Divers enseignants	IN			←			2		→	8	sem A ou P		
COM-503	Performance evaluation (pas donné en 2019-2020)	Le Boudec	SC						3	1	2	7	E	écrit	2020-2021
CS-522	Principles of computer systems	Argyraki/Candea	SC/IN	x		4						7	sem A		
MATH-467	Probabilistic method (pas donné en 2019-2020)	Pach	MA			2	2					5	H	écrit	2020-2021
CS-476	Real-time embedded systems	Beuchat	IN						2		2	4	sem P		
EE-511	Sensors in medical instrumentation	Aminian	EL						2	1		3	E	écrit	
MATH-318	Set theory	Duparc	MA						2	2		5	H	écrit	2019-2020
EE-472	Smart grids technologies	Paolone / Le Boudec	EL/SC						2	1	2	5	E	écrit	
EE-593	Social media	Gillet/Holzer	EL						1		1	2	sem P	sans retrait	
CS-412	Software security	Payer	IN		x				3	2	1	6	sem P		
COM-500	Statistical signal and data processing through applications	Ridolfi	SC						3	2		6	E	écrit	
COM-506	Student seminar : security protocols and applications	Oechslin/Vaudenay	SC	x					2			3	E	écrit	
CS-448	Sublinear algorithms for big data analysis (pas donné en 2019-2020)	Kapralov	IN						3			4	sem P		2020-2021
CS-410	Technology ventures in IC (pas donné en 2019-2020)	Bugnion	IN						2		2	4	sem P		
CS-455	Topics in theoretical computer science	Kapralov	IN						3	1		4	sem P		2019-2020
CS-444	Virtual reality	Boulic	IN						2	1		4	sem P		
ETHZ	ETHZ courses counting as options														
ETHZ	ETHZ courses counting as depth requirement				x										
	Remarque :														

* Se référer à l'art. 3 al. 4 du règlement d'application

** se référer à l'art. 7 al. 2 du règlement d'application

2019-2020 **Cyber security** **Section d'Informatique**

Mineur disciplinaire **Responsable : Prof. C. Troncoso**

Les enseignants, les crédits et la période des cours sont indiqués sous réserve de modification. **73** **crédits offerts**

Les cours déjà suivis au bachelor ou au master ne peuvent pas être pris également dans un mineur.

Codes	Matières (liste indicative)	Enseignants	Livret des cours	Crédits	Période des cours	
CS-450	Advanced algorithms	Svensson	IN	7		P
CS-470	Advanced computer architecture	Ienne	IN	4		P
COM-501	Advanced cryptography*	Vaudenay	SC	4		P
CS-101	Advanced information, computation, communication I	Lenstra	SC	7	A	
EE-431	Advanced VLSI design	Leblebici/Burg	EL	4		P
MATH-310	Algebra	Lachowska	MA	3	A	
CS-250	Algorithms	Kapralov	IN	6	A	
COM-208	Computer networks	Argyraki	SC	5	A	
COM-301	Computer security	Troncoso	IN	4	A	
COM-401	Cryptography and security*	Vaudenay	SC	7	A	
EE-429	Fundamentals of VLSI Design	Leblebici/Burg	EL	4	A	
EE-552	Media security*	Ebrahimi	EL	6		P
COM-405	Mobile networks*	Hubaux	SC	4		P
COM-506	Student seminar : security protocols and applications*	Oechslin/Vaudenay	SC	3		P
COM-407	TCP/IP Networking	Le Boudec	SC	5	A	

Crédits obligatoires

*pour le Mineur en Cyber Security, au moins 17 crédits parmi ces cours doivent obligatoirement être acquis.

** For the Minor in Information Security it will be mandatory to accumulate at least 17 credits from these courses.*

Légende :

A = automne, P = printemps

1 semestre comprend 14 semaines.

RÈGLEMENT D'APPLICATION DU CONTRÔLE DES ÉTUDES DE LA SECTION D'INFORMATIQUE POUR LE MASTER EN INFORMATIQUE - CYBERSÉCURITÉ pour l'année académique 2019-2020 du 21 mai 2019

La direction de l'École polytechnique fédérale de Lausanne

vu l'ordonnance sur la formation menant au bachelor et au master de l'EPFL du 14 juin 2004,
vu l'ordonnance sur le contrôle des études menant au bachelor et au master à l'EPFL du 30 juin 2015,
vu le plan d'études de la section d'informatique pour le master en Informatique - Cybersécurité.

arrête:

Article premier - Champ d'application

Le présent règlement fixe les règles d'application du contrôle des études de master de la section d'informatique pour le master en Informatique - Cybersécurité qui se rapportent à l'année académique 2019-2020.

Art. 2 – Étapes de formation

Le master en Informatique - Cybersécurité est composé de deux étapes successives de formation :
- le cycle master d'une durée de 3 semestres dont la réussite implique l'acquisition de 90 crédits, condition pour effectuer le projet de master.
- le projet de master, d'une durée de 17 semaines à l'EPFL ou à l'ETHZ, ou de 25 semaines hors EPFL (industrie ou autre haute école) et dont la réussite se traduit par l'acquisition de 30 crédits. Il est placé sous la responsabilité d'un professeur ou MER affilié à la section d'informatique ou de systèmes de communication et doit être fait dans le domaine de la Cybersécurité.

Art. 3 – Sessions d'examen

1. Les branches d'examen sont examinées par écrit ou par oral pendant les sessions d'hiver ou d'été. Elles sont mentionnées dans le plan d'études avec la mention H ou E.

2. Les branches de semestre sont examinées pendant le semestre d'automne ou le semestre de printemps. Elles sont mentionnées dans le plan d'études avec la mention sem A ou sem P.

3. Une branche annuelle, c'est à dire dont l'intitulé tient sur une seule ligne dans le plan d'étude, est examinée globalement pendant la session d'été (E).

4 Pour les branches de session, la forme écrite ou orale de l'examen indiquée pour la session peut être complétée par des contrôles de connaissances écrits ou oraux durant le semestre, selon indications de l'enseignant.

Art. 4 – Prérequis

Certains enseignements peuvent exiger des prérequis qui sont mentionnés dans la fiche de cours concerné. Le cours prérequis est validé si les crédits correspondants ont été acquis pour le cours ou par moyenne du bloc.

Art. 5 – Conditions d'admission

1. Les étudiants issus du Bachelor EPFL en Informatique ou en Systèmes de communication, et les étudiants issus du Bachelor ETHZ en Informatique, sont admis automatiquement.

2. Pour les autres étudiants, l'admission s'effectue sur dossier.

3. Un candidat refusé à l'ETHZ ne peut pas être admis à l'EPFL.

Art. 6 - Organisation

1. Les enseignements liés à ce master sont dispensés par l'EPFL et l'ETHZ. Le premier semestre du cycle master se déroule à l'EPFL et un des autres semestres se déroule à l'ETHZ. Durant le semestre passé à l'ETHZ, l'étudiant doit obtenir entre 20 et 35 ECTS parmi une liste de cours ETHZ établie par la section d'Informatique. Les crédits obtenus sont validés par le délégué à la mobilité.

2. Les enseignements du cycle master sont répartis en deux groupes et un bloc dont les crédits doivent être obtenus de façon indépendante.

3. Le groupe 1 « breadth requirement » est composé des cours de la liste du groupe 1 du plan d'études.

4. Le groupe 2 « depth requirement and options » est composé
- des cours de la liste du groupe 2 du plan d'études ;
- des crédits surnuméraires obtenus dans le groupe 1 ;
- d'un projet optionnel de 8 crédits ;
- de cours hors plan d'études suivant l'alinéa 7.

5. Le bloc « Projets et SHS » est composé d'un projet de 12 crédits et de l'enseignement SHS.

6. Le projet du bloc « Projets et SHS » et le projet optionnel du groupe 2 ne peuvent être effectués dans le même semestre.

7. Des cours, comptant pour un maximum de 15 crédits au total, peuvent être choisis en dehors de la liste des cours du plan d'études. Le choix de ces cours doit être accepté préalablement par le directeur de la section qui peut augmenter le maximum de 15 crédits si la demande est justifiée.

Art. 7 - Examen du cycle master

1. Le groupe 1 « breadth requirement » est réussi lorsque **30 crédits** sont obtenus.

2. La condition « depth requirement » est remplie lorsque 30 crédits sont obtenus dans la liste des cours avalisés « depth requirement ».

3. Le groupe « breadth requirement et depth requirement and options », composé du groupe 1 et du groupe 2 est réussi lorsque **72 crédits** sont obtenus.

4. Le bloc « Projets et SHS » est réussi lorsque **18 crédits** sont obtenus.

Art. 8 - Enseignement SHS

Les deux branches SHS donnent chacune lieu à 3 crédits. L'enseignement du semestre d'automne introduit à la réalisation du projet du semestre de printemps. Pour autant qu'il considère que le motif est justifié, le Collège des Humanités peut déroger à cette organisation. Il peut également autoriser à ce qu'un étudiant réalise son projet sur un semestre qui ne suit pas immédiatement celui dans lequel a lieu l'enseignement d'introduction.

Art. 9 – Stage d'ingénieur

1. Les étudiants commençant leur cycle master doivent effectuer un stage d'ingénieur durant leur master :
- soit un stage d'été de minimum 8 semaines
- soit un stage de minimum 6 mois en entreprise (en congé durant un semestre)
- soit un projet de master de 25 semaines en entreprise (au sens de l'Art. 2)

2. Le stage peut être effectué dès le 2ème semestre du cycle master, mais avant le projet de master (sauf si le stage est effectué sous la forme d'un projet de master).

3. Le responsable du stage de la section évalue le stage, par l'appréciation « réussi » ou « non réussi ». Sa réussite est une condition pour l'admission au projet de master. En cas de non réussite, il peut être répété une fois, en règle générale dans une autre entreprise.

4. Il est validé avec les 30 crédits du projet de master.

5. Les modalités d'organisation et les critères de validation du stage font l'objet d'une directive interne à la section.

Au nom de la direction de l'EPFL

Le président, M. Vetterli
Le vice-président pour l'éducation, P. Vandergheynst

Lausanne, le 21 mai 2019

EPFL

INFORMATIQUE

-

Cybersécurité

Cycle Master

2019 / 2020

CS-450

Advanced algorithms

Svensson Ola Nils Anders

Cursus	Sem.	Type
Cyber security minor	E	Opt.
Cybersecurity	MA2, MA4	Obl.
Data Science	MA2, MA4	Obl.
Informatique et communications		Obl.
Informatique	MA2, MA4	Obl.
Mineur en Data science	E	Opt.
Mineur en Informatique	E	Opt.
SC master EPFL	MA2, MA4	Opt.
Science et ing. computationelles	MA2, MA4	Opt.

Language	English
Credits	7
Session	Summer
Semester	Spring
Exam	Written
Workload	210h
Weeks	14
Hours	**7 weekly**
Lecture	4 weekly
Exercises	3 weekly
Number of positions	

Summary

A first graduate course in algorithms, this course assumes minimal background, but moves rapidly. The objective is to learn the main techniques of algorithm analysis and design, while building a repertory of basic algorithmic solutions to problems in many domains.

Content

Algorithm analysis techniques: worst-case and amortized, average-case, randomized, competitive, approximation. Basic algorithm design techniques: greedy, iterative, incremental, divide-and-conquer, dynamic programming, randomization, linear programming. Examples from graph theory, linear algebra, geometry, operations research, and finance.

Keywords

See content.

Learning Prerequisites

Required courses

An undergraduate course in Discrete Structures / Discrete Mathematics, covering formal notation (sets, propositional logic, quantifiers), proof methods (derivation, contradiction, induction), enumeration of choices and other basic combinatorial techniques, graphs and simple results on graphs (cycles, paths, spanning trees, cliques, coloring, etc.).

Recommended courses

An undergraduate course in Data Structures and Algorithms.
An undergraduate course in Probability and Statistics.

Important concepts to start the course

Basic data structures (arrays, lists, stacks, queues,trees) and algorithms (binary search; sorting; graph connectivity); basic discrete mathematics (proof methods, induction, enumeration and counting, graphs); elementary probability and statistics (random variables, distributions, independence, conditional probabilities); data abstraction.

Learning Outcomes

By the end of the course, the student must be able to:

- Use a suitable analysis method for any given algorithm
- Prove correctness and running-time bounds

- Design new algorithms for variations of problems studied in class
- Select appropriately an algorithmic paradigm for the problem at hand
- Define formally an algorithmic problem

Teaching methods

Ex cathedra lecture, reading

Assessment methods

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes
Others	For details, see the course web page.

Resources

Bibliography

See web page for the course.

Ressources en bibliothèque

- Randomized Algorithms / Motwani
- Approximation Algorithms / Vazirani
- Quantum Computation and Quantum Information / Nielsen
- Algebraic Complexity Theory / Buergisser
- Computational Complexity / Papadimitrou

Notes/Handbook

Class notes and references for the running semester will be provided as needed within a few days after each lecture.

Websites

- http://theory.epfl.ch/courses/AdvAlg/

CS-420 Advanced compiler construction

Schinz Michel

Cursus	Sem.	Type
Cybersecurity	MA2, MA4	Opt.
Informatique	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Project	2 weekly
Number of positions	

Summary

Students learn several implementation techniques for modern functional and object-oriented programming languages. They put some of them into practice by developing key parts of a compiler and run time system for a simple functional programming language.

Content

Part 1: implementation of high-level concepts

- functional languages: closures, continuations, tail call elimination,
- object-oriented languages: object layout, method dispatch, membership test.

Part 2: optimizations

- compiler intermediate representations (RTL, SSA, CPS),
- inlining and simple optimizations,
- register allocation,
- instruction scheduling.

Part 3: run time support

- interpreters and virtual machines,
- memory management (including garbage collection).

Keywords

compilation, programming languages, functional programming languages, object-oriented programming languages, code optimization, register allocation, garbage collection, virtual machines, interpreters, Scala.

Learning Prerequisites

Recommended courses

Computer language processing

Important concepts to start the course

Excellent knowledge of Scala and C programming languages

Learning Outcomes

By the end of the course, the student must be able to:
- Assess / Evaluate the quality of a compiler intermediate representation
- Design compilers and run time systems for object-oriented and functional programming languages
- Implement rewriting-based compiler optimizations
- Implement efficient virtual machines and interpreters
- Implement mark and sweep or copying garbage collectors

Teaching methods

Ex Cathedra, mini-project

Assessment methods

Continuous control (mini-project 80%, final exam 20%)

Supervision

Office hours	No
Assistants	Yes
Forum	Yes

Resources

Virtual desktop infrastructure (VDI)

No

Ressources en bibliothèque

- Engineering a Compiler / Cooper
- Compiling with continuations / Appel
- The garbage collection handbook : the art of automatic memory management / Jones
- Modern Compiler Implementation in Java / Appel

Websites

- https://cs420.epfl.ch/

CS-470

Advanced computer architecture

Ienne Paolo

Cursus	Sem.	Type
Cyber security minor	E	Opt.
Cybersecurity	MA2, MA4	Obl.
Génie électrique et électronique	MA2, MA4	Opt.
Informatique	MA2, MA4	Obl.
Mineur en Informatique	E	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Oral
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Project	2 weekly
Number of positions	

Summary

The course studies the most important techniques to exploit Instruction-Level Parallelism and discusses the relation with the critical phases of compilation. It also analyses emerging classes of processors for complex single-chip systems.

Content

Pushing processor performance to its limits:

- Principles of Instruction Level Parallelism (ILP).
- Register renaming techniques.
- Prediction and speculation.
- Simultaneous multithreading.
- VLIW and compiler techniques for ILP.
- Dynamic binary translation.

Embedded processors:

- Specificities over stand-alone processors.
- Overview of DSPs and related compilation challenges.
- Configurable and customisable processors.
- Basic notions of High-Level Synthesis.

Keywords

Processors, Instruction Level Parallelism, Systems-on-Chip, Embedded Systems.

Learning Prerequisites

Required courses

- Architecture des ordinateurs.

Recommended courses

- Architecture des systèmes-on-chip.

Learning Outcomes

By the end of the course, the student must be able to:

- Design strategies to exploit instruction level parallelism in processors.
- Contrast static and dynamic techniques for instruction level parallelism.
- Design effective processor (micro-)architectures for which efficient compilers can be written.

Teaching methods

Courses, labs, and compulsory homeworks.

Assessment methods

Final oral exam.

Supervision

Office hours	No
Assistants	Yes
Forum	Yes

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

• John L. Hennessy and David A. Patterson, Computer Architecture: A Quantitative Approach, Morgan Kaufman, 6th edition, 2017.

Ressources en bibliothèque

- Computer Architecture / Hennessy

Moodle Link

- https://moodle.epfl.ch/course/view.php?id=15017

CS-440 Advanced computer graphics

Jakob Wenzel

Cursus	Sem.	Type
Cybersecurity	MA2, MA4	Opt.
Humanités digitales	MA2, MA4	Opt.
Informatique	MA2, MA4	Opt.
Mineur en Informatique	E	Opt.
Mineur en Systèmes de communication	E	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	6
Session	Summer
Semester	Spring
Exam	During the semester
Workload	180h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Summary

This course covers advanced 3D graphics techniques for realistic image synthesis. Students will learn how light interacts with objects in our world, and how to recreate these phenomena in a computer simulation to create synthetic images that are indistinguishable from photographs.

Content

This is a project-based course: students will initially receive a basic software package that lacks most rendering-related functionality.
Over the course of the semester, we will discuss a variety of concepts and tools including the basic physical quantities, how light interacts with surfaces, and how to solve the resulting mathematical problem numerically to create realistic images. Advanced topics include participating media, material models for sub-surface light transport, and Markov Chain Monte Carlo Methods.
Each major topic is accompanied by an assignment so that students can implement solution algorithms and obtain practical experience with these techniques within their own software framework.
Towards the end of the course, students will realize a self-directed final project that extends their rendering software with additional features of their own choosing. The objective of the final project is to create a single image of both technical and artistic merit that is entered into a rendering competition and judged by an independent panel of computer graphics experts.

Learning Prerequisites

Required courses

Nothing

Recommended courses

Introduction to Computer Graphics

Important concepts to start the course

We will rely on calculus, linear algebra and use basic concepts of algorithms and data structures. Students are expected to be familiar with the C++ programming language that is used in the programming assignments.

Learning Outcomes

By the end of the course, the student must be able to:

- Recognize and understand the physical quantities of light transport and be able to perform basic computations using pencil+paper

• Explain a range of surface and subsurface material models
• Explain the rendering and radiative transfer equation and show how to construct Monte Carlo methods to solve them
• Design and implement an advanced rendering system based on Monte Carlo integration
• Assess / Evaluate the performance and conceptual limits of the implemented simulation code

Teaching methods

Lectures, interactive demos, theory and programming exercises, programming project, project tutoring

Expected student activities

The student are expected to study the provided reading material and actively participate in class. They should prepare and resolve the exercises, prepare and carry out the programming project.

Assessment methods

Intermediate assignments (60%), final project (40%)

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Bibliography

A list of books will be provided at the beginning of the class

Ressources en bibliothèque

• Physically Based Rendering: From Theory to Implementation / Pharr

Notes/Handbook

Slides and online resources will be provided in class

Websites

• https://rgl.epfl.ch/courses/ACG18

EPFL

COM-501 Advanced cryptography

Vaudenay Serge

Cursus	Sem.	Type
Cyber security minor	E	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Mineur en Data science	E	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Written
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Summary

This course reviews some failure cases in public-key cryptography. It introduces some cryptanalysis techniques. It also presents fundamentals in cryptography such as interactive proofs. Finally, it presents some techniques to validate the security of cryptographic primitives.

Content

1. **Cryptographic security models:** security notions for encryption and authentication, game reduction techniques
2. **Public-key cryptography:** Factoring, RSA problem, discrete logarithm problem, attacks based on subgroups
3. **Interactive proofs:** NP-completeness, interactive systems, zero-knowledge
4. **Conventional cryptography:** differential and linear cryptanalysis, hypothesis testing, decorrelation
5. **Proof techniques:** random oracles, leftover-hash lemma, Fujisaki-Okamoto transform

Keywords

cryptography, cryptanalysis, interactive proof, security proof

Learning Prerequisites

Required courses

- Cryptography and security (COM-401)

Important concepts to start the course

- Cryptography
- Mathematical reasoning
- Number theory and probability theory
- Algorithmics
- Complexity

Learning Outcomes

By the end of the course, the student must be able to:

- Assess / Evaluate the security deployed by cryptographic schemes
- Prove or disprove security

- Justify the elements of cryptographic schemes
- Analyze cryptographic schemes
- Implement attack methods
- Model security notions

Teaching methods

ex-cathedra

Expected student activities

- active participation during the course
- take notes during the course
- do the exercises during the exercise sessions
- complete the regular tests and homework
- read the material from the course
- self-train using the provided material
- do the midterm exam and final exam

Assessment methods

Mandatory continuous evaluation:

- homework (30%)
- regular graded tests (30%)
- midterm exam (40%)

Final exam averaged (same weight) with the contiuous evaluation, but with final grade between final_exam-1 and final_exam+1.

Supervision

Office hours	No
Assistants	Yes
Forum	No
Others	Lecturers and assistants are available upon appointment.

Resources

Bibliography

- Communication security: an introduction to cryptography. Serge Vaudenay. Springer 2004.
- A computational introduction to number theory and algebra. Victor Shoup. Cambridge University Press 2005.
- Algorithmic cryptanalysis. Antoine Joux. CRC 2009.

Ressources en bibliothèque

- Algorithmic cryptanalysis / Joux
- Communication security / Vaudenay
- A computational introduction to number theory and algebra / Shoup

Websites

- http://lasec.epfl.ch/teaching.shtml

CS-471 Advanced multiprocessor architecture

Falsafi Babak

Cursus	Sem.	Type
Cybersecurity	MA1, MA3	Opt.
Génie électrique et électronique	MA1, MA3	Opt.
Informatique et communications		Opt.
Informatique	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.
Science et ing. computationelles	MA1, MA3	Opt.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	During the semester
Workload	180h
Weeks	14
Hours	**4 weekly**
Lecture	4 weekly
Number of positions	

Remarque

Cours biennal donné une année sur deux les années impaires

Summary

Multiprocessors are now the defacto building blocks for all computer systems. This course will build upon the basic concepts offered in Computer Architecture I to cover the architecture and organization of modern multiprocessors from mobile and embedded platforms to servers, data centers and cloud computing platforms.

Content

Introduction to multiprocessor systems, parallel programming models including Pthreads, MPI, hardware and software transactional memory, synchronization primitives, memory consistency mdels, cache coherence, on-chip shared cache architectures, on-chip interconnects, multi-chip interconnects, multi-chip bus-based and general-purpose interconnect-based shared-memory systems, clusters.
The course will include weekly readings, discussions, and student reviews and reports on publications (besides the text book) of seminal and recent contributions to the field of computer architecture. Student reviews, class discussions, and an independent research project will account for a significant fraction of the grade. Feedback on performance will be given only upon request by a student. There will be no recitation classes.
The course will also include an independent and original research project, in which students study, improve, and evaluate multiprocessor innovations using a software simulation infrastructure. There will be a list of project ideas given out, but students can suggest and work on their own ideas with potentials for advancing the state of the art.

Learning Prerequisites

Recommended courses

Computer Architecture I, basic C/C++ systems programming.

Learning Outcomes

By the end of the course, the student must be able to:

- Design and evaluate parallel computer organizations
- Develop parallel programs and benchmarks for parallel systems
- Design the basic components of modern parallel systems including multiple processors, cache hierarchies and networks
- Quantify performance metrics for parallel systems
- Interpret and critique research papers
- Plan , propose and conduct a research project empirically

• Present research contributions

Teaching methods

Lectures, homeworks, and a research project

Assessment methods

Continuous control :
Homework : 30 %, Project 15 %, Midterm test : 20 %,
End term test : 35 %

Resources

Websites

• http://parsa.epfl.ch/courses/cs471/.

EPFL

COM-417

Advanced probability and applications

Lévêque Olivier

Cursus	Sem.	Type
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Génie électrique		Obl.
Informatique et communications		Obl.
Informatique	MA2, MA4	Opt.
Mineur en Data science	E	Opt.
SC master EPFL	MA2, MA4	Obl.

Language	English
Credits	6
Session	Summer
Semester	Spring
Exam	Written
Workload	180h
Weeks	14
Hours	**5 weekly**
Lecture	3 weekly
Exercises	2 weekly
Number of positions	

Summary

In this course, various aspects of probability theory are considered. The first part is devoted to the main theorems in the field (law of large numbers, central limit theorem, concentration inequalities), while the second part focuses on the theory of martingales in discrete time.

Content

- sigma-fields, random variables
- probability measures, distributions
- independence, convolution
- expectation, characteristic function
- random vectors and Gaussian random vectors
- inequalities, convergences of sequences of random variables
- laws of large numbers, applications and extensions
- convergence in distribution, central limit theorem and applications
- moments and Carleman's theorem
- concentration inequalities
- conditional expectation
- martingales, stopping times
- martingale convergence theorems

Keywords

probability theory, measure theory, martingales, convergence theorems

Learning Prerequisites

Required courses

Basic probability course
Calculus courses

Recommended courses

complex analysis

Important concepts to start the course

This course is NOT an introductory course on probability: the students should have a good understanding and practice of basic probability concepts such as: distribution, expectation, variance, independence, conditional probability.
The students should also be at ease with calculus. Complex analyisis is a plus, but is not required.
On the other hand, no prior background on measure theory is needed for this course: we will go through the

basic concepts one by one at the beginning.

Learning Outcomes

By the end of the course, the student must be able to:

- understand the main ideas at the heart of probability theory

Teaching methods

Ex cathedra lectures + exercise sessions

Expected student activities

active participation to exercise sessions

Assessment methods

Midterm 20%, graded homeworks 20%, exam 60%

Resources

Bibliography

Sheldon M. Ross, Erol A. Pekoz, A Second Course in Probability,1st edition, www.ProbabilityBookstore.com, 2007.
Jeffrey S. Rosenthal, A First Look at Rigorous Probability Theory,2nd edition, World Scientific, 2006.
Geoffrey R. Grimmett, David R. Stirzaker, Probability and Random Processes,3rd edition, Oxford University Press, 2001.
Richard Durrett, Probability: Theory and Examples, 4th edition, Cambridge University Press, 2010.
Patrick Billingsley, Probability and Measure, 3rd edition, Wiley, 1995.

Ressources en bibliothèque

- A Second Course in Probability / Ross
- Probability: Theory and Examples / Durrett
- Probability and Random Processes / Grimmett
- A First Look at Rigorous Probability Theory / Rosenthal

Notes/Handbook

available on the course website

Websites

- https://moodle.epfl.ch/course/view.php?id=14557

Prerequisite for

Advanced classes requiring a good knowledge of probability

CS-523

Advanced topics on privacy enhancing technologies

Troncoso Carmela, Hubaux Jean-Pierre

Cursus	Sem.	Type
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Informatique	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	7
Session	Summer
Semester	Spring
Exam	Oral
Workload	210h
Weeks	14
Hours	**6 weekly**
Lecture	3 weekly
Exercises	1 weekly
Project	2 weekly
Number of positions	

Summary

This advanced course will provide students with the knowledge to tackle the design of privacy-preserving ICT systems. Students will learn about existing technologies to protect privacy, and how to evaluate the protection they provide.

Content

The course will delve into the following topics:

- Privacy definitions and concepts, and the socioeconomic context of privacy: economics and incentives, ethics, regulation.
- Cryptographic privacy solutions: Identity management and anonymous credentials, zero-knowledge proofs, secure multi-party computation, homomorphic encryption, garbled circuits, Private information retrieval (PIR), Oblivious RAM (ORAM)
- Anonymization and data hiding: generalization, differential privacy, etc
- Machine learning and privacy: how machine learning can be use to infer private information; and how much information can be learned from machine learning models.
- Protection of metadata: anonymous communications systems, location privacy, censorpship resistance.
- Online tracking.
- Evaluation of privacy-preserving systems - notions, definitions, quantification / computation

Keywords

Privacy, anonymity, homomorphic encryption, secure multi-paty computation, anonymous credentials, ethics

Learning Prerequisites

Required courses

COM-402 Information Security and Privacy
COM-301 Computer Security

Recommended courses
COM-401 Cryptography

Important concepts to start the course
Basic programming skills; basics of probabilities and statistics; basics of cryptography

Learning Outcomes
By the end of the course, the student must be able to:
- Select appropriately privacy mechanisms
- Develop privacy technologies
- Assess / Evaluate privacy protection
- Reason about privacy concerns

Teaching methods
Lectures

Expected student activities
Participate to lectures
Do the exercises
Successfully prepare to the exam

Assessment methods
Final exam

Supervision
Assistants	Yes

Resources
Bibliography
Will be provided at the first lecture

EE-431 Advanced VLSI design

Burg Andreas Peter

Cursus	Sem.	Type
Cyber security minor	E	Opt.
Cybersecurity	MA2, MA4	Opt.
Génie électrique et électronique	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Written
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

The teacher has not completed his decription on time

MATH-409 Algebraic curves and cryptography

Cursus	Sem.	Type
Cybersecurity	MA2, MA4	Opt.
Informatique	MA2, MA4	Opt.
Ing.-math	MA2, MA4	Opt.
Mathématicien	MA2	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	5
Session	Summer
Semester	Spring
Exam	Written
Workload	150h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Remarque

Cours donnés en alternance tous les deux ans (pas donné en 2019-20)

Summary

The goal of this course is to introduce basic notions from public-key cryptography based on algebraic curves over finite fields. We will introduce basic cryptographic schemes as well as discuss in-depth the discrete logarithm problem for elliptic and Jacobians of higher genus curves.

Content

Topics may include, but are not limited to:

- Introduction to algebraic curves
- Elliptic and hyperelliptic curves
- Jacobians of algebraic curves
- Cantor arithmetic
- Elliptic curve discrete logarithm problem
- Index calculus methods for Jacobians
- Pairing-based cryptography

Keywords

algebraic curves over finite fields, public key cryptography, discrete logarithms, pairing-based cryptography

Learning Prerequisites

Required courses

Abstract Algebra required (groups theory, rings, fields, field extensions, finite fields)

Recommended courses

- Math 317 (Galois theory)
- Math 489 (Number Theory in Cryptography)
- COM-401 (Security and Cryptography)

Teaching methods

Weekly lectures, problem sets and programming assignments.

Assessment methods

written exam
Dans le cas de l'art. 3 al. 5 du Règlement de section, l'enseignant décide de la forme de l'examen qu'il communique aux étudiants concernés.

Resources

Bibliography

- P. Griffiths, *Introduction to Algebraic Curves*
- I. Blake, G. Seroussi, and N. Smart, *Elliptic Curves in Cryptography*
- I. Blake, G. Seroussi, N. Smart, *Advances in Elliptic Curve Cryptography*

Ressources en bibliothèque

- Introduction to Algebraic Curves / Griffiths
- Advances in Elliptic Curve Cryptography / Blake & al.
- (electronic version)
- Elliptic Curves in Cryptography / Blake & al.

EPFL

MATH-493 **Applied biostatistics**

Goldstein Darlene

Cursus	Sem.	Type
Bioingénierie	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Informatique	MA2, MA4	Opt.
Ing.-math	MA2, MA4	Opt.
Ingénierie des sciences du vivant	MA2, MA4	Opt.
Mathématicien	MA2	Opt.
Mineur en Data science	E	Opt.
SC master EPFL	MA2, MA4	Opt.
Sciences du vivant	MA2, MA4	Opt.

Language	English
Credits	5
Session	Summer
Semester	Spring
Exam	During the semester
Workload	150h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Summary

This course covers topics in applied biostatistics, with an emphasis on practical aspects of data analysis using R statistical software. Topics include types of studies and their design and analysis, high dimensional data analysis (genetic/genomic) and other topics as time and interest permit.

Content

- Types of studies
- Design and analysis of studies
- R statistical software
- Reproducible research techniques and tools
- Report writing
- Exploratory data analysis
- Liniear modeling (regression, anova)
- Generalized linear modeling (logistic, Poission)
- Survival analysis
- Discrete data analysis
- Meta-analysis
- High dimensional data analysis (genetics/genomics applications)
- Additional topics as time and interest permit

Keywords

Data analysis, reproducible research, statistical methods, R, biostatistical data analysis, statistical data analysis

Learning Prerequisites

Required courses

This course will be very difficult for students with no previous course or experience with statistics. **Previous experience with R is neither assumed nor required.**

Recommended courses

Undergraduate statistics course

Important concepts to start the course

It is useful to review statistical hypothesis testing.

Learning Outcomes

By the end of the course, the student must be able to:

- Interpret analysis results
- Justify analysis plan
- Plan analysis for a given dataset
- Analyze various types of biostatistical data
- Synthesize analysis into a written report
- Report plan of analysis and results obtained

Transversal skills

- Write a scientific or technical report.
- Assess one's own level of skill acquisition, and plan their on-going learning goals.
- Take feedback (critique) and respond in an appropriate manner.
- Use a work methodology appropriate to the task.

Teaching methods

Lectures and practical exercises using R. Typically, each week covers an analysis method in the lecture and then the corresponding exercise session consists of an R proactical showing how to implement the methods using R. In each practical, students use R to carry out analyses of the relevant data type for that week.

Expected student activities

Students are expected to participate in their learning by attending lectures and practical exercise sessions, posing questions, proposing topics of interest, peer reviewing of preliminary reports, and interacting with teaching staff regarding their understanding of course material. In addition, there will be a number of short activities in class aimed at improving English for report writing.

Assessment methods

Evaluation is based on written reports of projects analyzing biostatistical data.
Dans le cas de l’art. 3 al. 5 du Règlement de section, l’enseignant décide de la forme de l’examen qu’il communique aux étudiants concernés.

CS-401

Applied data analysis

West Robert

Cursus	Sem.	Type
Bioengineering	MA1, MA3	Opt.
Computational Neurosciences minor	H	Opt.
Computational science and Engineering	MA1, MA3	Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Obl.
Data science minor	H	Opt.
Digital Humanities	MA1, MA3	Obl.
Electrical Engineering		Obl.
Electrical and Electronical Engineering	MA1, MA3	Opt.
Energy Science and Technology	MA1	Opt.
Financial engineering	MA1, MA3	Opt.
Internet of Things minor	H	Opt.
Life Sciences Engineering	MA1, MA3	Opt.
Managmt, tech et entr.	MA1, MA3	Opt.
Mineur STAS Chine	H	Opt.
SC master EPFL	MA1, MA3	Opt.
UNIL - Sciences forensiques	H	Obl.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	Written
Workload	180h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Project	2 weekly
Number of positions	

Summary

This course teaches the basic techniques and practical skills required to make sense out of a variety of data, with the help of the most acclaimed software tools in the data science world: pandas, scikit-learn, Spark, etc.

Content

Thanks to a new breed of software tools that allows to easily process and analyze data at scale, we are now able to extract invaluable insights from the vast amount of data generated daily. As a result, both the business and scientific world are undergoing a revolution which is fueled by one of the most sought after job profiles: the data scientist.
This course covers the fundamental steps of the data science pipeline:
Data Acquisition

- Variety as one of the main challenges in big data: structured, semi-structured, unstructured
- Data sources: open, public (scraping, parsing, and down-sampling)
- Dataset fusion, filtering, slicing & dicing
- Data granularities and aggregations

Data Wrangling

- Data manipulation, array programming, dataframes
- The many sources of data problems (and how to fix them): missing data, incorrect data, inconsistent representations
- Schema alignment, data reconciliation
- Data quality testing with crowdsourcing

Data Interpretation

- Stats in practice (distribution fitting, statistical significance, etc.)

- Working with "found data" (design of observational studies)
- Machine learning in practice (supervised and unsupervised, feature engineering, more data vs. advanced algorithms, curse of dimensionality, etc.)
- Text mining: vector space model, topic models, word embedding
- Social network analysis (influencers, community detection, etc.)

Data Visualization

- Introduction to different plot types (1, 2, and 3 variables), layout best practices, network and geographical data
- Visualization to diagnose data problems, scaling visualization to large datasets, visualizing uncertain data

Reporting

- Results reporting, infographics
- How to publish reproducible results
- Anonymiziation, ethical concerns

The students will learn the techniques during the ex-cathedra lectures and will be introduced, in the lab sessions, to the software tools required to complete the homework assignments and the in-class quizzes.
In parallel, the students will embark on a semester-long project, split in agile teams of three. The outcome of this team effort will be a project portfolio that will be made public (and available as open source).
At the end of the semester, students will also take a 3-hour final exam in a classroom with their own computer, where they will be asked to complete a data analysis pipeline (both with code and extensive comments) on a dataset they have never worked with before.

Keywords

data science, data analysis, data mining, machine learning

Learning Prerequisites

Required courses

The student must have passed an introduction to databases course, OR a course in probability & statistics, OR two separate courses that include programming projects.

Recommended courses

- CS-423 Distributed Information Systems
- CS-433 Machine Learning

Important concepts to start the course

Algorithms, (object-oriented) programming, basic probability and statistics

Learning Outcomes

By the end of the course, the student must be able to:

- Construct a coherent understanding of the techniques and software tools required to perform the fundamental steps of the Data Science pipeline
- Perform data acquisition (data formats, dataset fusion, Web scrapers, REST APIs, open data, big data platforms, etc.)

- Perform data wrangling (fixing missing and incorrect data, data reconciliation, data quality assessments, etc.)
- Perform data interpretation (statistics, knowledge extraction, critical thinking, team discussions, ad-hoc visualizations, etc.)
- Perform result dissemination (reporting, visualizations, publishing reproducible results, ethical concerns, etc.)

Transversal skills

- Give feedback (critique) in an appropriate fashion.
- Demonstrate the capacity for critical thinking
- Write a scientific or technical report.
- Evaluate one's own performance in the team, receive and respond appropriately to feedback.

Teaching methods

- Physical in-class recitations and lab sessions
- Homework assignments
- In-class quizzes
- Course project

Expected student activities

Students are expected to:

- Attend the lectures and lab sessions
- Complete 2-3 homework assignments
- Complete 2-4 in-class quizzes (held during lab sessions)
- Read/watch the pertinent material before a lecture
- Engage during the class, and present their results in front of the other colleagues

Assessment methods

- 33% continuous assessment during the semester (homework and in-class quizzes)
- 33% final exam, data analysis task on a computer (3 hours)
- 33% final project, done in groups of 3

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes
Others	http://ada.epfl.ch

Resources

Virtual desktop infrastructure (VDI)

No

Websites

- http://ada.epfl.ch

CS-456

Artificial neural networks

Gerstner Wulfram

Cursus	Sem.	Type
Biocomputing minor	E	Opt.
Bioengineering	MA2, MA4	Opt.
Computational Neurosciences minor	E	Opt.
Computational science and Engineering	MA2, MA4	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.
Sciences du vivant	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Written
Workload	120h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Summary

Since 2010 approaches in deep learning have revolutionized fields as diverse as computer vision, machine learning, or artificial intelligence. This course gives a systematic introduction into the main models of deep artificial neural networks: Supervised Learning and Reinforcement Learning.

Content

- *Simple perceptrons for classification*
- *BackProp and Multilayer Perceptrons for deep learning*
- *Statistical Classification by deep networks*
- *Regularization and Tricks of the Trade in deep learning*
- *Error landscape and optimization methods for deep networks*
- *Convolutional networks*
- *Sequence prediction and recurrent networks*
- *Reinforcement Learning 1: Bellman equation and SARSA*
- *Reinforcement Learning 2: variants of SARSA, Q-learning, n-step-TD learning*
- *Reinforcement Learning 3: Policy gradient*
- *Deep reinforcement learning: Actor-Critic networks*
- *Deep reinforcement learning: applications*

Keywords

Deep learning, artificial neural networks, reinforcement learning, TD learning, SARSA,

Learning Prerequisites

Required courses

CS 433 Machine Learning (or equivalent)
Calculus, Linear Algebra (at the level equivalent to first 2 years of EPFL in STI or IC, such as Computer Science, Physics or Electrical Engineering)

Recommended courses

stochastic processes
optimization

Important concepts to start the course

- *Regularization in machine learning,*
- *Training base versus Test base, cross validation.*
- *Gradient descent. Stochastic gradient descent.*
- *Expectation, Poisson Process, Bernoulli Process.*

Learning Outcomes

By the end of the course, the student must be able to:

- Apply learning in deep networks to real data
- Assess / Evaluate performance of learning algorithms
- Elaborate relations between different mathematical concepts of learning
- Judge limitations of algorithms
- Propose algorithms and models for learning in deep networks

Transversal skills

- Continue to work through difficulties or initial failure to find optimal solutions.
- Access and evaluate appropriate sources of information.
- Write a scientific or technical report.
- Manage priorities.

Teaching methods

ex cathedra lectures and 2 miniprojects. Every week the ex cathedra lectures are interrupted for a short in-class exercise which is then discussed in classroom before the lecture continues. Additional exercises are given as homework.

Expected student activities

work on miniproject
solve all exercises
attend all lectures and take notes during lecture, participate in quizzes.
If you cannot attend a lecture, then you must read the recommended book chapters

Assessment methods

written exam (70 percent) and miniproject (30 percent)

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes
Others	TAs are available during exercise sessions. Office hours are run in the form of one additional exercise session during the week. Professor is available for discussions during 15 minutes after end of class. Every week one of the exercises is run as 'integrated exercise' during the lecture

Resources

Bibliography

- Textbook: Deep Learning by Goodfellow, Bengio, Courville (MIT Press)
- Textbook: Reinforcement Learning by Sutton and Barto (MIT Press)

Pdfs of the preprint version for both books are availble online

Ressources en bibliothèque

- Deep Learning / Goodfellow

EPFL

COM-415 Audio and acoustic signal processing

Faller Christof, Kolundzija Mihailo

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
Data science minor	H	Opt.
Digital Humanities	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	5
Session	Winter
Semester	Fall
Exam	Written
Workload	150h
Weeks	14
Hours	**5 weekly**
Lecture	2 weekly
Exercises	2 weekly
Practical work	1 weekly
Number of positions	

Summary

The objective of the course is to introduce theory, methods, ans basic psychoacoustics that is needed to understand state-of-the-art techniques used in pro audio and consumer audio, including microphones, surround sound, mixing and audio coding.

Content

- Acoustics and audio is covered and the manipulation and processing of audio signals. It is shown how Fourier analysis of a sound field yields the representation of the sound field with plane waves. These and other acoustic insights are used to explain microphone techniques and reproduction of sound fields.
- Psychoacoustics, loudness perception and spatial hearing are covered in detail. The latter is used to motivate stereo and surround mixing and audio playback. Audio playback is put into contex with a detailed coverage of room acoustics.
- The short-time Fourier transform is introduced as a tool for flexible manipulation of audio signals, such as filtering, delaying and other spectral modification. Matrix surround, audio coding, and beamforming are also treated.

Learning Prerequisites

Recommended courses

Signal processing for communication, any course on Signals and Systems

Learning Outcomes

By the end of the course, the student must be able to:

- Apply basics of acoustics, signal processing, reproduction and capture
- Understand and implement linear and adaptative filtering, beamforming, noise suppression, audio coding, stereo and multichannel sound capture and reproduction

Teaching methods

In class ex-cathedra + exercices + mini-project supervision

Expected student activities

- Theoretical and practical exercises

• Mini-projects : individual or in small groups

Assessment methods

• Final exam
• Midterm exam
• Mini-project

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

EPFL

EE-554

Automatic speech processing

Bourlard Hervé

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
Digital Humanities	MA1, MA3	Opt.
Electrical and Electronical Engineering	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	3
Session	Winter
Semester	Fall
Exam	Written
Workload	90h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Summary

The goal of this course is to provide the students with the main formalisms, models and algorithms required for the implementation of advanced speech processing applications (involving, among others, speech coding, speech analysis/synthesis, and speech recognition).

Content

1. Introduction: Speech processing tasks, language engineering applications.

2. Basic Tools: Analysis and spectral properties of the speech signal, linear prediction algorithms, statistical pattern recognition, dynamic programming.

3. Speech Coding: Human hearing properties, quantization theory, speech coding in the temporal and frequency domains.

4. Speech Synthesis: Morpho-syntactic analysis, phonetic transcription, prosody, speech synthesis models.

5. Automatic Speech Recognition: Temporal pattern matching and Dynamic Time Warping (DTW) algorithms, speech recognition systems based on Hidden Markov Models (HMMs).

6. Speaker recognition and speaker verification: Formalism, hypothesis testing, HMM based speaker verification.

7. Linguistic Engineering: state-of-the-art and typical applications

Keywords

speech processing, speech coding, speech analysis/synthesis, automatic speech recognition, speaker identification, text-to-speech

Learning Prerequisites

Required courses

Basis in linear algebra, signal processing (FFT), and statistics

Important concepts to start the course

Basic knowledge in signal processing, linear algebra, statistics and stochastic processes.

Learning Outcomes

By the end of the course, the student must be able to:

- speech signal properties
- Exploit those properties to speech codign, speech synthesis, and speech recognition

Transversal skills

- Use a work methodology appropriate to the task.
- Access and evaluate appropriate sources of information.
- Use both general and domain specific IT resources and tools

Teaching methods

Lecture + lab exercises

Expected student activities

Attending courses and lab exercises. Read additional papers and continue lab exercises at home if necessary. Regulary answer list of questions for feedback.

Assessment methods

Written exam without notes

Supervision

Office hours	No
Assistants	Yes
Forum	No

Resources

Ressources en bibliothèque

- Traitement de la parole / Boite

Websites

- http://lectures.idiap.ch/

BIO-465 Biological modeling of neural networks

Gerstner Wulfram

Cursus	Sem.	Type
Auditeurs en ligne	E	Obl.
Biocomputing minor	E	Opt.
Biomedical technologies minor	E	Opt.
Computational Neurosciences minor	E	Opt.
Computational science and Engineering	MA2, MA4	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Electrical Engineering		Obl.
Electrical and Electronical Engineering	MA2, MA4	Opt.
Life Sciences Engineering	MA2, MA4	Opt.
Neuroprosthetics minor	E	Opt.
Neuroscience		Obl.
SC master EPFL	MA2, MA4	Opt.
Sciences du vivant	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Written
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Summary

In this course we study mathematical models of neurons and neuronal networks in the context of biology and establish links to models of cognition.

Content

I. Models of single neurons 1. Introduction: brain vs computer and a first simple neuron model 2. Models on the level of ion current (Hodgkin-Huxley model) 3./4. Two-dimensional models and phase space analysis ***II. Neuronal Dynamics of Cognition*** 5./6. Associative Memory and Attractor Dynamics (Hopfield Model) 7. Neuronal Populations and networks 8. Continuum models and perception 9. Competition and models of Decision making ***III. Noise and the neural code*** 10. Noise and variability of spike trains (point processes, renewal process, interval distribution) 11: Variance of membrane potentials and Spike Response Models **IV. Plasticity and Learning** 12. Synaptic Plasticity and Long-term potentiation and Learning (Hebb rule, mathematical formulation) 13. Summary: Fitting Neural Models to Data

Keywords

neural networks, neuronal dynamics, computational neuroscience, mathematical modeling in biology, applied mathematics, brain, cognition, neurons, memory, learning, plasticity

Learning Prerequisites

Required courses

undergraduate math at the level of electrical engineering or physics majors
undergraduate physics.

Recommended courses

Analysis I-III, linear algebra, probability and statistics
For SSV students: Dynamical Systems Theory for Engineers or "Mathematical and Computational Models in Biology"

Important concepts to start the course

Differential equations, stochastic processes,

Learning Outcomes

By the end of the course, the student must be able to:

- Analyze two-dimensional models in the phase plane
- Solve linear one-dimensional differential equations
- Develop a simplified model by separation of time scales
- Analyze connected networks in the mean-field limit
- Formulate stochastic models of biological phenomena
- Formalize biological facts into mathematical models
- Prove stability and convergence
- Apply model concepts in simulations
- Predict outcome of dynamics
- Describe neuronal phenomena

Transversal skills

- Plan and carry out activities in a way which makes optimal use of available time and other resources.
- Collect data.
- Write a scientific or technical report.

Teaching methods

Classroom teaching, exercises and miniproject. One of the two exercise hours is integrated into the lectures.

Expected student activities

- participate in ALL in-class exercises.
- do all homework exercises (paper-and-pencil)
- study video lectures if you miss a class
- study suggested textbook sections for in-depth understanding of material
- submit miniprojects

Assessment methods

Written exam (70%) & miniproject (30%)

Supervision

Office hours	No
Assistants	Yes
Forum	Yes
Others	The teacher is available during the breaks of the class. Some exercises are integrated in class in the presence of the teacher and the teaching assistants.

Resources

Bibliography

Gerstner, Kistler, Naud, Pansinski : Neuronal Dynamics, Cambridge Univ. Press 2014

Ressources en bibliothèque

- Neuronal Dynamics / Gerstner

Notes/Handbook

The textbook is online at: http://neuronaldynamics.epfl.ch/

Videos

- http://lcn.epfl.ch/~gerstner/NeuronalDynamics-MOOC1.html
- http://lcn.epfl.ch/~gerstner/NeuronalDynamics-MOOC2.html

EPFL

EE-512 **Biomedical signal processing**

Vesin Jean-Marc

Cursus	Sem.	Type
Bioengineering	MA1, MA3	Opt.
Biomedical technologies minor	H	Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Electrical and Electronical Engineering	MA1, MA3	Opt.
Life Sciences Engineering	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	Written
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	4 weekly
Project	2 weekly
Number of positions	

Summary

The goal of this course is to introduce the techniques most commonly used for the analysis of biomedical signals, and to present concrete examples of their application for diagnosis purposes.

Content

1. Generalities on biomedical signal processing
2. Digital signal processing - basics

- sampling
- Fourier transform
- filtering
- stochastic signals correlation, and pwoer spectral density

3. Time-frequency analysis

- short-term Fourier transform
- time-frequency distributions, Cohen's class
- wavelet transform

4. Linear modeling

- autoregressive models
- linear prediction
- parametric spectral estimation
- criteria for model selection

5. Adaptive filtering

- adaptive prediction
- adaptive estimation of transfert functions
- adaptive interference cancellation

6. Miscellaneous

- polynomial models
- singular value decomposition
- principal component analysis

Keywords

signal processing, biomedical engineering, signal modeling, spectral analysis, adaptive filtering

Learning Prerequisites

Recommended courses

Signal processing for telecommunications COM-303
Signal processing EE-350

Important concepts to start the course

basics of discrete-time signal analysis

Teaching methods

lectures, lab sessions using Matlab

Assessment methods

1 point for lab/exercise sessions reports
2 exams: end of November 2points - final exam 3 points

Supervision

Office hours	Yes
Assistants	Yes

CS-490 **Business design for IT services**

Wegmann Alain

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Mineur STAS Chine	E	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	3
Session	Summer
Semester	Spring
Exam	Oral
Workload	90h
Weeks	14
Hours	**3 weekly**
Lecture	3 weekly
Number of positions	

Summary

We teach how to "design" an IT supported business initiative. We use insights from philosophy and psychology to concretely understand business models and analysis tools. Students work in groups on a project of their choice. Concrete fieldwork outside class and substantial readings are required.

Content

Individually, the students have to read the documents listed below. They make a synthesis of their contents. They need to apply the concepts presented in these documents on case studies and on their own project.

The students work, in groups, on a project. They:
(1) imagine a new (IT) service to develop,
(2) identify and analyze the relevant segments,
(3) validate their model with real customers and potential partners,
(4) define the qualitative and quantitative goals for the new (IT) service.

To represent their business idea, the students use Trade Your Mind - a web-based business modelling service,

Keywords

Business services, IT services, business design, innovation in startups, revolutionary ventures and corporate initiatives; entrepreneur profiles.

Business design, service design, house of quality, SEAM modeling (eco-system, supplier-adopter relationship, motivation models)

Segmentation, value networks, PESTLE analysis, 5 forces analysis, core competency, coopetition, blue ocean, resource based modeling, transaction cost.
Integrated marketing concept, SWOT analysis, strategy canvas.
New technology adoption, crossing-the chasm, decision making units.
Pricing strategy, cashflow management, break-event time
Psychological types, epistemology, ontology, axiology (ethics and aesthetics).

Learning Outcomes

By the end of the course, the student must be able to:

- Create a precise and detailed description for a new business design
- Analyze environmental as well as organizational factors in a business design
- Design a business model in details (ecosystem, value, finance)
- Assess / Evaluate alternative business and technical strategies

• Synthesize multiple marketing theories (from seminal publications)
• Represent the key concepts of a business design (ecosystem, value, finance)
• Interpret evidences
• Investigate innovative views of a business design

Transversal skills

• Collect data.
• Access and evaluate appropriate sources of information.
• Write a scientific or technical report.
• Make an oral presentation.
• Summarize an article or a technical report.

Teaching methods

Problem-based teaching + group work

Resources

Bibliography

Bhide, A. (2000). The Origin and Evolution of New businesses: Oxford University Press.

Hauser, J. R., & Clausing, D. (1988). The house of Quality. Harvard Business Review.
https://hbr.org/1988/05/the-house-of-quality

Golnam, A., Regev, G., Ramboz, J., Laprade, P., & Wegmann, A. (2011). Aligning Value and Implementation in Service Design - A Systemic Approach. International Journal of Service Science, Management, Engineering, and Technology (IJSSMET), 3(1), 19-36.

Porter, M. E. (2008). The Five Competitive Forces That Shape Strategy. Harvard Business Review.
https://hbr.org/2008/01/the-five-competitive-forces-that-shape-strategy

Levitt, T. (1960). Marketing Myopia. Harvard Business Review.
https://hbr.org/2004/07/marketing-myopia

Prahalad, C., & Hamel, G. (1990). The Core Competence of the Corporation. Harvard Business Review.
https://hbr.org/1990/05/the-core-competence-of-the-corporation

Brandenburger, A. M., & Nalebuff, B. J. (1995). The Right Game: Use Game Theory to Shape Strategy. Harvard Business Review.
https://hbr.org/1995/07/the-right-game-use-game-theory-to-shape-strategy

Hagel, J., & Singer, M. (1999). Unbundling the Corporation. Harvard Business Review.
https://hbr.org/1999/03/unbundling-the-corporation

Kim, W. C., & Mauborgne, R. (2004). Blue Ocean Strategy, Havard Business Review.
https://hbr.org/2004/10/blue-ocean-strategy

Tools: Trade Your Mind – Business modeling tool on the web
www.tradeyourmind.com
Note: the list is non-exhaustive.

Ressources en bibliothèque

• A Framework for Modeling Value in Service-Oriented Business Models / Golnam

- The origin and evolution of new businesses / Bhide
- The structure of "unstructured" decision processes / Mintzberg
- Value Map / Golnam
- A Modeling Framework for Analyzing the Viability of Service Systems / Golnam
- Unbundling the corporation / Hagel
- Blue Ocean Strategy / Kim
- Competitive advantage / Porter
- Marketing myopia / Levitt
- The core competence of the corporation / Prahalad
- Aligning Value and Implementation in Service Design / Golnam
- The house of quality / Hauser
- Coopetition within andbetween value networks / Golnam

EPFL

BIO-105 **Cellular biology and biochemistry for engineers**

Zufferey Romain

Cursus	Sem.	Type
Biomedical technologies minor	H	Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Neuroprosthetics minor	H	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	Written
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Summary

Basic course in biochemistry as well as cellular and molecular biology for non-life science students enrolling at the Master or PhD thesis level from various engineering disciplines. It reviews essential notions necessary for a training in biology-related engineering fields.

Content

The course gives basic knowledge on various phenoma taking place within a cell, and among cells within tissues and organs. The course gives an integrated view of various molecular mechanisms (rather in the second half of the class). It should therefore allow engineering students involved in future projects touching on biomedical problems to better integrate the constraints of a biological system and to enable them to communicate with specialists in both fields.
This course is not available to students who had already taken basic cell biology or biochemistry classes during their Bachelor studies at EPFL or elsewhere. This applies for example to the course BIO-109 "Introduction to Life Sciences for Information Sciences" and MSE 212 "Biology for engineers"

Keywords

The course contains chapters on the following subjects:
1.Cells and Organs
2.Chemical components of cells
3.Proteins, Enzymes
4.Energy, Metabolism
5.DNA, Chromosomes, Replication
6.Gene expression
7.Recombinant techniques
8.Membrane and Transport
9.Intracellular trafficking
10.Cytoskeleton
11.Cell division, Mitosis
12.Genetics, Meiosis
13.Cell communication, Signaling
14.Tissue, Tissue regeneration

Learning Prerequisites

Required courses

Bachelor degree in engineering or other non-life science discipline

Recommended courses

Some basic knowledge in chemistry can help, but not required

Important concepts to start the course

Curiosity about how biological systems work, willingness to acquire a certain amount of facts and details necessary to understand and discuss the various molecular mechanisms present in cells or related to modern biology

Learning Outcomes

By the end of the course, the student must be able to:

- Describe the basic components and functions found in cells
- Draw schemes explaining essential cellular phenomena
- Explain which are the important metabolic pathways
- Translate information from genetic code
- Verify statements about specific cellular mechanisms
- Integrate knowledge from different cellular mechanisms

Transversal skills

- Access and evaluate appropriate sources of information.

Teaching methods

2 hours of ex cathedra-type of lecture
2 hours of exercises: the instructor gives out appr. 10 questions out (through Moodle and in the beginning of the session). The questions have different formats, and can in some cases just retrieve the acquired facts, in others have a more integrative problem-based learning approach.

Expected student activities

- review regularly the presented lectures.
- participate actively in the exercise sessions when the questions and problems are discussed altogether

Assessment methods

- a written exam at the winter exam session

Supervision

Office hours	Yes
Assistants	Yes
Forum	No
Others	- the teacher can always be reached through Email or phone to fix a one-to-one discussion about specific subjects

Resources

Bibliography

The lecture is aligned to selected chapters in the following book (recommended although not required): "Essential Cell Bioogy" by B Alberts et al. , 3rd edition, Garland Science Taylor & Francis Group

Ressources en bibliothèque

- Essential Cell Biology / Alberts

EPFL

CS-524 **Computational complexity**

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	During the semester
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	3 weekly
Exercises	1 weekly
Number of positions	

Remarque

pas donné en 2019-20

Summary

In computational complexity we study the computational resources needed to solve problems and understand the relation between different types of computation. This course advances the students knowledge of computational complexity, and develop an understanding of fundamental open questions.

Content

- Complexity classes (time, space, nondeterminism)
- Boolean circuits and nonuniform computation
- Role of randomness in computation (extractors, pseudo-random generators)
- Interactive proofs and zero knowledge proofs
- Probabilistically checkable proofs and their characterization of the complexity class NP (PCP Theorem)
- Communication complexity

Keywords

theoretical computer science
computational complexity

Learning Prerequisites

Recommended courses

Theory of computation (CS-251)
Algorithms (CS-250)

Learning Outcomes

By the end of the course, the student must be able to:

- Demonstrate an understanding of computational complexity and the P vs NP problem
- Formalize and analyze abstractions of complex scenarios/problems
- Express a good understanding of different concepts of proofs

- Prove statements that are similar to those taught in the course
- Use and understand the role of randomness in computation
- Illustrate a basic understanding of probabilistically checkable proofs and their characterization of the class NP (the PCP-Theorem)
- Explain recent exciting developments in theoretical computer science
- Compare different models of computation

Transversal skills

- Demonstrate the capacity for critical thinking
- Summarize an article or a technical report.

Teaching methods

Lecturing and exercises

Expected student activities

Actively attending lectures and exercise sessions. Also homeworks and exam.

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

Sanjeev Arora and Boaz Barak: *Computational Complexity: A Modern Approach, Cambridge University Press.*

Ressources en bibliothèque

- Computational Complexity: A Modern Approach / Arora

Websites

- http://theory.epfl.ch/courses/complexity/

CS-413

Computational photography

Süsstrunk Sabine

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Digital Humanities	MA2, MA4	Opt.
Electrical and Electronical Engineering	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	5
Session	Summer
Semester	Spring
Exam	During the semester
Workload	150h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Project	2 weekly
Number of positions	

Summary

The students will gain the theoretical knowledge in computational photography, which allows recording and processing a richer visual experience than traditional digital imaging. They will also execute practical group projects to develop their own computational photography application.

Content

Computational photography is the art, science, and engineering of creating a great (still or moving) image. Information is recorded in space, time, across visible and invisible radiation and from other sources, and then post-processed to produce the final - visually pleasing - result.
Basics: Human vision system, Light and illumination, Geometric optics, Color science, Sensors, Digital camera systems.
Generalized illumination: Structured light, High dynamic range (HDR) imaging, Time-of-flight.
Generalized optics: Coded Image Sensing, Coded aperture, Focal stacks.
Generalized sensing: Low light imaging, Depth imaging, Plenoptic imaging, Light field cameras.
Generalized processing: Super-resolution, In-painting, Compositing, Photomontages, Panoramas, HDR imaging, Multi-wavelength imaging, Dynamic imaging.
Generalized display: Stereoscopic displays, HDR displays, 3D displays, Mobile displays.

Keywords

Computational Photography, Coded Image Sensing, Non-classical image capture, Multi-Image & Sensor Fusion, Mobile Imaging.

Learning Prerequisites

Required courses

- A basic Signal Processing, Image Processing, and/or Computer Vision course.
- Linear Algebra.

Recommended courses

- Introduction to Computer Vision.
- Signal Processing for Communications.

Important concepts to start the course

- Basic signal processing.
- Basic computer vision.
- Basic programming (iOS, Android, Matlab).

Learning Outcomes

- Identify the main components of a computational photography system.
- Contextualise the main trends in computational optics, sensing, processing, and displays.
- Create a computational photography application on a mobile platform.
- Design a computational photography solution to solve a particular imaging task.
- Assess / Evaluate hardware and software combinations for their imaging performance.
- Formulate computational photography challenges that still need to be resolved.

Transversal skills

- Evaluate one's own performance in the team, receive and respond appropriately to feedback.
- Continue to work through difficulties or initial failure to find optimal solutions.

Teaching methods

The course consists of 2 hours of lectures per week that will cover the theoretical basics. An additional 2 hours per week are dedicated to a group project designing, developing, and programming a compuational photography application on a mobile plateform (iOS, Android).

Expected student activities

The studens is expected to attend the class and actively participate in the practical group project, which requires coding on either Android or iOS plateform. The student is also required to read the assigned reading material (book chapters, scientific articles).

Assessment methods

The theoretical part will be evaluated with an oral exam at the end of the semester, and the practical part based on the students' group projects.

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Bibliography

- Selected book chapters
- Course notes (on moodle)
- Links to relevant scientific articles and on-line resources will be given on moodle.

EPFL

CS-442 **Computer vision**

Fua Pascal

Cursus	Sem.	Type
Communication systems minor	E	Opt.
Computer science minor	E	Opt.
Computer science	MA2, MA4	Obl.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Data science minor	E	Opt.
Digital Humanities	MA2, MA4	Opt.
Robotics	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Written
Workload	120h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Summary

Computer Vision aims at modeling the world from digital images acquired using video or infrared cameras, and other imaging sensors. We will focus on images acquired using digital cameras. We will introduce basic processing techniques and discuss their field of applicability.

Content

Introduction

- History of Computer Vision
- Human vs Machine Vision
- Image formation

Extracting 2D Features

- Contours
- Texture
- Regions

3D Shape Recovery

- From one single image
- From multiple images

Learning Prerequisites

Recommended courses

Foundations of Image Science

Learning Outcomes

By the end of the course, the student must be able to:

- Choose relevant algorithms in specific situations
- Perform simple image-understanding tasks

Teaching methods

Ex cathedra lectures and programming exercises using matlab.

Assessment methods

With continuous control

Resources

Bibliography

- R. Szeliski, Computer Vision: Computer Vision: Algorithms and Applications, 2010.
- A. Zisserman and R. Hartley, Multiple View Geometry in Computer Vision, Cambridge University Press, 2003.

Ressources en bibliothèque

- Computer Vision: Algorithms and Applications / Szeliski
- Multiple View Geometry in Computer Vision / Zisserman

Websites

- http://cvlab.epfl.ch/

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=472

CS-453 Concurrent algorithms

Guerraoui Rachid

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	5
Session	Winter
Semester	Fall
Exam	Written
Workload	150h
Weeks	14
Hours	**5 weekly**
Lecture	3 weekly
Exercises	1 weekly
Practical work	1 weekly
Number of positions	

Summary

With the advent of multiprocessors, it becomes crucial to master the underlying algorithmics of concurrency. The objective of this course is to study the foundations of concurrent algorithms and in particular the techniques that enable the construction of robust such algorithms.

Content

Model of a parallel system
A multicore architect
Processes and objects
Safety and liveliness

Parallel programming
Automatic parallelism
Mutual exclusion and locks
Non-blocking data structures

Register Implementations
Safe, regular and atomic registers
General and limited transactions
Atomic snapshots

Hierarchy of objects
The FLP impossibility
The consensus number
Universal constructions
Transactional memories
Transactional algorithms
Opacity and obstruction-freedom

Keywords

Concurrency, parallelism, algorithms, data structures

Learning Prerequisites

Required courses

ICC, Operatings systems

Recommended courses

This course is complementary to the Distributed Algorithms course.

Important concepts to start the course

Processes, threads, datas structures

Learning Outcomes

By the end of the course, the student must be able to:

- Reason in a precise manner about concurrency
- Design a concurrent algorithm
- Prove a concurrent algorithm
- Implement a concurrent system

Teaching methods

Lectures, exercises and practical work

Expected student activities

Midterm and final exam
Project

Assessment methods

With continuous control, midterm final exams and project

Supervision

Office hours	Yes
Assistants	Yes
Forum	No

Resources

Notes/Handbook

Concurrent Algorithms, R. Guerraoui and P. Kouznetsov

Websites

- http://lpd.epfl.ch/site/education

EPFL

CS-454 Convex optimization and applications

Cursus	Sem.	Type
Computational science and Engineering	MA2, MA4	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.
Systems Engineering minor	E	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	14
Hours	**3 weekly**
Lecture	1 weekly
Exercises	2 weekly
Number of positions	

Remarque

pas donné en 2019-20

Summary

Optimization is not only a major segment of applied mathematics, it is also a critical problem in many engineering and economic fields. In any situation where resources are limited, decision makers try to solve problems they face in the best possible manner. The course provides theory and practice.

Content

The class will cover topics such as:
Convex sets and functions
Recognizing convex optimization problems
Optimality Conditions and Duality
Linear Programming (geometry of linear programming, applications in network optimization, the simplex method)
Least squares and quadratic programs
Semidefinite programming
Interior point methods

Keywords

Convex Optimisation

Learning Prerequisites

Required courses

A good background in linear algebra. Mastering MATLAB is a plus!

Recommended courses

Basic Linear Algebra

Learning Outcomes

By the end of the course, the student must be able to:

- Solve Convex optimization problems

Teaching methods

Ex-cathedra lectures (2h) and exercise sessions (1h - corrections of previous week exercises) (in English).

Assessment methods

Midterm (25%) and final exam (50%). Small personal project (25%). Exams are open-text and on paper (no use of computers)

Supervision

Office hours	No
Assistants	No
Others	From experience, the class is in fact more 2 hours of lectures and 1 hour of corrections of exercises previous session.

Resources

Bibliography

Book : Convex Optimization by Stephen Boyd and Lieven Vandenberghe

Ressources en bibliothèque

- Convex Optimization / Boyd

Websites

- http://cvxr.com/cvx/
- http://cvxopt.org/

Moodle Link

- https://moodle.epfl.ch/enrol/index.php?id=14397

COM-401 **Cryptography and security**

Vaudenay Serge

Cursus	Sem.	Type
Communication systems minor	H	Opt.
Computer and Communication Sciences		Obl.
Computer science minor	H	Opt.
Computer science	MA1, MA3	Obl.
Cyber security minor	H	Opt.
Cybersecurity	MA1, MA3	Obl.
Data Science	MA1, MA3	Opt.
Financial engineering	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Obl.

Language	English
Credits	7
Session	Winter
Semester	Fall
Exam	Written
Workload	210h
Weeks	14
Hours	**6 weekly**
Lecture	4 weekly
Exercises	2 weekly
Number of positions	

Summary

This course introduces the basics of cryptography. We review several types of cryptographic primitives, when it is safe to use them and how to select the appropriate security parameters. We detail how they work and sketch how they can be implemented.

Content

1. **Ancient cryptography**: Vigenère, Enigma, Vernam cipher, Shannon theory
2. **Diffie-Hellman cryptography**: algebra, Diffie-Hellman, ElGamal
3. **RSA cryptography**: number theory, RSA, factoring
4. **Elliptic curve cryptography**: elliptic curves over a finite field, ECDH, ECIES
5. **Symmetric encryption**: block ciphers, stream ciphers, exhaustive search
6. **Integrity and authentication**: hashing, MAC, birthday paradox
7. **Applications to symmetric cryptography**: mobile telephony, Bluetooth, WiFi
8. **Public-key cryptography**: cryptosystem, digital signature
9. **Trust establishment**: secure communication, trust setups
10. **Case studies**: Bluetooth, TLS, SSH, PGP, biometric passport

Keywords

cryptography, encryption, secure communication

Learning Prerequisites

Required courses

- Algebra (MATH-310)
- Probability and statistics (MATH-310)
- Algorithms (CS-250)

Recommended courses

- Network security (COM-301)

Important concepts to start the course

- Mathematical reasoning

- Probabilities
- Algebra, arithmetics
- Algorithmics

Learning Outcomes

By the end of the course, the student must be able to:

- Choose the appropriate cryptographic primitive in a security infrastructure
- Judge the strength of existing standards
- Assess / Evaluate the security based on key length
- Implement algorithms manipulating big numbers and use number theory
- Use algebra and probability theory to analyze cryptographic algorithms
- Identify the techniques to secure the communication and establish trust

Teaching methods

ex-cathedra

Expected student activities

- active participation during the course
- take notes during the course
- do the exercises during the exercise sessions
- complete the regular tests and homework
- read the material from the course
- self-train using the provided material
- do the midterm exam and final exam

Assessment methods

Mandatory continuous evaluation:

- homework (30%)
- regular graded tests (30%)
- midterm exam (40%)

Final exam averaged (same weight) with the contiuous evaluation, but with final grade between final_exam-1 and final_exam+1.

Supervision

Office hours	No
Assistants	Yes
Forum	No
Others	Lecturers and assistants are available upon appointment.

Resources

Bibliography

- Communication security: an introduction to cryptography. Serge Vaudenay. Springer 2004.

• A computational introduction to number theory and algebra. Victor Shoup. Cambridge University Press 2005.

Ressources en bibliothèque

- Communication security / Vaudenay
- A computational introduction to number theory and algebra / Shoup

Websites

- http://lasec.epfl.ch/teaching.shtml

Prerequisite for

- Advanced cryptography (COM-401)
- Algorithms in public-key cryptography (COM-408)

COM-480 Data visualization

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
Data science minor	H	Opt.
Digital Humanities	MA1, MA3	Opt.
Electrical Engineering		Obl.
Electrical and Electronical Engineering	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	During the semester
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Project	2 weekly
Number of positions	

Remarque

pas donné en 2019-20

Summary

Understanding why and how to present complex data interactively in an effective manner has become a crucial skill for any data scientist. In this course, you will learn how to design, judge, build and present your own interactive data visualizations.

Content

Tentative course schedule
Week 1: Introduction to Data visualization Web development
Week 2: Javascript
Week 3: More Javascript
Week 4: Data Data driven documents (D3.js)
Week 5: Interaction, filtering, aggregation (UI /UX). Advanced D3 / javascript libs
Week 6: Perception, cognition, color Marks and channels
Week 7: Designing visualizations (UI/UX) Project introduction Dos and don’ts for data-viz
Week 8: Maps (theory) Maps (practice)
Week 9: Text visualization
Week 10: Graphs
Week 11: Tabular data viz Music viz
Week 12: Introduction to scientific visualisation
Week 13: Storytelling with data / data journalism Creative coding
Week 14: Wrap-Up

Keywords

Data viz, visualization, data science

Learning Prerequisites

Required courses

CS-305 Software engineering (BA)
CS-250 Algorithms (BA)
CS-401 Applied data analysis (MA)

Recommended courses

EE-558 A Network Tour of Data Science (MA)
CS-486 Human computer interaction (MA)

CS-210 Functional programming (BA)

Important concepts to start the course

Being autonomous is a prerequisite, we don't offer office hours and we won't have enough teaching assistants (you've been warned!).
Knowledge of one of the following progrmaming language such as C++, Python, Scala.
Familiarity with web-development (you already have a blog, host a webiste). Experience with HTML5, Javascript is a strong plus for the course.

Learning Outcomes

By the end of the course, the student must be able to:

- Judge visualization in a critical manner and suggest improvements.
- Design and implement visualizations from the idea to the final product according to human perception and cognition
- Know the common data-viz techniques for each data domain (multivariate data, networks, texts, cartography, etc) with their technical limitations
- Create interactive visualizations int he browser using HTM5 and Javascript

Transversal skills

- Communicate effectively, being understood, including across different languages and cultures.
- Negotiate effectively within the group.
- Resolve conflicts in ways that are productive for the task and the people concerned.

Teaching methods

Ex cathedra lectures, exercises, and group projects

Expected student activities

- Follow lectures
- Read lectures notes and textbooks
- Create an advanced data-viz in groups of 3.
- Answer questions assessing the evolution of the project.
- Create a 2min screencast presentation of the viz.
- Create a process book for the final data viz.

Assessment methods

- Data-viz (35%)
- Technical implementation (15%)
- Website, presentation, screencast (15%)
- Process book (35%)

Supervision

Office hours	No
Assistants	No
Forum	No

Resources

Bibliography

Visualization Analysis and Design by Tamara Munzner, CRC Press (2014). Fee online version at EPFL.
Interactive Data Visualization for the Web by Scott Murray O'Reilly (2013) - D3 - Free online version.

Ressources en bibliothèque

- Interactive Data Visualization for the Web / Murray
- Visualization Analysis and Design / Munzner

Notes/Handbook

Lecture notes

Websites

- https://www.kirellbenzi.com

Moodle Link

- https://moodle.epfl.ch/course/view.php?id=15487

EPFL

CS-422 **Database systems**

Ailamaki Anastasia

Cursus	Sem.	Type
Computer and Communication Sciences		Obl.
Computer science minor	E	Opt.
Computer science	MA2, MA4	Obl.
Cybersecurity	MA2, MA4	Obl.
Digital Humanities	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	7
Session	Summer
Semester	Spring
Exam	During the semester
Workload	210h
Weeks	14
Hours	**7 weekly**
Lecture	3 weekly
Exercises	2 weekly
Project	2 weekly
Number of positions	

Summary

This course is intended for students who want to understand modern large-scale data analysis systems and database systems. It covers a wide range of topics and technologies, and will prepare students to be able to build such systems as well as read and understand recent research publications.

Content

- Database systems
- Online analytics; data stream processing
- Column stores
- Decision support systems and data warehouses
- Large-scale data analytics infrastructure and systems
- Transaction processing. OLTP systems and concurrency control algorithms
- Distributed data management systems
- Query optimization; database tuning
- Logging and recovery
- Modern storage hierarchies

Learning Prerequisites

Required courses

- CS-322: Introduction to database systems
- CS-105: Introduction to object-oriented programming

Recommended courses

- CS-323: Introduction to operating systems
- CS-452: Foundations of software

Learning Outcomes

By the end of the course, the student must be able to:

- Design big data analytics systems using state-of-the-art infrastructures for horizontal scaling, e.g., Spark
- Implement algorithms and data structures for streaming data analytics
- Decide between different storage models based on the offered optimizations enabled by each model and on the expected query workload
- Compare concurrency control algorithms, and algorithms for distributed data management
- Identify performance culprits, e.g., due to concurrency control

Teaching methods

Lectures, project, homework, exercises

Expected student activities

During the semester, the students are expected to:

- attend the lectures in order to ask questions and interact with the professor,
- attend the exercise sessions to solve and discuss exercises about the recently taught material,
- work on projects, which cover the practical side of the taught material,
- take a midterm,
- take a final exam,
- read scientific papers related to the course material

Assessment methods

- 70% exams
- 30% project

Supervision

Office hours	Yes
Others	Office hours on request. Q&A sessions in lectures and exercises.

Resources

Bibliography

J. Hellerstein & M. Stonebraker, Readings in Database Systems, 4th Edition, 2005
R. Ramakrishnan & J. Gehrke: "Database Management Systems", McGraw-Hill, 3rd Edition, 2002.
A. Rajaraman & J. Ullman: "Mining of Massive Datasets", Cambridge Univ. Press, 2011.

Ressources en bibliothèque

- Database Management Systems / Ramakrishnan
- Mining of Massive Datasets / Rajaraman
- Readings in Database Systems / Hellerstein

CS-438

Decentralized systems engineering

Ford Bryan Alexander

Cursus	Sem.	Type
Computer science	MA1, MA3	Obl.
Cybersecurity	MA1, MA3	Obl.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	Written
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	2 weekly
Exercises	2 weekly
Project	2 weekly
Number of positions	

Summary

A decentralized system is one that works when no single party is in charge or fully trusted. This course teaches decentralized systems principles while guiding students through the development and testing of their own decentralized system incorporating messaging, encryption, and blockchain concepts.

Content

- Networking Foundations. Addressing, forwarding, routing. Client/server versus peer-to-peer communication. Firewalls, NATs, traversal.
- Gossip: a foundation for decentralized systems. UseNet: technical, security, and social lessons. Randomized rumor-mongering and anti-entropy algorithms.
- Communicating Securely: Basic Cryptographic Tools. Symmetric-key encryption. Hash functions, message authentication. Diffie-Hellman key exchange. Public-key encryption, digital signatures.
- Trust and Reputation. Authorities, trust networks. Sybil attacks and defenses.
- Naming and search. Request flooding. Hierarchical directories, landmark structures. Self-certifying identities. Distributed hash tables.
- Distributed consensus, distributed ledgers (blockchains), and cryptocurrencies.
- Following a Moving Target. Location services, reference points, forwarding. Composite identities.
- Anonymous Communication. Onion routing, mix networks. Dining cryptographers. Voting, verifiable shuffles, homomorphic encryption. Anonymous disruption.
- Fireproofing Alexandria: Decentralized Storage. Replication. Parity, erasure coding. Renewal. Digital preservation.
- Content Distribution. Opportunistic caching (FreeNet). Content integrity: hash trees, hash file systems. Convergent encryption. Swarming downloads: BitTorrent. Free-riding, incentives.
- Gaining perspective. Spam, malicious content. Review/moderation and reputation systems. Leveraging social networks (Peerspective). Balancing local and global viewpoints.
- Decentralized Collaboration. Network file systems, version management. Consistency.
- Pessimistic locking. Disconnected operation, eventual consistency, conflict resolution.
- Distributed Consensus. Paxos. Accountability (PeerReview). Byzantine fault tolerance.
- Mobile Code and Agents. Privacy: trusted computing, fully homomorphic encryption. Decentralized virtual organizations.

Keywords

distributed systems, decentralized systems, security, privacy, anonymity, cryptography, gossip, consensus, swarming, blockchain, cryptocurrency

Learning Prerequisites

Required courses

- COM-208: Computer networks

Recommended courses

- CS-206 Parallelism and concurrency
- COM-301: Network security
- CS-323: Introduction to operating systems

Important concepts to start the course

Students must already be highly competent at programming and debugging in a high-level systems programming language such as Java, C#, or Go. Programming exercises will be in Go, but students already well-versed and experienced in programming with comparable systems languages should be able to pick up Go during the course.
Students should have both solid foundational knowledge of how networks function, and some experience actually writing network programs, e.g., TCP/IP programming using the Sockets API.

Learning Outcomes

By the end of the course, the student must be able to:

- Design practical distributed and decentralized systems
- Implement systems via hands-on coding, debugging, and interoperability testing

Teaching methods

Lectures: The course's lectures will present and discuss challenges, known techniques, and open questions in decentralized system design and implementation. Lectures will often be driven by examination of real decentralized systems with various purposes in widespread use the past or present, such as UseNet, IRC, FreeNet, Tor, BitTorrent, and Bitcoin. Throughout the course we will explore fundamental security and usability challenges such as decentralized identification and authentication, denial-of-service and Sybil attacks, and maintenance of decentralized structures undergoing rapid changes (churn).
Labs: During the semester, students will develop a small but usable peer-to-peer communication application that reflects a few of the important design principles and techniques to be explored in the course, such as gossip, social trust networks, distributed hash tables, consensus algorithms, and cryptocurrencies. The labs will designed so that solutions can initially be tested individually on private, virtual networks running on one machine, then tested collectively by attempting to make different students' solutions interoperate on a real network.

Expected student activities

Students will be expected to attend lectures to understand the concepts needed for the course, but the main workload will be actual hands-on programming assignments, which the students will perform on their own during the first part of the course and optionally in small teams during the final project-oriented part of the course.

Assessment methods

- Lecture attendance: 10%
- Programming assignment grading (evaluating both function and student documentation): 50%
- Final project grading (accounting for both scope, appropriateness, and follow-through in implementation quality and documentation): 40%

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

EE-559 **Deep learning**

Fleuret François

Cursus	Sem.	Type
Computational science and Engineering	MA2, MA4	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Digital Humanities	MA2, MA4	Opt.
Electrical Engineering		Obl.
Electrical and Electronical Engineering	MA2, MA4	Opt.
Life Sciences Engineering	MA2, MA4	Opt.
Robotics	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Written
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Summary

The objective of this course is to provide a complete introduction to deep machine learning. How to design a neural network, how to train it, and what are the modern techniques that specifically handle very large networks.

Content

The course aims at teaching the required skills to use deep learning methods on applied problems.
It will show how to design and train a deep neural network for a given task, and the sufficient theoretical basis to go beyond the topics directly seen in the course.
The planned content of the course:

- What is deep learning, introduction to tensors.

- Basic machine-learning, empirical risk minimization, simple embeddings.

- Linear separability, multi-layer perceptrons, back-prop.

- Generalized networks, autograd, batch processing, convolutional networks.

- Initialization, optimization, and regularization. Drop-out, activation normalization, skip connections.

- Deep models for Computer Vision.

- Analysis of deep models.

- Auto-encoders, embeddings, and generative models.

- Recurrent models and Natural Language Processing.
- pytorch tensors, deep learning modules, and internals.

Concepts will be illustrated with examples in the pytorch framework (http://pytorch.org).

Keywords

machine learning, neural networks, deep learning, computer vision, python, pytorch

Learning Prerequisites

Required courses

- Linear algebra (vector, matrix operations, Euclidean spaces).
- Differential calculus (Jacobian, Hessian, chain rule).
- Python programming.
- Basics in probabilities and statistics (discrete and continuous distributions, normal density, law of large numbers, conditional probabilities, Bayes, PCA)

Recommended courses

- Basics in optimization (notion of minima, gradient descent).
- Basics in algorithmic (computational costs).
- Basics in signal processing (Fourier transform, wavelets).

Teaching methods

Ex-cathedra with exercise sessions and mini-projects. Invited speakers from the industry will present how deep learning is used in practice for their applications.

Assessment methods

Two mini-projects by groups of three students, and one final written exam.

Resources

Notes/Handbook

Not mandatory: http://www.deeplearningbook.org/

CS-472

Design technologies for integrated systems

De Micheli Giovanni

Cursus	Sem.	Type
Computer and Communication Sciences		Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Electrical and Electronical Engineering	MA1, MA3	Opt.
MNIS	MA3	Obl.
Mineur STAS Chine	H	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	During the semester
Workload	180h
Weeks	14
Hours	**5 weekly**
Lecture	3 weekly
Project	2 weekly
Number of positions	

Summary

Hardware compilation is the process of transforming specialized hardware description languages into circuit descriptions, which are iteratively refined, detailed and optimized. The course presents algorithms, tools and methods for hardware compilation and logic synthesis.

Content

The course will present the most outstanding features of hardware compilation, as well as the techniques for optimizing logic representations and networks. The course gives a novel, uptodate view of digital circuit design. Practical sessions will teach students the use of current design tools.Syllabus1) Modeling languages and specification formalisms;2) High-level synthesis and optimization methods (scheduling, binding, data-path and control synthesis);3) Representation and optimization of combinational logic functions (encoding problems, binary decision diagrams);4) Representation and optimization of multiple-level networks (algebraic and Boolean methods, "don't care" set computation, timing verification and optimization);5) Modeling and optimization of sequential functions and networks (retiming);6) Semicustom libraries and library binding.

Keywords

Hardware, VLSI, Synthesis, Optimization, Algorithms

Learning Prerequisites

Required courses

No specific course

Recommended courses

Knowledge of digital design, algorithm design and programming.

Important concepts to start the course

Knowledge of digital design, algorithm design and programming.

Learning Outcomes

By the end of the course, the student must be able to:

- Recognize important problems in digital design
- Examine and evaluate available design tools and methods
- Decide upon a design tool flow to perform a digital design

Transversal skills

- Plan and carry out activities in a way which makes optimal use of available time and other resources.

Assessment methods

Continuous control :
Homework : 30 %, Project 15 %, Midterm test : 20 %,
End term test : 35 %

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

G. De Micheli, Synthesis and Optimization of Digital Circuits, McGraw'Hill.

Ressources en bibliothèque

- Synthesis and Optimization of Digital Circuits / De Micheli

Notes/Handbook

Copies of the slides used for lectures will be given in class and posted.

Websites

- http://lsi-www.epfl.ch/dtis/

CS-446

Digital 3D geometry processing

Pauly Mark

Cursus	Sem.	Type
Computational science and Engineering	MA1, MA3	Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Digital Humanities	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	5
Session	Winter
Semester	Fall
Exam	During the semester
Workload	150h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	1 weekly
Project	1 weekly
Number of positions	

Summary

Students study & apply core concepts and algorithms for digital geometry processing. They create their own digital and physical geometry that follows the digital 3D content creation pipeline from data acquisition, geometry processing, to physical fabrication.

Content

The course will follow the digital 3D content creation pipeline. We will first discuss the fundamentals of geometry representations and cover continuous and discrete differential geometry concepts. Polygon mesh representations will be at the center of our investigations. We derive the core processing methods for triangle meshes, such as surface smoothing, parameterization, remeshing or deformation. Besides the mathematical concepts and algorithmic foundations, the course puts strong emphasis on implementation and features an extensive project. Students will scan their own 3D models, edit and enhance them with geometry processing algorithms, and map their geometric models to digital fabrication processes (3D printing, laser cutting) to create physical realizations of their models. A group project will explore dynamic simulation methods for physics-based animation of the scanned geometric models.

Keywords

geometry, 3D modeling, polygon meshes, numerical simulation, digital fabrication

Learning Prerequisites

Required courses

Linear Algebra, Calculus, Programming

Recommended courses

Introduction to Computer Graphics

Learning Outcomes

By the end of the course, the student must be able to:

- Explain and contrast fundamental geometry representations
- Explain and apply basic concepts from discrete differential geometry
- Analyze the 3D content creation pipeline and understand its limitations
- Implement and evaluate basic geometry processing algorithms, such as smoothing, remeshing, deformation, and constructive solid geometry

- Create digital 3D models from photographs and process the acquired raw geometry to build physical prototypes
- Coordinate a team during a software project

Teaching methods

Lectures, interactive demos, theory and programming exercises, programming project, project tutoring

Expected student activities

The student are expected to study the provided reading material and actively participate in class. They should prepare and resolve the exercises, prepare and carry out the programming project. Exercises in the first half of the course are done in groups of three students. For the second half of the course, the project is done in larger teams.

Assessment methods

Exercises, project, written examination

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Bibliography

A list of books will be provided at the beginning of the class

Ressources en bibliothèque

- Polygon Mesh Processing / Botsch

Notes/Handbook

Slides and online resources will be provided in class

Websites

- http://lgg.epfl.ch/DGP

CS-411

Digital education & learning analytics

Dillenbourg Pierre, Jermann Patrick

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
Digital Humanities	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	Oral
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Project	2 weekly
Number of positions	

Summary

This course addresses the relationship between specific technological features and the learners' cognitive processes. It also covers the methods and results of empirical studies on this topic: do student actually learn due to technologies?

Content

Learning theories and learning processes. Instructional design: methods, patterns and principles. Orchestration graphs. On-line education. Effectiveness of learning technologies. Methods for empirical research. Learning analytics. History of learning technologies.

Keywords

learning, pedagogy, teaching, online education, MOOCs

Learning Prerequisites

Recommended courses

One of these courses is recommended:
- Machine Learning (Jaggi / Urbanke)
- Applied Data Analysis (West)

Learning Outcomes

By the end of the course, the student must be able to:

- Describe the learning processes triggered by a technology-based activity
- Explain how a technology feature influences learning processes
- Elaborate a study that measures the learning effects of a digital environment
- Select appropriately a learning technology given the target audience and the expected learning outcomes
- Apply machine learning methods to educational traces

Transversal skills

- Set objectives and design an action plan to reach those objectives.

Teaching methods

The course will combine participatory lectures with a project around learning analytics

Expected student activities

The project will include several milestones to be delivered along the semester.

Assessment methods

- Project + exam
- 50 / 50

Supervision

Office hours	No
Assistants	Yes
Forum	Yes

Resources

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=14248

CS-451 Distributed algorithms

Guerraoui Rachid

Cursus	Sem.	Type
Computer and Communication Sciences		Obl.
Computer science minor	H	Opt.
Computer science	MA1, MA3	Obl.
Cybersecurity	MA1, MA3	Obl.
SC master EPFL	MA1, MA3	Obl.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	Written
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	4 weekly
Exercises	2 weekly
Number of positions	

Summary

Computing is often distributed over several machines, in a local IP-like network, a cloud or in a P2P network. Failures are common and computations need to proceed despite partial failures of machines or communication links. The foundations of reliable distributed computing will be studied.

Content

Reliable broadcast
Causal Broadcast
Total Order Broadcast
Consensus
Non-Blocking Atomic Commit
Group Membership, View Synchrony
Terminating Reliable Broadcast
Shared Memory in Message Passing Systems
Byzantine Fault Tolerance
Self Stabilization
Population protocols (models of mobile networks)
Bitcoin, Blockchain
Distributed Machine Learning
Gossip

Keywords

Distributed algorithms, checkpointing, replication, consensus, atomic broadcast, ditributed transactions, atomic commitment, 2PC, Machine Learning

Learning Prerequisites

Required courses

Basics of Algorithms, networking and operating systems

Recommended courses

The lecture is orthogonal to the one on concurrent algorithms: it makes a lot of sense to take them in parallel.

Learning Outcomes

By the end of the course, the student must be able to:

- Choose an appropriate abstraction to model a distributed computing problem
- Specify the abstraction
- Present and implement it
- Analyze its complexity
- Prove a distributed algorithm
- Implement a distributed system

Teaching methods

Ex cathedera
Lectures, exercises and practical work

Assessment methods

Midterm and final exams
Project

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Ressources en bibliothèque

- Introduction to reliable and secure distributed programming / Cachin

Notes/Handbook

Reliable and Secure Distributed Programming
Springer Verlag
C. Cachin, R. Guerraoui, L. Rodrigues

Websites

- http://lpdwww.epfl.ch/education

CS-423 **Distributed information systems**

Aberer Karl

Cursus	Sem.	Type
Biocomputing minor	E	Obl.
Communication systems minor	E	Opt.
Computer science minor	E	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Digital Humanities	MA2, MA4	Opt.
Electrical and Electronical Engineering	MA2, MA4	Opt.
Energy Management and Sustainability	MA2, MA4	Opt.
Environmental Sciences and Engineering	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Obl.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Written
Workload	120h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Summary

This course introduces the key concepts and algorithms from the areas of information retrieval, data mining and knowledge bases, which constitute the foundations of today's Web-based distributed information systems.

Content

Information Retrieval

1. Information Retrieval - Introduction
2. Text-Based Information Retrieval
3. Vector Space Retrieval
4. Inverted Files
5. Distributed Retrieval
6. Probabilistic Information Retrieval
7. Query Expansion
8. Latent Semantic Indexing
9. Word Embeddings
10. Link-Based Ranking

Data Mining

1. Data Mining – Introduction
2. Association Rule Mining
3. Clustering
4. Classification
5. Classification Methodology
6. Document Classification
7. Recommender Systems
8. Mining Social Graphs

Knowledge Bases

1. Semi-structured data
2. Semantic Web
3. RDF Resource Description Framework
4. Semantic Web Resources
5. Keyphrase extraction
6. Named entity recognition
7. Information extraction
8. Taxonomy Induction
9. Entity Disambiguation
10. Label Propagation

11. Link Prediction
12. Data Integration

Learning Prerequisites

Recommended courses

Introduction to Database Systems

Learning Outcomes

By the end of the course, the student must be able to:

- Characterize the main tasks performed by information systems, namely data, information and knowledge management
- Apply collaborative information management models, like crowd-sourcing, recommender systems, social networks
- Apply knowledge models, their representation through Web standards and algorithms for storing and processing semi-structured data
- Apply fundamental models and techniques of text retrieval and their use in Web search engines
- Apply main categories of data mining techniques, local rules, predictive and descriptive models, and master representative algorithms for each of the categories

Teaching methods

Ex cathedra + programming exercises (Python)

Assessment methods

25% Continuous evaluations with bonus system during the semester
75% Final written exam (180 min) during exam session

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Websites

- http://lsir.epfl.ch/teaching/current-courses/

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=4051

ENG-466

Distributed intelligent systems

Martinoli Alcherio

Cursus	Sem.	Type
Biocomputing minor	H	Opt.
Civil Engineering	MA1, MA3	Opt.
Computational science and Engineering	MA1, MA3	Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
Electrical and Electronical Engineering	MA1, MA3	Opt.
Energy Management and Sustainability	MA1, MA3	Opt.
Energy Science and Technology	MA1	Opt.
Environmental Sciences and Engineering	MA1, MA3	Opt.
Microtechnics	MA1, MA3	Opt.
Robotics	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	5
Withdrawal	Unauthorized
Session	Winter
Semester	Fall
Exam	Written
Workload	150h
Weeks	14
Hours	**5 weekly**
Lecture	2 weekly
Exercises	3 weekly
Number of positions	**60**

Summary

The goal of this course is to provide methods and tools for modeling distributed intelligent systems as well as designing and optimizing coordination strategies. The course is a well-balanced mixture of theory and practical activities using simulation and real hardware platforms.

Content

- Introduction to key concepts such as self-organization and software and hardware tools used in the course
- Examples of natural, artificial and hybrid distributed intelligent systems
- Modeling methods: sub-microscopic, microscopic, macroscopic, multi-level; spatial and non-spatial; mean field, approximated and exact approaches
- Machine-learning methods: single- and multi-agent techniques; expensive optimization problems and noise resistance
- Coordination strategies and distributed control: direct and indirect schemes; algorithms and methods; performance evaluation
- Application examples in distributed sensing and action

Keywords

Artificial intelligence, swarm intelligence, distributed robotics, sensor networks, modeling, machine-learning, control

Learning Prerequisites

Required courses

Fundamentals in analysis, probability, and programming for both compiled and interpreted languages

Recommended courses

Basic knowledge in statistics, specific programming language used in the course (C and Matlab), and signals and systems

Learning Outcomes

By the end of the course, the student must be able to:

- Design a reactive control algorithm
- Formulate a model at different level of abstraction for a distributed intelligent system
- Analyze a model of a distributed intelligent system
- Analyze a distributed coordination strategy/algorithm
- Design a distributed coordination strategy/algorithm
- Implement code for single robot and multi-robot systems
- Carry out systematic performance evaluation of a distributed intelligent system
- Apply modeling and design methods to specific problems requiring distributed sensing and action
- Optimize a controller or a set of possibly coordinated controllers using model-based or data-driven methods

Transversal skills

- Demonstrate a capacity for creativity.
- Access and evaluate appropriate sources of information.
- Collect data.
- Plan and carry out activities in a way which makes optimal use of available time and other resources.
- Make an oral presentation.
- Write a scientific or technical report.
- Evaluate one's own performance in the team, receive and respond appropriately to feedback.

Teaching methods

Ex-cathedra lectures, assisted exercises with mid-term verification, and a course project involving teamwork

Expected student activities

Attending lectures, carrying out exercises and the course project, and reading handouts.

Assessment methods

Continuous control (50%) with final written exam (50%).

Supervision

Office hours	Yes
Assistants	Yes
Forum	No

Resources

Bibliography

Lecture notes, selected papers and book chapters distributed at each lecture.

Websites

- http://disal.epfl.ch/teaching/distributed_intelligent_systems/

Moodle Link

- https://moodle.epfl.ch/course/view.php?id=15472

Prerequisite for

R&D activities in engineering

COM-502

Dynamical system theory for engineers

Thiran Patrick

Cursus	Sem.	Type
Biocomputing minor	H	Opt.
Bioengineering	MA1, MA3	Opt.
Computational Neurosciences minor	H	Opt.
Computational science and Engineering	MA1, MA3	Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Life Sciences Engineering	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.
Sciences du vivant	MA1, MA3	Opt.
Systems Engineering minor	H	Opt.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	Written
Workload	120h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Summary

Linear and nonlinear dynamical systems are found in all fields of science and engineering. After a short review of linear system theory, the class will explain and develop the main tools for the qualitative analysis of nonlinear systems, both in discrete-time and continuous-time.

Content

- **Introduction:** Dynamics of linear and non linear systems. Definitions; Unicity of a solution; Limit Sets, Attractors.
- **Linear Systems:** Solutions; Stability of autonomous systems, Geometrical analysis, connection with frequency domain analysis.
- **Nonlinear Systems:** Solutions; Examples. Large-scale notions of stability (Lyapunov functions). Hamiltonian systems, gradient systems. Small-scale notions of stability (Linearization; stability and basin of attraction of an equilibrium point, stability of periodic solutions, Floquet Multipliers). Graphical methods for the analysis of low-dimensional systems. Introduction to structural stability, Bifurcation theory. Introduction to chaotic systems (Lyapunov exponents).
- The class is methodology-driven. It may present some limited examples of applications, but it is not application-driven.

Keywords

Dynamical Systems, Attractors, Equilibrium point, Limit Cycles, Stability, Lyapunov Functions, Bifurcations, Lyapunov exponents.

Learning Prerequisites

Required courses

- Linear algebra (MATH 111 or equivalent).
- Analysis I, II, III (MATH 101, 106, 203 or equivalent).
- Circuits & Systems II (EE 205 or equivalent) or a Systems & Signals class (MICRO 310/311 or equivalent).

Recommended courses

- A first-year Probabilty class, such as MATH-232, MATH-231, MATH-234(b), MATH-234(c), or equivalent.
- Analysis IV (MATH 207 or equivalent)

Important concepts to start the course

- Linear Algebra (vector spaces, matrix operations, including inversion and eigendecomposition).
- Calculus (linear ordinary differential equations; Fourier, Laplace and z-Transforms).
- Basic notions of topology.
- Basic notions of probability.

Learning Outcomes

By the end of the course, the student must be able to:

- Analyze a linear or nonlinear dynamical system.
- Anticipate the asymptotic behavior of a dynamical system.
- Assess / Evaluate the stability of a dynamical system.
- Identify the type of solutions of a dynamical sytem.

Teaching methods

- Lectures (blackboard), 2h per week
- Exercise session, 1h per week.

Expected student activities

Exercises in class and at home (paper and pencil, and Matlab)

Assessment methods

1. Mid-term 20%
2. Final exam 80%

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Bibliography

Course notes; textbooks given as reference on the moodle page of the course.

Notes/Handbook

Course notes, exercises and solutions provided on the moodle page of the course.

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=303

Prerequisite for

Classes using methods from dynamical systems.

CS-473

Embedded systems

Beuchat René

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Electrical and Electronical Engineering	MA1, MA3	Opt.
Microtechnics	MA1, MA3	Opt.
Mineur STAS Chine	H	Opt.
Robotics	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	Oral
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Project	2 weekly
Number of positions	

Summary

The main topics of this course are understanding and designing embedded system on a programmable circuit (FPGA). Students will be able to design a camera or a LCD controller on an FPGA in VHDL and will use their controller through a softcore processor.

Content

- Microcontrollers and their associated programmable interfaces (GPIO, Timer, SPI, A/D, PWM, interrupts)
- Hardcore/softcore processors (ie. NIOS II, ARM)
- Memory organizations, little/big endian
- Synchronous busses, dynamic bus sizing (ie. Avalon Bus in Memory Mapped mode)
- Processor busses, busses realized in a FPGA
- Serial busses(ie. UART, SPI, i2c, ...)
- How an LCD graphical screen and a CMOS camera work
- FPGA-based conception of Embedded Systems
- Embedded systems with processors on FPGAs

Laboratories provide knowledge & practice to develop an embedded system based on an FPGA device.

Keywords

microprocessors, microcontroller, FPGA, embedded systems, SoC, programmable interface

Learning Prerequisites

Required courses

Introduction to computing systems, Logic systems, Computer architecture

Recommended courses

Electronic, Programming (C/C++), Project System On Chip

Important concepts to start the course

- Computer architecture (processor, memory, programmable interfaces)
- Processor Architecture (PC, registers, ALU, instruction decoding, instruction execution)
- Knowledge of C programming language

• Knowledge of VHDL

Learning Outcomes

By the end of the course, the student must be able to:

- Design an embedded system on an FPGA
- Analyze a specific problem to be solved and propose an FPGA-based system to solve it
- Implement a solution to the given problem
- Realize and simulate the design
- Test the developed solution on an FPGA
- Use complex development tools and hardware debugging tools such as a logic analyzer and an oscilloscope

Transversal skills

- Use a work methodology appropriate to the task.
- Negotiate effectively within the group.
- Set objectives and design an action plan to reach those objectives.
- Continue to work through difficulties or initial failure to find optimal solutions.
- Use both general and domain specific IT resources and tools
- Make an oral presentation.

Teaching methods

Ex cathedra and exercises, laboratories by specific sub-topics, final mini-project

Expected student activities

- Reading and deepening of course concepts
- Preparation of exercises performed in the laboratory
- Writing reports on different labs
- Realization of a final mini-project by group with oral presentation, report and demonstration

Assessment methods

With continuous control.
all labs 30%, mini-projet 20%, oral exam 50%

Supervision

Office hours	No
Assistants	Yes
Forum	Yes
Others	Course on Moodle with forum

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

Teaching notes and suggested reading material on moodle
Specialized datasheets (micro-controllers, FPGA) and standards(ie, SPI, i2c, Amba, Avalon, etc)

Notes/Handbook

Documents and slides provided on moodle

Websites

- http://fpga4u.epfl.ch

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=1231

Prerequisite for

CS-476 Real-time embedded systems

CS-491

Enterprise and service-oriented architecture

Wegmann Alain

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	6
Session	Summer
Semester	Spring
Exam	Oral
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	6 weekly
Number of positions	

Summary

In this course, we teach how to define the requirements for an IT system that would best serve the needs of an organisation. The course is taught using a non-conventional style in which the students learn mostly through the stress of a series of concrete experiences that mimic real-life situations.

Content

The goal of this course is closely related to IT, but a substantial part the material is related to business, as well as philosophy and psychology. Some formal models and programming are also taught, but the course can be taken by non IT students.
The exam might be written exam (to be agreed with the students at the beginning of the semester).
Detailed contents:
1) Business Part (4 weeks): practical experimentation and theoretical understanding of the key business processes of a manufacturing company : request for quotation process, development, planning, quality management and accounting.
2) Business / IT Part (6 weeks): specification of an IT system that provides after-sales service. We teach the following techniques : interviews, root cause analysis, analysis/design of the business services and of the IT services. The underlying theory is system thinking (Weinberg, Vickers) and the ISO/IEC standard RM-ODP.
3) IT Part (2 weeks): implementation - using BPMN visual programming - of an IT system prototype. Overview of the technological aspects of service-oriented architecture (wsdl, bpel, and soap protocols; rest architecture style).
4) Enterprise Architecture & Conclusions (2 weeks): Overview of the enterprise architecture frameworks (Zachman, TOGAF, Urba-EA). Synthesis and key learning points of the course.

Keywords

Request for quotation (RFQ), quotation, purchase order, leadtime, bill of material, development process, V process, spirale process, manufacturing planning, quality system, traceability, ISO 9000, financial statements, year-end book closing, ERP,
interview, contextual inquiry, root-cause analysis, ITIL, business service, IT service, requirements engineeing, SEAM system modeling, SEAM goal-belief modeling, SEAM behavior modeling, Vickers appreciative system, behavioral refinment, information modeling,
service-oriented architecture (SOA), BPMN, BPEL, WSDL, SOAP, REST.
enterprise architecture (EA), Zachman, TOGAF, Urba-EA.
Systemic paradigm, epistemology, ontology, axiology (ethics and esthetics).

Learning Outcomes

By the end of the course, the student must be able to:

- Describe business processes (sales, engineering, manufacturing, accounting)
- Assess / Evaluate business processes using ISO9000
- Coordinate business operations (role play)
- Analyze business needs for an IT system design

• Assess / Evaluate the IT processes using ITIL
• Conduct interviews with business stakeholders
• Formalize business requirements for an IT system design
• Design BPMN / BPEL workflow

Transversal skills

• Continue to work through difficulties or initial failure to find optimal solutions.
• Use both general and domain specific IT resources and tools
• Write a scientific or technical report.
• Collect data.
• Make an oral presentation.
• Summarize an article or a technical report.

Teaching methods

Problem-based teaching

Resources

Bibliography

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http://dl.acm.org/citation.cfm?id=291229

Beyer, H. R. and K. Holtzblatt (1995). "Apprenticing with the customer." Commun. ACM **38**(5): 45-52.
http://dl.acm.org/citation.cfm?id=203365

Carr, N. G. (2003). "IT Doesn't matter", Harvard Business Review
https://hbr.org/2003/05/it-doesnt-matter

OMG (2004), Introduction to BPMN
http://www.omg.org/bpmn/Documents/Introduction_to_BPMN.pdf

Regev, G., H. Olivier, et al. (2011). Service Systems and Value Modeling from an Appreciative System Perspective. Second International Conference on Exploring Services Sciences. Geneva Switzerland, Springer-Verlag New York, Ms Ingrid Cunningham, 175 Fifth Ave, New York, Ny 10010 Usa. **82:** 146-157.
http://infoscience.epfl.ch/record/163961

Regev, G. and A. Wegmann (2004). Defining Early IT System Requirements with Regulation Principles: The Lightswitch Approach. Proceedings of the 12th IEEE International Requirements Engineering Conference (REí04). Kyoto, Japan**:** 144-153.
http://infoscience.epfl.ch/record/112299

Regev, G. and A. Wegmann (2005). Where do Goals Come from: the Underlying Principles of Goal-Oriented Requirements Engineering. Proceedings of the 13th IEEE International Conference on Requirements Engineering, IEEE Computer Society**:** 253-362.
http://infoscience.epfl.ch/record/112298

Rychkova, I., G. Regev, et al. Declarative Specification and Alignment Verification of Services in ITIL. First International Workshop on Dynamic and Declarative Business Processes (DDBP 2008). Munich, Germany.
http://infoscience.epfl.ch/record/129324

ITSMF (2007). An Introductory Overiew of ITIL v3
http://www.best-management-practice.com/gempdf/itSMF_An_Introductory_Overview_of_ITIL_V3.pdf

Wegmann, A. (2003). On the Systemic Enterprise Architecture Methodology (SEAM)**:** 483-490.
http://infoscience.epfl.ch/record/89690

Wegmann, A., A. Kotsalainen, et al. (2008). Augmenting the Zachman Enterprise Architecture Framework with a Systemic Conceptualization. Proceedings of the 2008 12th International IEEE Enterprise Distributed Object Computing Conference, IEEE Computer Society: 3-13.
http://infoscience.epfl.ch/record/126293

Zachman, J. A. (1987). "A framework for information systems architecture." IBM Syst. J. **26**(3): 276-292.
http://ieeexplore.ieee.org/xpl/articleDetails.jsp?arnumber=5387107

Tools:
Alloy **http://alloy.mit.edu/alloy/**

Intalio **http://ww.intalio.com/**

SeamCAD **htt://lams.epfl.ch/seamcad/**

Ressources en bibliothèque

- SeamCAD
- Intalio
- Declarative Specification and Alignment Verification of Services in ITIL / Rychkova
- Service Systems and Value Modeling from an Appreciative System Perspective / Regev
- Where do Goals Come from: the Underlying Principles of Goal-Oriented Requirements Engineering / Regev
- Contextual design / Beyer
- Quality Management Systems / ISO
- Introduction to BPMN / White
- An Introductory Overiew of ITIL v3 / ITSMF
- On the Systemic Enterprise Architecture Methodology / Wegmann
- Defining Early IT System Requirements with Regulation Principles / Regev
- A Langage and Tool for relational models
- Augmenting the Zachman Enterprise Architecture Framework with a Systemic Conceptualization / Wegmann
- A framework for information systems architecture / Zachman
- Alloy

EPFL

CS-489

Experience design

Huang Jeffrey

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	During the semester
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	2 weekly
Project	4 weekly
Number of positions	

Summary

As we move towards a design economy, the success of new products, systems and services depend increasingly on the excellence of personal experience.This course introduces students to the notion and practice of experience design (human and artificial design) following a hands-on,studio-based approach

Content

Experience design in practice encompasses the collection, analysis and design of users experiences based on a deep understanding of the context concerned. However, such typical workflow tends to be labor-intensive, time-consuming and limited (or biased) given the small datasets used. We will automate these processes algorithmically using crowd-sourced datasets and machine learning techniques, to rapidly visualize and iterate on multiple design experience options. The goal is to create a meaningful, interactive, data-driven/AI-assisted digital interface and physical prototype that are to be staged at an exhibition.

STUDIO BRIEF (Autumn 2018): The Augmented Museum
Today’s museums are undergoing a significant process of reconceptualization, seeking new ways to curate and present their collections in both physical and digital spaces. These hybrid spaces of engagement need to be well synchronized to ensure a seamless and meaningful experience for the visitors. How does one design for a personalized experience according to the specificities of the museums’ collections? We will work with a real museum or gallery and their physical and digital collections and help prototype innovative digital interfaces for exploring their collections. The course will bring together students from both IC and ENAC in a true interdisciplinary process, and consist of a non-linear process of `design charrette', `hackathon-like' and 'creative-coding' workflow. The course will contain a series of iterative design props: `spatial-product mapping', `human-action mapping, `data-machine learning' and `prototype designing' ' as an apparatus to construct a network of understandings, and create meaningful user experiences for a final design proposal/product.

Keywords

User Experience (UX) Design, Design Thinking, Creative Coding, Hackathon, Open Source, Optioneering, Iterative Prototyping

Learning Prerequisites

Required courses

Bachelor in Computer Science or equivalent

Learning Outcomes

By the end of the course, the student must be able to:

• Identify issues of experience design in relation to an actual design project

• Perform rigorous analysis of the problem space and map the design opportunities

• Develop alternative design concepts for future artifacts

• Translate design concepts into meaningful experiences through iterative prototyping at appropriate scales and levels of granularity (creative coding)

• Create convincing arguments for the design propositions and persuasive visual and tangible evidence

Teaching methods

Hackathon, Creative coding, Lectures, Design reviews, Presentations, Group projects

Expected student activities

Hackathon, Group discussion, Case studies, Design Reviews, Pin-Up, Desk Crits

Assessment methods

Grading will be based upon the quality of the projects in the preliminary stages (10% problem maps, 10% value maps, 10% data maps), intermediary reviews (20% future maps) and in the final review (50%). Final projects will be reviewed and assessed based on their conceptual strength, the coherence of their translation into prototypes, their narrative clarity and experiential power, and the persuasiveness of their communication, both orally and through the presented artifacts.

Supervision

Office hours	Yes
Assistants	Yes

Resources

Bibliography

To be made available during the course

CS-550

Formal verification

Kuncak Viktor

Cursus	Sem.	Type
Computer and Communication Sciences		Obl.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	During the semester
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	2 weekly
Exercises	2 weekly
Practical work	2 weekly
Number of positions	

Summary

We introduce formal verification as an approach for developing highly reliable systems. Formal verification finds proofs that computer systems work under all relevant scenarios. We will learn how to use formal verification tools and explain the theory and the practice behind them.

Content

Topics may include among the others some of the following:

- Importance of Reliable Systems. Methodology of Formal Verification. Soundness and Completeness in Modeling and Tools. Successful Tools and Flagship Case Studies
- Review of Sets, Relations, Computability, Propositional and First-Order Logic Syntax, Semantics, Sequent Calculus.
- Completeness and Semi-Decidability for First-Order Logic. Inductive Definitions and Proof Trees. Higher-Order Logic and LCF Approach.
- State Machines. Transition Formulas. Traces. Strongest Postconditions and Weakest Preconditions.
- Hoare Logic. Inductive Invariants. Well-Founded Relations and Termination Measures
- Modeling Hardware: Verilog to Sequential Circuits
- Linear Temporal Logic. System Verilog Assertions. Monitors
- SAT Solvers and Bounded Model Checking
- Model Checking using Binary Decision Diagrams
- Loop Invariants. Hoare Logic. Statically Checked Function Contracts. Relational Semantics and Fixed-Point Semantics
- Symbolic Execution. Satisfiability Modulo Theories
- Abstract Interpretation and Predicate Abstraction
- Information Flow and Taint Analysis
- Verification of Security Protocols
- Dependent and Refinement Types

Learning Prerequisites

Recommended courses

Computer Language Processing / Compilers

Important concepts to start the course

Learning Outcomes

By the end of the course, the student must be able to:

- Formalize specifications
- Synthesize loop invariants
- Specify software functionality
- Generalize inductive hypothesis
- Critique meaningless course description forms

Teaching methods

Instructors will present lectures, conduct whiteboard or blackboard exercises, and supervise labs on student laptops.

Expected student activities

Attend lectures (optional but highly recommended), solve exercises on whiteboard and continue at home as needed, complete computer labs.

Assessment methods

We will assign written exams and grade labs.

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Bibliography

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- Tobias Nipkow, Gerwin Klein: Concrete Semantics with Isabelle/HOL. http://concrete-semantics.org/concrete-semantics.pdf
- Aaron Bradley and Zohar Manna: The Calculus of Computation - Decision Procedures with Applications to Verification, Springer 2007.
- Nielson, Flemming, Nielson, Hanne R., Hankin, Chris: Principles of Program Analysis. ISBN 978-3-662-03811-6. Springer 1999.
- Peter B. Andrews: An Introduction to Mathematical Logic and Type Theory (To Truth Through Proof), Springer 2002.
- http://logitext.mit.edu/tutorial

Websites

- https://lara.epfl.ch/w/fv

Moodle Link

- https://moodle.epfl.ch/course/view.php?id=13051

Videos

- https://youtu.be/mm6CCGSDmOw?t=39
- https://www.youtube.com/watch?v=oLS_y842fMc
- https://www.youtube.com/channel/UCP2eLEql4tROYmIYm5mA27A

CS-525

Foundations and tools for processing tree structured data

Vanoirbeek Christine

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	Written
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Project	2 weekly
Number of positions	

Summary

The course is about the foundations and tools for processing tree structured data, a prevalent model for representing semi-structured data (SSD) over distributed information networks. It aims at presenting approaches, programming languages and tools for modeling and manipulating tree-structured info

Content

The theoretical part introduces underlying concepts sustaining the approach.
The practical part illustrates the application of the concepts in a concrete context: the development of Web applications that make use of an XML native database (one category of the NoSQL databases) and associated XML languages.
Theoretical foundations
• Tree grammars
• Finite tree automata
Type systems to describe and validate the structure of SSD
• Document Type Definition
• XML Schema
• RELAX NG and Schematron
Querying tree structured data and programming
• Navigation and extraction of information from tree structured data (XPath expressions)
• Tree data transformation (XSLT)
• Query and programmig language (XQuery) incl. Static Type Checking
Application scenario
• Use of a development framework in which all these languages fit

Keywords

Tree-shaped data representation and processing, Foundation of XML types, Tree grammars, XML core technologies, Web applications

Learning Outcomes

By the end of the course, the student must be able to:

- Explain and understand the differences - strenghts and weaknesses - of a tree structured model in comparison with other data models.
- Understand the fundamental principles of a strongly typed language to manipulate tree structured data.
- Use core languages for modeling, querying, repurposing and processing tree structured data.
- Identify situations where information management requirements can be more appropriately dealt with a tree structured data model approach.
- Get a flavor of research ongoing in the domain.

Teaching methods

Ex cathedra lectures and group mini-projects.

Expected student activities

Attend the lectures
Work on mini-project

Assessment methods

Written exam and mini-project evaluation.

CS-452 **Foundations of software**

Odersky Martin

Cursus	Sem.	Type
Computer science minor	H	Opt.
Computer science	MA1, MA3	Obl.
Cybersecurity	MA1, MA3	Obl.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	Written
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Summary

The course introduces the foundations on which programs and programming languages are built. It introduces syntax, types and semantics as building blocks that together define the properties of a program part or a language. Students will learn how to apply these concepts in their reasoning.

Content

- simple types, lambda-calculus
- normalization, references, exceptions
- subtyping
- recursive types
- polymorphism
- advances features of the Scala type system

Learning Prerequisites

Recommended courses

Advanced topics in programming, Compiler construction

Important concepts to start the course

Functional programming
Basic knowledge of formal languages

Learning Outcomes

By the end of the course, the student must be able to:

- Argue design decisions of programming languages
- Assess / Evaluate soundness of type systems
- Compose higher-order functions
- Verify progress and preservation in type systems
- Work out / Determine operational equivalences
- Carry out projects of 2-3 weeks duration
- Distinguish valid from invalid proofs
- Implement type systems and operational semantics

Transversal skills

- Assess progress against the plan, and adapt the plan as appropriate.
- Evaluate one's own performance in the team, receive and respond appropriately to feedback.
- Identify the different roles that are involved in well-functioning teams and assume different roles, including leadership roles.
- Manage priorities.

Teaching methods

Ex cathedra, practical exercises

Assessment methods

With continuous control

Resources

Ressources en bibliothèque

- Types and Programming Languages / Pierce

Websites

- http://lampwww.epfl.ch/teaching/index.html.en

EE-429

Fundamentals of VLSI design

Burg Andreas Peter

Cursus	Sem.	Type
Cyber security minor	H	Opt.
Cybersecurity	MA1, MA3	Opt.
Electrical and Electronical Engineering	MA1, MA3	Opt.
MNIS	MA3	Obl.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	During the semester
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	3 weekly
Exercises	1 weekly
Number of positions	

The teacher has not completed his decription on time

MATH-483 **Gödel and recursivity**

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Ing.-math	MA1, MA3	Opt.
Mathématicien	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	5
Session	Winter
Semester	Fall
Exam	Written
Workload	150h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Remarque

Cours donnés en alternance tous les deux ans (pas donné en 2019-20)

Summary

Gödel incompleteness theorems and mathematical foundations of computer science

Content

Gödel's theorems:
Peano and Robinson Arithmetics. Representable functions. Arithmetic of syntax. Incompleteness, and undecidability theorems.

Recursivity :
Turing Machines and variants. The Church-Turing Thesis. Universal Turing Machine. Undecidable problems (the halting and the Post-Correspondance problems). Reducibility. The arithmetical hierarchy. Relations to Turing machines. Turing degrees.

Keywords

Gödel, incompleteness theorems, Peano arithmetic, Robinson arithmetic, decidability, recursively enumarable, arithmetical hierarchy, Turing machine, Turing degrees, jump operator, primitive recursive functions, recursive functions, automata, pushdown automata, regular languages, context-free languages, recursive languages, halting problem, universal Turing machine, Church thesis.

Learning Prerequisites

Recommended courses

Mathematical logic (or equivalent). A good understanding of 1st order logic is required - in particular the relation between syntax and semantics.

Important concepts to start the course

1st order logic: syntax, semantics, proof theory, completeness theorem, compactness theorem, Löwenheim-Skolem theorem.

Learning Outcomes

By the end of the course, the student must be able to:

- Estimate whether a given theory, function, language is recursive or no
- Decide the class that a language belongs to (regular, context-free, recursive,...)

• Elaborate an automaton
• Design a Turing machine
• Formalize a proof in Peano arithmetic
• Sketch the incompleteness theorems
• Propose a non-standard model
• Argue why Hilbert program failed

Teaching methods

Ex cathedra lecture and exercises

Assessment methods

Written: 3 hours
Dans le cas de l'art. 3 al. 5 du Règlement de section, l'enseignant décide de la forme de l'examen qu'il communique aux étudiants concernés.

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Bibliography

Set Theory:
• Thomas Jech: Set theory, Springer 2006
• Kenneth Kunen: Set theory, Springer, 1983
• Jean-Louis Krivine: Theory des ensembles, 2007
• Patrick Dehornoy: Logique et théorie des ensembles; Notes de cours, FIMFA ENS: http://www.math.unicaen.fr/~dehornoy/surveys.html
• Yiannis Moschovakis: Notes on set theory, Springer 2006
• Karel Hrbacek and Thomas Jech: Introduction to Set theory, (3d edition), 1999

Recursion Theory :
• Micheal Sipser: Introduction to the Theory of Computation, Thomson Course Technology Boston, 2006
• Piergiorgio Odifreddi: Classical recursion theory, vol. 1 and 2, Springer, 1999
• Robert I. Soare: Recursively Enumerable Sets and Degres, A Study of Computable Functions and Computably Generated Sets, Springer-Verlag 1987
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• Raymond M. Smullyan: recursion theory for methamathematics, Oxford, 1993

Proof theory :
• Wolfram Pohlers: Proof Theory, the first step into impredicativity, Springer, 2008
• A. S. Troelstra, H. Schwichtenberg, and Anne S. Troelstra: Basic proof theory, Cambridge, 2000
• S.R. Buss: Handbook of proof theory, Springer, 1998

Gödel's results :
• Raymond M. Smullyan: Gödel's incompleteness theorems, Oxford, 1992
• Peter Smith: An introduction to Gödel's theorems, Cambridge, 2008

• Torkel Franzen: Inexhaustibility, a non exhaustive treatment, AK Peteres, 2002
• Melvin Fitting: Incompleteness in the land of sets, King's College, 2007
• Torkel Franzen: Gödel's theorem: an incomplete guide to its use and abuse, AK Peters, 2005

Ressources en bibliothèque

• Théorie des ensembles / Krivine
• Introduction to Set theory / Hrbacek
• Proof Theory / Pohlers
• Notes on theory / Moschovakis
• Basic proof theory / Troelstra
• Introduction to the Theory of Computation / Sipser
• Handbook of proof theory / Buss
• Set theory / Jech
• Classical recursion theory / Odifreddi
• Recursion theory for methamathematics / Smullyan
• Set theory / Kunen
• Incompleteness in the land of sets / Fitting
• Recursively Enumerable Sets and Degres / Soare
• Gödel's theorem / Franzen
• Computability, an introduction to recursive function theory / Cutland
• Logique et théorie des ensembles / Dehornoy
• Gödel's incompleteness theorems / Smullyan
• An introduction to Gödel's theorems / Smith
• Inexhaustibility, a non exhaustive treatment / Franzen

Websites

• http://www.hec.unil.ch/logique/enseignement/recursivity

Moodle Link

• http://moodle.epfl.ch/course/view.php?id=14569

EPFL

CS-486 **Human computer interaction**

Pu Faltings Pearl

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Digital Humanities	MA2, MA4	Opt.
Mineur STAS Chine	E	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	1 weekly
Project	1 weekly
Number of positions	

Summary

This course focuses on goal-directed design and interaction design, two subjects treated in depth in the Cooper book (see reference below). To practice these two methods, we propose a design challenge, which is to be carried out by a team of three students.

Content

Design methods for HCI
What is HCI: its aims and goals
Design thinking
Goal-directed Design
Mental model and different types of users
Qualitative research and user interviews
User modeling: persona and empathy diagram
Scenarios, requirements and framework design
Visual design
Basic prototyping methods for HCI
Storyboarding
Context scenario
Interactive prototype
Video prototype
Human computer interaction evaluation methods
Cognitive walkthrough
Heuristic evaluation
Evaluation with users

Keywords

Interaction design, design thinking, design for playfulness, rapid prototyping techniques, evaluation with users.

Learning Prerequisites

Required courses

Introduction to Visual Computing

Recommended courses

Open to students enrolled in the Master and PhD programs in IC.

Important concepts to start the course

Goal-direction design

Learning Outcomes

- Interview users and elicit their needs using the goal-directed design method
- Design and implement interfaces and intearctions
- Project management: set objectives and device a plan to achieve them
- Group work skills: discuss and identify roles, and assume those roles including leadership
- Communication: writing and presentation skills

Teaching methods

Lectures, exercises, hands-on practice, design review

Expected student activities

Reading, case studies, peer discussions, project

Assessment methods

Group project, presentation, mid-term exam

Supervision

Office hours	No
Assistants	Yes
Forum	Yes

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

About Face 3: The Essentials of Interaction Design by Alan Cooper et al. (available as e-book at NEBIS)
100 Things Every Designer Needs to Know about People by Susan Weinschenk (avaiable as e-book at NEBiS)

Ressources en bibliothèque

- About Face 3 / Cooper
- 100 Things Every Designer Needs to Know about People / Weinschenk

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=12291

EPFL

EE-550

Image and video processing

Ebrahimi Touradj

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Digital Humanities	MA1, MA3	Opt.
Electrical and Electronical Engineering	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	Oral
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	4 weekly
Project	2 weekly
Number of positions	

Summary

This course covers fundamental notions in image and video processing, as well as covers most popular tools used, such as edge detection, motion estimation, segmentation, and compression. It is composed of lectures, laboratory sessions, and mini-projects.

Content

Introduction, acquisition, restitution
Two-dimensionnal signals and systems, Elementary signals, Properties of two-dimentional Fourier transform, Discretization (spatial and spatio-temporal artefacts), Two-dimensional digital filters, Two-dimensional z-transform, Transfer function. Captors, monitors, printers, half-toning, color spaces.
Multi-dimensional filtres
Design of Infinite Impulse Response and Finite Impulse Response filters, Implementation of multi-dimensional filters, Directional decomposition and directional filters, M-D Sub-band filters, M-D Wavelets.
Visual perception
Neural system, Eye, Retina, Visual cortex, Model of visual system, Special effects, Mach phenomena and lateral inhibition, Color, Temporal vision.
Contour and feature extraction, segmentation
Local methods, Region based methods, Global methods, Canny, Mathematical morphology. Segmentation, Motion estimation
Visual information coding
Overview of the information theory and basics of rate-distortion, Conventional techniques : predictive coding, transform coding, subband coding, vector quantization, Advanced methods : multiresolution coding, perception based coding, region based coding, directional coding, fractals, Video coding : motion compensation, digital TV, High definition TV. Standards: JPEG, MPEG, H.261, H.263

Keywords

Contour detection, motion estimation, segmentation, human visual system, image compression, video compression

Learning Prerequisites

Required courses

Fundamental notions of signal processing

Recommended courses

Signal processing for communication

Important concepts to start the course

Sampling, quantization, transforms, programming, algorithms, systems

Learning Outcomes

By the end of the course, the student must be able to:

- Create simple image processing systems
- Create simple video processing systems
- Compare image processing tools
- Compare video processing tools
- Select appropriately optimal image and video processing tools

Transversal skills

- Make an oral presentation.
- Write a scientific or technical report.

Teaching methods

Ex cathedra, laboratory sessions, mini-projects

Expected student activities

Written report of laboratory sessions, oral presentation of mini-projects, comprehension of various notions presented during the course, resolve simple problems of image and video processing.

Assessment methods

Laboratories, mini-project, oral exam

Supervision

Office hours	No
Assistants	Yes
Forum	Yes
Others	Students are encouraged to ask for appoitment with the professor any time outside of teaching hours

Resources

Bibliography

handouts of image and video processing course
Fundamentals of Digital Image Processing, A. K. Jain

Ressources en bibliothèque

- Fundamentals of Digital Image Processing / Jain

Moodle Link

- http://moodle.epfl.ch/enrol/index.php?id=333

Prerequisite for

Semester projects , master thesis projects, doctoral thesis

MICRO-511

Image processing I

Unser Michaël, Van De Ville Dimitri

Cursus	Sem.	Type
Biocomputing minor	H	Opt.
Bioengineering	MA1, MA3	Opt.
Computational Neurosciences minor	H	Opt.
Computational science and Engineering	MA1, MA3	Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Digital Humanities	MA1, MA3	Opt.
Environmental Sciences and Engineering	MA1, MA3	Opt.
Life Sciences Engineering	MA1, MA3	Opt.
Microtechnics	MA1, MA3	Opt.
Neuroprosthetics minor	H	Opt.
Photonics minor	H	Opt.
Robotics	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.
Sciences du vivant	MA1, MA3	Opt.

Language	English
Credits	3
Session	Winter
Semester	Fall
Exam	Written
Workload	90h
Weeks	14
Hours	**3 weekly**
Lecture	3 weekly
Number of positions	

Summary

Introduction to the basic techniques of image processing. Introduction to the development of image-processing software and to prototyping in JAVA. Application to real-world examples in industrial vision and biomedical imaging.

Content

- Introduction. Image processing versus image analysis. Applications. System components.
- Characterization of continuous images. Image classes. 2D Fourier transform. Shift-invariant systems.
- Image acquisition. Sampling theory. Acquisition systems. Histogram and simple statistics. Linear and Max-Lloyd Quantization.
- Characterization of discrete images and linear filtering. z-transform. Convolution. Separability. FIR and IIR filters.
- Image-processing operations. Point operators (thresholding, histogram modification). Spatial operators (smoothing, enhancement, nonlinear filtering). Morphological operators.
- Introduction to image analysis and computer vision. Segmentation, edge detection, objet detection, image comparison.

Learning Prerequisites

Required courses

Signals and Systems I & II (or equivalent)

Important concepts to start the course

1-D signal processing: convolution, Fourier transform, z-transform

Learning Outcomes

By the end of the course, the student must be able to:

- Exploit the multidimensional Fourier transform
- Select appropriately Hilbert spaces and inner-products
- Optimize 2-D sampling to avoid aliasing
- Formalize convolution and optical systems
- Design digital filters in 2-D
- Analyze multidimensional linear shift-invariant systems
- Apply image-analysis techniques
- Construct image-processing software
- Elaborate morphological filters

Transversal skills

- Use a work methodology appropriate to the task.
- Manage priorities.
- Use both general and domain specific IT resources and tools

MICRO-512

Image processing II

Unser Michaël, Van De Ville Dimitri

Cursus	Sem.	Type
Biocomputing minor	E	Opt.
Bioengineering	MA2, MA4	Opt.
Computational Neurosciences minor	E	Opt.
Computational science and Engineering	MA2, MA4	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Digital Humanities	MA2, MA4	Opt.
Life Sciences Engineering	MA2, MA4	Opt.
Microtechnics	MA2, MA4	Opt.
Neuroprosthetics minor	E	Opt.
Photonics minor	E	Opt.
Robotics	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.
Sciences du vivant	MA2, MA4	Opt.

Language	English
Credits	3
Session	Summer
Semester	Spring
Exam	Written
Workload	90h
Weeks	14
Hours	**3 weekly**
Lecture	3 weekly
Number of positions	

Summary

Study of advanced image processing; mathematical imaging. Development of image-processing software and prototyping in JAVA; application to real-world examples in industrial vision and biomedical imaging.

Content

- **Review of fundamental notions.** Multi-dimensional Fourier transform. Convolution. z-transform. Digital filters.
- **Continuous representation of discrete data.** Splines. Interpolation. Geometric transformations. Multi-scale decomposition (pyramids and wavelets).
- **Image transforms.** Karhunen-Loève transform (KLT). Discrete cosine transform (DCT). JPEG coding. Image pyramids. Wavelet decomposition.
- **Reconstruction from projections.** X-ray scanners. Radon transform. Central slice theorem. Filtered backprojection. Iterative methods.
- **Deconvolution.** Inverse and Wiener filtering. Matrix formulations. Iterative techniques (ART).
- **Statistical pattern classification.** Decision making. Bayesian classification. Parameter estimation. Supervised learning. Clustering.
- **Image analysis.** Pixel classification. Contour extraction and representation. Shape. Texture. Snakes and active contours.

Learning Prerequisites

Required courses

Image Processing I

Recommended courses

Signals and Systems I & II, linear algebra, analysis

Important concepts to start the course

Basic image processing and related analytical tools (Fourier transform, z-tranform, etc.)

Learning Outcomes

By the end of the course, the student must be able to:

- Construct interpolation models and continuous-discrete representations
- Analyze image transforms
- Design image-reconstruction algorithms
- Formalize multiresolution representations using wavelets
- Design deconvolution algorithms
- Perform image analysis and feature extraction
- Design image-processing software (plugins)
- Synthesize steerable filters

Transversal skills

- Plan and carry out activities in a way which makes optimal use of available time and other resources.
- Manage priorities.
- Access and evaluate appropriate sources of information.
- Use both general and domain specific IT resources and tools

CS-487

Industrial automation

Pignolet-Oswald Yvonne-Anne, Tournier Jean-Charles

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Electrical and Electronical Engineering	MA2, MA4	Opt.
Energy Science and Technology	MA2	Opt.
Robotics	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	3
Session	Summer
Semester	Spring
Exam	Oral
Workload	90h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Project	1 weekly
Number of positions	

Remarque

This course can be taken by students of all engineering sections.

Summary

This course consists of two parts: 1) architecture of automation systems, hands-on lab 2) handling of faults and failures in real-time systems, including fault-tolerant computing

Content

Trends like digitalization and internet of things affect the way industrial plants are designed, deployed and operated. Industrial Automation comprises the control, communication and software architecture in (real-time) automation systems: factories, energy production and distribution, vehicles and other embedded systems.

Keywords

1. Processes and plants, automation system architecture
2. Instrumentation, Programmable Logic Controllers and embedded computers
3. Industrial communication networks, field busses
4. Field device access protocols and application program interfaces
5. Human interface and supervision
6. Manufacturing Execution Systems
8. Real-time response and performance analysis
9. Dependability (Reliability, Availability, Safety, ...)

Learning Prerequisites

Recommended courses

Communication networks

Learning Outcomes

By the end of the course, the student must be able to:

- Characterize the (software) architecture of a automation system
- Apply methods and trade-offs in real-time systems
- Analyze a plant
- Propose suitable automation solutions meeting the requirements
- Analyze the reliability, availability, safety of a system

Transversal skills

- Communicate effectively with professionals from other disciplines.
- Keep appropriate documentation for group meetings.
- Access and evaluate appropriate sources of information.
- Write a scientific or technical report.
- Use both general and domain specific IT resources and tools

Teaching methods

Oral presentation aided by slides, exercises as part of the lecture, practical work (workshop at Siemens and group assignment).

Expected student activities

- Understand material presented during lectures by asking questions and/or independent (online) searches
- Attend Siemens workshop (one full day on Siemens premises in Renens)
- Work on group assignment
- Hand-in artifacts for assignment on time

Assessment methods

Assignment 25% and final oral exam 75%

Resources

Bibliography

Nussbaumer, Informatique Industrielle (EPFL)
Olsson, Gustav & Rosen, Christian - industrial automation,Dept. of Industrial Electrical Engineering and Automation, Lund University, Lund, Sweden.

Ressources en bibliothèque

- Informatique Industrielle / Nussbaumer

Websites

- http://lamspeople.epfl.ch/pignolet/IA/index.html

Moodle Link

- https://moodle.epfl.ch/course/view.php?id=14114

EPFL

COM-402

Information security and privacy

Troncoso Carmela, Hubaux Jean-Pierre, Oechslin Philippe

Cursus	Sem.	Type
Computational science and Engineering	MA1, MA3	Opt.
Computer and Communication Sciences		Obl.
Computer science	MA1, MA3	Obl.
Cybersecurity	MA1, MA3	Obl.
Data Science	MA1, MA3	Obl.
Data science minor	H	Opt.
Financial engineering	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Obl.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	Written
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	3 weekly
Exercises	1 weekly
Project	2 weekly
Number of positions	

Summary

This course provides an overview of information security and privacy topics. It introduces students to the knowledge and tools they will need to deal with the security/privacy challenges they are likely to encounter in today's Big Data world. The tools are illustrated with relevant applications

Content

- Overview of cyberthreats
- Exploiting vulnerabilities
- Authentication, access control, compartmentalization
- Basic applied cryptography
- Operational security practices and failures
- Machine learning and privacy
- Data anonymization and de-anonymization techniques
- Privacy enhancing technologies
- Blockchain and decentralization

Keywords

security, privacy, protection, intrusion, anonymization, cryptography

Learning Prerequisites

Required courses

Basic Python programming or better
Basec networking knowledge

Learning Outcomes

By the end of the course, the student must be able to:

- Understand the most important classes of information security/privacy risks in today's "Big Data" environment
- Exercise a basic, critical set of "best practices" for handling sensitive information
- Exercise competent operational security practices in their home and professional lives
- Understand at overview level the key technical tools available for security/privacy protection

Expected student activities

Attending lectures, solving assigned problems and "hands-on" exercises, reading and demonstrating understanding of provided materials.

Assessment methods

Continuous assessment via homework exercises, quizzes , midterm exam and final written exam.

EPFL

COM-404 **Information theory and coding**

Telatar Emre

Cursus	Sem.	Type
Communication systems minor	H	Opt.
Computer and Communication Sciences		Obl.
Computer science minor	H	Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
Electrical and Electronical Engineering	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Obl.

Language	English
Credits	7
Session	Winter
Semester	Fall
Exam	Written
Workload	210h
Weeks	14
Hours	**6 weekly**
Lecture	4 weekly
Exercises	2 weekly
Number of positions	

Summary

The mathematical principles of communication that govern the compression and transmission of data and the design of efficient methods of doing so.

Content

1. Mathematical definition of information and the study of its properties.
2. Source coding: efficient representation of message sources.
3. Communication channels and their capacity.
4. Coding for reliable communication over noisy channels.
5. Multi-user communications: multi access and broadcast channels.
6. Lossy source coding : approximate representation of message sources.
7. Information Theory and statistics

Learning Outcomes

By the end of the course, the student must be able to:

- Formulate the fundamenal concepts of information theory such as entropy, mutual information, channel capacity
- Elaborate the principles of source coding and data transmission
- Analyze source codes and channel codes
- Apply information theoretic methods to novel settings

Teaching methods

Ex cathedra + exercises

Assessment methods

With continuous control

Resources

Ressources en bibliothèque

- Elements of Information Theory / Cover

Websites

- http://moodle.epfl.ch/enrol/index.php?id=14593

COM-406

Information theory and signal processing

Gastpar Michael C., Telatar Emre, Urbanke Rüdiger

Cursus	Sem.	Type
Computational science and Engineering	MA1, MA3	Opt.
Computer and Communication Sciences		Obl.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Obl.
Data science minor	H	Opt.
Digital Humanities	MA1, MA3	Opt.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	Written
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	4 weekly
Exercises	2 weekly
Number of positions	

Summary

Information Theory and Signal Processing are key underpinnings of Data Science. They provide frameworks for signal representation and for fundamental performance bounds.

Content

This class presents basic concepts of Information Theory and Signal Processing and their relevance to emerging problems in Data Science and Machine Learning.
A tentative list of topics covered is:

1. Signal Representations
2. Measures of Information
3. Compression and Quantization
4. Sparsity
5. Exponential Families, Maximum Entropy
6. Detection and Estimation Theory

Keywords

Information Theory, Signal Processing, Statistical Signal Processing, Machine Learning, Data Science.

Learning Prerequisites

Required courses

COM-300 Modèles stochastiques pour les communications

Recommended courses

Statistics

Important concepts to start the course

Solid understanding of linear algebra and probability as well as real and complex analysis.

Learning Outcomes

By the end of the course, the student must be able to:

- Formulate the fundamental concepts of signal processing such as basis representations and sampling
- Formulate the fundamental concepts of information theory such as entropy and mutual information
- Analyze problems in statistical settings using fundamental bounds from information theory
- Formulate problems using robust and universal techniques

Teaching methods

Ex cathedra lectures, exercises, and small projects.

Expected student activities

Follow lectures; independent work on problems (homework and small projects).

Assessment methods

Written final exam during the exam session.
Homework Problem Sets during the semester.
10% homework, 90% final exam.

Supervision

Assistants	Yes

Resources

Bibliography

Cover and Thomas, Elements of Information Theory (Second Edition), Wiley, 2006.

Ressources en bibliothèque

- Elements of Information Theory / Cover

Notes/Handbook

Lectures notes

Websites

- https://ipg.epfl.ch/cms/lang/en/pid/147664

CS-430 **Intelligent agents**

Faltings Boi

Cursus	Sem.	Type
Computer and Communication Sciences		Obl.
Computer science minor	H	Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
Data science minor	H	Opt.
Energy Management and Sustainability	MA1, MA3	Opt.
Financial engineering minor	H	Opt.
Financial engineering	MA1, MA3	Opt.
Robotics	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	During the semester
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	3 weekly
Exercises	3 weekly
Number of positions	

Summary

Software agents are widely used to control physical, economic and financial processes. The course presents practical methods for implementing software agents and multi-agent systems, supported by programming exercises, and the theoretical underpinnings including computational game theory.

Content

The course contains 4 main subject areas:

1) Basic models and algorithms for individual agents:
Models and algorithms for rational, goal-oriented behavior in agents: reactive agents, reinforcement learning, exploration-exploitation tradeoff, AI planning methods.
2) Multi-agent systems:
multi-agent planning, coordination techniques for multi-agent systems, distributed algorithms for constraint satisfaction.
3) Self-interested agents:
Models and algorithms for implementing self-interested agents motivated by economic principles: elements of computational game theory, models and algorithms for automated negotiation, social choice, mechanism design, electronic auctions and marketplaces.
4) Implementing multi-agent systems:
Agent platforms, ontologies and markup languages, web services and standards for their definition and indexing.

Learning Prerequisites

Recommended courses

Intelligence Artificielle or another introductory course to AI

Learning Outcomes

By the end of the course, the student must be able to:

- Choose and implement methods for rational decision making in software agents, based on decision processes and AI planning techniques
- Choose and implement methods for efficient rational decision making in teams of multiple software agents
- Model scenarios with multiple self-interested agents in the language of game theory
- Evaluate the feasibility of achieving goals with self-interested agents using game theory
- Design, choose and implement mechanisms for self-interested agents using game theory

• Implement systems of software agents using agent platforms

Teaching methods

Ex cathedra, practical programming exercises

Expected student activities

Lectures: 3 hours
Reading: 3 hours
Assignments/programming: 4 hours

Assessment methods

Mini-projects and exercises 40%, final exam 60%

Resources

Bibliography

Michael Wooldridge : An Introduction to MultiAgent Systems - Second Edition, John Wiley & Sons, 2009Stuart Russell and Peter Norvig: Artificial Intelligence: A Modern Approach (2nd/3rd Edition), Prentice Hall Series in Artificial Intelligence, 2003/2009.

Ressources en bibliothèque

- Artificial Intelligence: A Modern Approach / Russell
- An Introduction to MultiAgent Systems / Wooldridge

Websites

- http://liawww.epfl.ch/
- http://moodle.epfl.ch/

CS-431

Introduction to natural language processing

Chappelier Jean-Cédric, Rajman Martin

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
Digital Humanities	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.
UNIL - Sciences forensiques	H	Opt.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	Written
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Summary

The objective of this course is to present the main models, formalisms and algorithms necessary for the development of applications in the field of natural language information processing. The concepts introduced during the lectures will be applied during practical sessions.

Content

Several models and algorithms for automated textual data processing will be described: (1) morpho-lexical level: electronic lexica, spelling checkers, ...; (2) syntactic level: regular, context-free, stochastic grammars, parsing algorithms, ...; (3) semantic level: models and formalisms for the representation of meaning, ...
Several application domains will be presented: Linguistic engineering, Information Retrieval, Text mining (automated knowledge extraction), Textual Data Analysis (automated document classification, visualization of textual data).

Keywords

Natural Language Processing; Computationnal Linguisitics; Part-of-Speech tagging; Parsing

Learning Outcomes

By the end of the course, the student must be able to:

- Compose key NLP elements to develop higher level processing chains
- Assess / Evaluate NLP based systems
- Choose appropriate solutions for solving typical NLP subproblems (tokenizing, tagging, parsing)
- Describe the typical problems and processing layers in NLP
- Analyze NLP problems to decompose them in adequate independant components

Teaching methods

Ex cathedra ; practical work on computer

Expected student activities

attend lectures and practical sessions, answer quizzes.

Assessment methods

4 quiz during semester 25%, final exam 75%

Supervision

Office hours	No
Assistants	No
Forum	No

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

1. M. Rajman editor, "*Speech and Language Engineering*", EPFL Press, 2006.
2. Daniel Jurafsky and James H, Martin, "*Speech and Language Processing"*, Prentice Hall, 2008 (2nd edition)
3. Christopher D. Manning and Hinrich Schütze, "*Foundations of Statistical Natural Language Processing*", MIT Press, 2000
4. Christopher D. Manning, Prabhakar Raghavan and Hinrich Schütze, *Introduction to Information Retrieval*, Cambridge University Press. 2008
5. Nitin Indurkhya and Fred J. Damerau editors, "*Handbook of Natural Language Processing*", CRC Press, 2010 (2nd edition)

Ressources en bibliothèque

- Handbook of Natural Language Processing / Indurkhya
- Introduction to Information Retrieval / Manning
- Speech and Language Processing / Jurafsky
- Speech and Language Engineering / Rajman
- Foundations of Statistical Natural Language Processing / Manning

Websites

- http://coling.epfl.ch

CS-526

Learning theory

Macris Nicolas, Urbanke Rüdiger

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Written
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Summary

Machine learning and data analysis are becoming increasingly central in many sciences and applications. This course concentrates on the theoretical underpinnings of machine learning.

Content

- Basics : statistical learning framework, Probably Approximately Correct (PAC) learning, learning with a finite number of classes, Vapnik-Chervonenkis (VC) dimension, non-uniform learnability, complexity of learing.
- Neural Nets : representation power of neural nets, learning and stability, PAC Bayes bounds.
- Graphical model learning.
- Non-negative matrix factorization, Tensor decompositions and factorization.
- Learning mixture models.

Learning Prerequisites

Recommended courses

- Analysis I, II, III
- Linear Algebra
- Machine learning
- Probability
- Algorithms (CS-250)

Learning Outcomes

By the end of the course, the student must be able to:

- Explain the framework of PAC learning
- Explain the importance basic concepts such as VC dimension and non-uniform learnability
- Describe basic facts about representation of functions by neural networks
- Describe recent results on specific topics e.g., graphical model learning, matrix and tensor factorization, learning mixture models

Teaching methods

- Lectures
- Exercises

Expected student activities

- Attend lectures
- Attend exercises sessions and do the homework

Assessment methods

Final exam and graded homeworks

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes
Others	Course website

CS-433

Machine learning

Jaggi Martin, Urbanke Rüdiger

Cursus	Sem.	Type
Biocomputing minor	H	Obl.
Communication systems minor	H	Opt.
Computational Neurosciences minor	H	Opt.
Computational science and Engineering	MA1, MA3	Opt.
Computer and Communication Sciences		Obl.
Computer science minor	H	Opt.
Computer science	MA1, MA3	Obl.
Cybersecurity	MA1, MA3	Obl.
Data Science	MA1, MA3	Obl.
Data science minor	H	Opt.
Digital Humanities	MA1, MA3	Opt.
Electrical Engineering		Obl.
Electrical and Electronical Engineering	MA1, MA3	Opt.
Financial engineering	MA1, MA3	Opt.
Life Sciences Engineering	MA1, MA3	Opt.
Managmt, tech et entr.	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Obl.
Sciences du vivant	MA1, MA3	Opt.

Language	English
Credits	7
Session	Winter
Semester	Fall
Exam	Written
Workload	210h
Weeks	14
Hours	**6 weekly**
Lecture	4 weekly
Exercises	2 weekly
Number of positions	

Remarque

The first course (September 18) will take place in the Forum of Rolex Learning Center

Summary

Machine learning and data analysis are becoming increasingly central in many sciences and applications. In this course, fundamental principles and methods of machine learning will be introduced, analyzed and practically implemented.

Content

1. *Basic regression and classification concepts and methods: Linear models, overfitting, linear regression, Ridge regression, logistic regression, and k-NN.*
2. *Fundamental concepts: cost-functions and optimization, cross-validation and bias-variance trade-off, curse of dimensionality.*
3. *Unsupervised learning: k-Means Clustering, Gaussian mixture models and the EM algorithm.*
4. *Dimensionality reduction: PCA and matrix factorization, word embeddings*
5. *Advanced methods: generalized linear models, SVMs and Kernel methods, Neural networks and deep learning*

Keywords

- *Machine learning, pattern recognition, deep learning, data mining, knowledge discovery, algorithms*

Learning Prerequisites

Required courses

- Analysis I, II, III
- Linear Algebra
- Probability and Statistics (MATH-232)
- Algorithms (CS-250)

Recommended courses

- *Introduction to differentiable optimization (MATH-265)*
- *Linear Models (MATH-341)*

Important concepts to start the course

- *Basic probability and statistics (conditional and joint distribution, independence, Bayes rule, random variables, expectation, mean, median, mode, central limit theorem)*
- *Basic linear algebra (matrix/vector multiplications, systems of linear equations, SVD)*
- *Multivariate calculus (derivative w.r.t. vector and matrix variables)*
- *Basic Programming Skills (labs will use Python)*

Learning Outcomes

By the end of the course, the student must be able to:

- Define the following basic machine learning problems: Regression, classification, clustering, dimensionality reduction, time-series
- Explain the main differences between them
- Implement algorithms for these machine learning models
- Optimize the main trade-offs such as overfitting, and computational cost vs accuracy
- Implement machine learning methods to real-world problems, and rigorously evaluate their performance using cross-validation. Experience common pitfalls and how to overcome them
- Explain and understand the fundamental theory presented for ML methods

Teaching methods

- Lectures
- Lab sessions
- Course Projects

Expected student activities

Students are expected to:

- attend lectures
- attend lab sessions and work on the weekly theory and coding exercises
- work on projects using the code developed during labs, in small groups

Assessment methods

• Written final exam
• Continuous control (Course projects)

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

• Christopher Bishop, Pattern Recognition and Machine Learning
• Kevin Murphy, Machine Learning: A Probabilistic Perspective
• Shai Shalev-Shwartz, Shai Ben-David, Understanding Machine Learning
• Michael Nielsen, Neural Networks and Deep Learning
• (Jerome Friedman, Robert Tibshirani, Trevor Hastie, The elements of statistical learning : data mining, inference, and prediction)

Ressources en bibliothèque

• The elements of statistical learning : data mining, inference, and prediction / Friedman
• Pattern Recognition and Machine Learning / Bishop
• Neural Networks and Deep Learning / Nielsen
• Machine Learning: A Probabilistic Perspective / Murphy
• Understanding Machine Learning / Shalev-Shwartz

Notes/Handbook

https://github.com/epfml/ML_course

Websites

• https://www.epfl.ch/labs/mlo/machine-learning-cs-433/

EPFL

COM-516

Markov chains and algorithmic applications

Lévêque Olivier, Macris Nicolas

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
Electrical Engineering		Obl.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	4
Session	Winter
Semester	Fall
Exam	Written
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Summary

The study of random walks finds many applications in computer science and communications. The goal of the course is to get familiar with the theory of random walks, and to get an overview of some applications of this theory to problems of interest in communications, computer and network science.

Content

Part 1: Markov chains (~6 weeks):
- basic properties: irreducibility, periodicity, recurrence/transience, stationary and limiting distributions,
- ergodic theorem: coupling method
- detailed balance
- convergence rate to the equilibrium, spectral gap, mixing times
- cutoff phenomenon

Part 2: Sampling (~6 weeks)
- classical methods, importance and rejection sampling
- Markov Chain Monte Carlo methods, Metropolis-Hastings algorithm, Glauber dynamics, Gibbs sampling
- applications: function minimization, coloring problem, satisfiability problems, Ising models
- coupling from the past and exact simulation

Keywords

random walks, stationarity, ergodic, convergence, spectral gap, mixing time, sampling, Markov chain Monte Carlo, coupling from the past

Learning Prerequisites

Required courses

Basic probability course
Basic linear algebra and calculus courses

Recommended courses

Stochastic Models for Communications (COM-300)

Important concepts to start the course

Good knowledge of probability and analysis.
Having been exposed to the theory of Markov chains.

Learning Outcomes

By the end of the course, the student must be able to:

- Analyze the behaviour of a random walk
- Assess / Evaluate the performance of an algorithm on a graph
- Implement efficiently various sampling methods

Teaching methods

ex-cathedra course

Expected student activities

active participation to exercise sessions and implementation of a sampling algorithm

Assessment methods

midterm (20%), mini-project (20%), final exam (60%)

Resources

Bibliography

Various references will be given to the students during the course, according to the topics discussed in class.

Ressources en bibliothèque

- Probability and random processes / Grimmett

Notes/Handbook

Lecture notes will be provided

Websites

- https://moodle.epfl.ch/course/view.php?id=15016

Prerequisite for

This course is not so to speak a prerequisite for other courses, but could complement well the course COM-512 on Networks out of control, as well as other courses in statistics.

COM-514

Mathematical foundations of signal processing

Kolundzija Mihailo, Parhizkar Reza, Scholefield Adam James

Cursus	Sem.	Type
Communication systems minor	H	Opt.
Computational science and Engineering	MA1, MA3	Opt.
Computer and Communication Sciences		Obl.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Data Science	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.
Systems Engineering minor	H	Opt.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	Written
Workload	180h
Weeks	14
Hours	**5 weekly**
Lecture	3 weekly
Exercises	2 weekly
Number of positions	

Summary

Signal processing tools are presented from an intuitive geometric point of view which is at the heart of all modern signal processing techniques. Student will develop the mathematical depth and rigor needed for the study of advanced topics in signal processing.

Content

From Euclid to Hilbert applied to inverse problems (vector spaces; Hilbert spaces; approximations, projections and decompositions; bases)
Sequences, Discrete-Time Systems, Functions and Continuous-Time Systems (flipped class review of discrete-time Fourier transform; z-transform; DFT; Fourier transform and Fourier series).
Sampling and Interpolation (sampling and interpolation with finite-dimensional vectors, sequences and functions)
Approximation and compression (polynomial and spline approximation, transform coding and compression)
Localization and uncertainty (time and frequency localization for sequences and functions, tiling the time-frequency plane)

Computerized tomography fundamentals (line integrals and projections, Radon transform, Fourier projection/slice theorem, filtered backprojection algorithm, algebraic reconstruction techniques).

Array signal processing fundamentals (spatial filtering and beamforming, adaptive beamforming, acoustic and EM source localization techniques).
Compressed sensing and finite rate of innovation (overview and definitions, reconstruction methods and applications)
Euclidean Distance Matrices (definition, properties and applications).

Learning Prerequisites

Required courses

Circuits and Systems
Signal processing for communications (or Digital signal processing on Coursera)

Learning Outcomes

By the end of the course, the student must be able to:

- Master the right tools to tackle advanced signal and data processing problems
- Develop an intuitive understanding of signal processing through a geometrical approach
- Get to know the applications that are of interest today
- Learn about topics that are at the forefront of signal processing research

Teaching methods

Ex cathedra with exercises
One week of flipped class

Expected student activities

Attending lectures, completing exercises

Assessment methods

Homeworks 20%, midterm (written) 30%, final exam (written) 50%

Supervision

Office hours	Yes
Assistants	Yes
Forum	No

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

M. Vetterli, J. Kovacevic and V. Goyal, *"Signal Processing: Foundations"*, Cambridge U. Press, 2014.
Available in open access at http://www.fourierandwavelets.org

Ressources en bibliothèque

- Signal Processing: Foundations / Vetterli

Websites

- http://lcav.epfl.ch/SP_Foundations

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=13431

EE-552

Media security

Ebrahimi Touradj

Cursus	Sem.	Type
Cyber security minor	E	Opt.
Cybersecurity	MA2, MA4	Opt.
Electrical and Electronical Engineering	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.
UNIL - Sciences forensiques	E	Obl.

Language	English
Credits	6
Session	Summer
Semester	Spring
Exam	Written
Workload	180h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Summary

This course provides attendees with theoretical and practical issues in media security. In addition to lectures by the professor, the course includes laboratory sessions, a mini-project, and a mid-term exam.

Content

Media security problems:
Rights protection, content integrity verification, conditional access, confidentionality, privacy, steganography and data hiding.

Media access problems:
Access control, conditional access, access over time, copyright.

Media security tools and solutions:
Robust watermarking, fragile watermarking, selective encryption, monitoring, robust hashing, content identification, visual password.

Media security standards:
Secure JPEG 2000 (JPSEC), security tools in the MPEG family of standards from MPEG-1 to MPEG-21.

Applications:
Surveillance with privacy, image abd video right protection, security in digital cinema, etc.

Keywords

watermarking, robust hashing, privacy, conditional access, integrity verification, surveillance, visual password

Learning Prerequisites

Required courses

Any course that covers basic concepts of data encryption or security

Recommended courses

Any course covering basics of image and video processing

Important concepts to start the course

Basic knowledge of data encryption and security
Basic knowledge of image and video processing

Learning Outcomes

By the end of the course, the student must be able to:

- Reason the level of security in a multimedia systems
- Formulate the level of security in multimedia systems
- Explain concepts needed in multimedia systems
- Create secure multimedia systems

Transversal skills

- Summarize an article or a technical report.
- Write a scientific or technical report.
- Make an oral presentation.

Teaching methods

Lectures, mini-project, laboratory sessions, mid-term exam, final exam

Expected student activities

Prepare and present a specific topic in media security as part of the mini-projet
Perform laboratory sessions and write a report

Assessment methods

Final exam will be in oral if less than 20 students.
Final exam will be written if more than 20 students.
Final mark will be a weighted sum of the marks of final, and intermedia exams, as well as mini-project and laboratory sessions.

Supervision

Office hours	No
Assistants	Yes
Forum	Yes
Others	Students are encouraged to contact the professor at any time if they have any questions or need any clarification of any of the concepts presented during the course.

Resources

Bibliography

Lecture notes, selected articles.

Notes/Handbook

Print-out of slides presented

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=235

COM-405

Mobile networks

Hubaux Jean-Pierre

Cursus	Sem.	Type
Communication systems minor	E	Opt.
Computer science	MA2, MA4	Opt.
Cyber security minor	E	Opt.
Cybersecurity	MA2, MA4	Opt.
Electrical and Electronical Engineering	MA2, MA4	Opt.
Mineur STAS Chine	E	Opt.
SC master EPFL	MA2, MA4	Obl.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Written
Workload	120h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Summary

This course provides a detailed description of the organization and operating principles of mobile communication networks.

Content

Introduction to wireless networks
Organization of the MAC layer
Wireless Local Area Networks - WiFi
Cellular networks
Mobility at the network and transport layers
Security and privacy in mobile networks

Keywords

Communication networks, protocols, mobility

Learning Prerequisites

Required courses

Computer Networks

Recommended courses

Principles of Digital Communications
Network security

Important concepts to start the course

Operating principles of communication protocols and layer organization.

Learning Outcomes

By the end of the course, the student must be able to:

- Synthesize the way a mobile network operates
- Interpret the behavior of such networks
- Propose evolutions to existing protocols
- Identify weaknesses, bottlenecks and vulnerabilities

Teaching methods

Ex cathedra lectures
Weekly quizzes
Exercise sessions
Hands-on exercises

Expected student activities

Class participation, quizzes, homework, hands-on exercises

Assessment methods

Quizzes + final exam

Supervision

Office hours	No
Assistants	Yes
Forum	No
Others	The lecturer will be present at most of the exercise sessions.

Resources

Bibliography

Handouts, recommended books (see course URL)

Ressources en bibliothèque

- Fundamentals of Mobile Data Networks / Miao

Websites

- http://mobnet.epfl.ch/

COM-430 **Modern digital communications: a hands-on approach**

Rimoldi Bixio

Cursus	Sem.	Type
Communication systems minor	H	Opt.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Obl.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	During the semester
Workload	180h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Practical work	2 weekly
Number of positions	

Summary

This course complements the theoretical knowledge learned in PDC with more advanced topics such as OFDM, MIMO, fading chancels, and GPS positioning. This knowledge is put into practice with hands-on exercises based on Matlab and on a software-defined radio platform.

Content

1. Software radio : key concepts.
2. Matlab implementation of the signal processing chain to the level of detail in Principles of Digital Communications.
3. Channel modeling, estimation, equalization.
4. Implementation of a basic wireless communication system using a software-defined radio testbed.
5. Fading and diversity.
6. OFDM and MIMO : theory and implementation.
7. CDMA in the context of a GPS system.
8. Decoding of a GPS signal and positioning.

Keywords

Wireless, OFDM, Diversity, Coding, GPS, CDMA, MMSE, Rayleigh fading, software-defined radio, channel estimation.

Learning Prerequisites

Required courses

COM-302 Principles of digital communication or equivalent

Important concepts to start the course

Solid understanding of linear algebra and probability as well as real and complex analysis.

Learning Outcomes

By the end of the course, the student must be able to:

- Design and implement and advanced digital communication system (data rate, spectral bandwidth, energy requirements, error probability, implementation complexity)
- Model physical properties of wired and wireless communication channels
- Implement various parts of a "physical-layer" digital communication system
- Understand what software-defined radio is all about

Teaching methods

Ex cathedra lectures and small projects

Expected student activities

Follow lectures; guided as well as independent work on projects

Assessment methods

Written and practical midterm and final exam during the semester.
40% midterm exam, 60% final exam.

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Notes/Handbook

Lecture notes

COM-512

Networks out of control

Grossglauser Matthias, Thiran Patrick

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Data science minor	E	Obl.
Electrical Engineering		Obl.
SC master EPFL	MA2, MA4	Opt.
Systems Engineering minor	E	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	Written
Workload	120h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Remarque

Cours biennal donné en 2019-20

Summary

The goal of this class is to acquire mathematical tools and engineering insight about networks whose structure is random, as well as learning and control techniques applicable to such network data.

Content

- Random graph models: Erdös-Renyi, random regular, geometric, percolation, small worlds, stochastic block model
- Learning graphs from data: centrality metrics, embeddings, Hawkes processes, network alignment
- Control of processes on graphs: epidemics, navigation

Keywords

Random graphs, network data, machine learning, graph processes.

Learning Prerequisites

Required courses

Stochastic models in communication (COM-300), or equivalent.

Important concepts to start the course

Basic probability and stastistics; Markov chains; basic combinatorics.

Teaching methods

Ex cathedra lectures, exercises, mini-project

Expected student activities

Attending lectures, bi-weekly homeworks, mini-project incl. student presentation at the end of semester, final exam.

Assessment methods

1. Homeworks 10%
2. Mini-project 40%

3. Final exam 50%.

Supervision

Office hours	Yes
Assistants	Yes
Forum	No

Resources

Bibliography

• A. D. Barbour, L. Holst and S. Janson, Poisson Approximation, Oxford Science Publications, 1992.
• B. Bollobas, Random Graphs (2nd edition), Cambridge University Press, 2001.
• R. Durrett, Random Graph Dynamics, Cambridge University Press, 2006 (electronic version).
• D. Easley, J. Kleinberg. Networks, Crowds, and Markets: Reasoning About a Highly Connected World, Cambridge University Press, 2010 (electronic version).
• G. Grimmett, Percolation (2nd edition), Springer, 1999.
• S. Janson, T. Luczak, A. Rucinski, Random Graphs, Wiley, 2000.
• R. Meester and R. Roy, Continuum Percolation, Cambridge University Press, 1996.

Ressources en bibliothèque

- Random Graphs / Bollobas
- Random Graphs / Janson
- Continuum Percolation / Meester
- Random Graph Dynamics / Durrett
- Networks, Crowds and Markets / Easley
- Poisson Approximation / Barbour
- Percolation / Grimmett

Notes/Handbook

Class notes will be available on the course website.

Websites

- http://icawww1.epfl.ch/class-nooc/

MATH-489

Number theory in cryptography

Vacat .

Cursus	Sem.	Type
Communication systems	BA2	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Ing.-math	MA2, MA4	Opt.
Mathématicien	MA2	Opt.

Language	English
Credits	5
Session	Summer
Semester	Spring
Exam	Written
Workload	150h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Remarque

Cours donné en alternance tous les 2 ans (donné en 2019-20)

Summary

The goal of the course is to introduce basic notions from public key cryptography (PKC) as well as basic number-theoretic methods and algorithms for cryptanalysis of protocols and schemes based on PKC.

Content

Basic notions and algorithms from public key cryptography such as RSA, ElGamal, key exchange protocols, zero knowledge proofs. Main topics may include, but are not limited to

- modular and finite field arithmetic
- primality testing
- polynomial and integer factorization algorithms
- index calculus and discrete logarithm-based schemes
- elliptic curve cryptography
- basic notions from lattice-based cryptography

Keywords

public key cryptography, key exchange, digital signatures, zero knowledge proofs, RSA, ElGamal, integer factorization, index calculus, elliptic curve cryptography

Teaching methods

lecture notes, additional references

Assessment methods

Theoretical assignments: Weekly problem sets focusing on number-theoretic and complexity-theoretic aspects. Theoretical assignments will count for 30% of the final grade.

Programming assignments: All of the programming exercises will be in SAGE which is a Python-based computer algebra system. No prior experience with SAGE or Python is required. Programming assignments will count for 30% of the final grade.
One mid-term exam (15% of the final grade) and **one final exam** (25% of the final grade). Both exams will test theoretical understanding as well as understanding of the algorithms and protocols. The exams will include no SAGE programming exercises. If needed, algorithms could be presented with pseudo-code.

Dans le cas de l’art. 3 al. 5 du Règlement de section, l’enseignant décide de la forme de l’examen qu’il communique aux étudiants concernés.

CS-439

Optimization for machine learning

Jaggi Martin

Cursus	Sem.	Type
Computational science and Engineering	MA2, MA4	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Obl.
Data science minor	E	Opt.
Electrical Engineering		Obl.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	5
Session	Summer
Semester	Spring
Exam	Written
Workload	150h
Weeks	14
Hours	**5 weekly**
Lecture	2 weekly
Exercises	2 weekly
Practical work	1 weekly
Number of positions	

Summary

This course teaches an overview of modern optimization methods, for applications in machine learning and data science. In particular, scalability of algorithms to large datasets will be discussed in theory and in implementation.

Content

This course teaches an overview of modern optimization methods, for applications in machine learning and data science. In particular, scalability of algorithms to large datasets will be discussed in theory and in implementation.
Fundamental Contents:

- Convexity, Gradient Methods, Proximal algorithms, Stochastic and Online Variants of mentioned methods, Coordinate Descent Methods, Subgradient Methods, Non-Convex Optimization, Frank-Wolfe, Accelerated Methods, Primal-Dual context and certificates, Lagrange and Fenchel Duality, Second-Order Methods, Quasi-Newton Methods, Gradient-Free and Zero-Order Optimization.

Advanced Contents:

- Non-Convex Optimization: Convergence to Critical Points, Saddle-Point methods, Alternating minimization for matrix and tensor factorizations
- Parallel and Distributed Optimization Algorithms, Synchronous and Asynchronous Communication
- Lower Bounds

On the practical side, a graded **group project** allows to explore and investigate the real-world performance aspects of the algorithms and variants discussed in the course.

Keywords

Optimization, Machine learning

Learning Prerequisites

Recommended courses

- CS-433 Machine Learning

Important concepts to start the course

- Previous coursework in calculus, linear algebra, and probability is required.

- Familiarity with optimization and/or machine learning is useful.

Learning Outcomes

By the end of the course, the student must be able to:

- Assess / Evaluate the most important algorithms, function classes, and algorithm convergence guarantees
- Compose existing theoretical analysis with new aspects and algorithm variants.
- Formulate scalable and accurate implementations of the most important optimization algorithms for machine learning applications
- Characterize trade-offs between time, data and accuracy, for machine learning methods

Transversal skills

- Use both general and domain specific IT resources and tools
- Summarize an article or a technical report.

Teaching methods

- Lectures
- Exercises with Theory and Implementation Assignments

Expected student activities

Students are expected to:

- Attend the lectures and exercises
- Give a short scientific presentation about a research paper
- Read / watch the pertinent material
- Engage during the class, and discuss with other colleagues

Assessment methods

- Final Exam

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Virtual desktop infrastructure (VDI)

No

Websites

- https://github.com/epfml/OptML_course

CS-596 Optional project in computer science

Profs divers *

Cursus	Sem.	Type
Computer science minor	E, H	Opt.
Computer science	MA1, MA2, MA3, MA4	Opt.
Cybersecurity	MA1, MA2, MA3, MA4	Opt.

Language	English
Credits	8
Session	Winter, Summer
Semester	Fall
Exam	During the semester
Workload	240h
Weeks	14
Hours	**2 weekly**
Project	2 weekly
Number of positions	

Summary

Individual research during the semester under the guidance of a professor or an assistant.

Content

Subject to be chosen among the themes proposed on the web site :
https://www.epfl.ch/schools/ic/education/master/computer-science/projects-lab-mcs/

Learning Outcomes

By the end of the course, the student must be able to:

- Organize a project
- Assess / Evaluate one's progress through the course of the project
- Present a project

Transversal skills

- Write a scientific or technical report.
- Write a literature review which assesses the state of the art.

Teaching methods

Individual and independant work, under the guidance of a professor or an assistant.

Assessment methods

Oral presentation and written report.

Resources

Virtual desktop infrastructure (VDI)

Yes

Websites

- https://www.epfl.ch/schools/ic/education/master/semester-project-msc/

EPFL

COM-503 **Performance evaluation**

Cursus	Sem.	Type
Computer and Communication Sciences		Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Data science minor	E	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	7
Session	Summer
Semester	Spring
Exam	Written
Workload	210h
Weeks	14
Hours	**6 weekly**
Lecture	3 weekly
Exercises	1 weekly
Project	2 weekly
Number of positions	

Remarque

Pas donné en 2019-20. cours biennal donné les années paires

Summary

In this course you will learn the methods and techniques that are used to perform a good performance evaluation during a research or development project.

Content

MethodologyA Performance Evaluation Methodology. The scientific method. Dijkstra and Occam's principle.
Statistics and Modeling.
Statistics and modeling, why and how. Comparing systems using sampled data. Regression models. Factorial analysis. Stochastic load and system models. Load forecasting. The Box-Jenkins method.
Practicals.
Using a statistics package (Matlab). Measurements. Discrete event simulation. Stationarity and Steady State. Analysis of simulation results. Perfect Simulations.
Elements of a Theory of Performance. Performance of systems with waiting times. Utilization versus waiting times. Operational laws. Little's formula. Forced flows.law. Stochastic modeling revisited. The importance of the viewpoint. Palm calculus. Application to Simulation Performance patterns in complex systems. Bottlenecks. Congestion phenomenon. Performance paradoxes.

Mini-Project proposed by student.

Learning Prerequisites

Required courses

A first course on probability
A first course on programming

Learning Outcomes

By the end of the course, the student must be able to:

- Estimate confidence intervals
- Design a simulation method
- Critique performance metrics and factors
- Organize a performance evaluation study
- Quantify performance
- Conduct a performance analysis

- Synthesize performance results
- Systematize factors and metrics
- Present results of a performance analysis

Transversal skills

- Use a work methodology appropriate to the task.
- Demonstrate the capacity for critical thinking

Teaching methods

Lectures + pencil and paper exercises + labs + miniproject

Expected student activities

Lectures
Paper and pencil exercises
Labs
Miniproject (last 4 weeks)
Tests every other week

Assessment methods

T = Average of best (n-1) tests done every other week except during miniproject period
E = grade at final exam (during exam session)
L = average of labs
M = miniproject grade

Final grade = 1/4 (T+E+L+M), rounded to the nearest half integer.
All grades except the final grade are not rounded.

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

- Performance Evaluation of Computer and Communication Systems, Le Boudec Jean-Yves, EPFL Press 2010
- also freely available online at perfeval.epfl.ch

Ressources en bibliothèque

- Performance evaluation of computer and communication systems / Le Boudec

Websites

- http://perfeval.epfl.ch

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=14395

CS-522

Principles of computer systems

Argyraki Katerina, Candea George

Cursus	Sem.	Type
Computer and Communication Sciences		Obl.
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	7
Session	Winter
Semester	Fall
Exam	During the semester
Workload	210h
Weeks	14
Hours	**4 weekly**
Lecture	4 weekly
Number of positions	

Summary

This advanced graduate course focuses on key design principles underlying successful computer and communication systems, and teaches how to solve real problems using ideas, techniques, and algorithms from operating systems, networks, databases, programming languages, and computer architecture.

Content

A modern computer system spans many layers: applications, libraries, operating systems, networks, and hardware devices. Building a good system entails making the right trade-offs (e.g., between performance, durability, and correctness) and understanding emergent behaviors - the difference between great system designers and average ones is that the really good ones make these trade-offs in a principled fashion, not by trial-and-error.
In this course we develop such a principled framework for system design, covering the following topics:

- Modularity, Abstraction, and Layering
- Indirection and Naming
- Locality
- End-to-end / State partitioning
- Virtualization
- Atomicity and Consistency
- Redundancy and Availability
- Interpretation, Simulation, Declarativity
- Laziness vs. Speculation
- CAP Theorem, DQ Principle, Harvest/Yield
- Least Privilege, Minimum TCB

Learning Prerequisites

Required courses

Principles of Computer Systems (POCS) is targeted at students who wish to acquire a deep understanding of computer system design or pursue research in systems. It is an intellectually challenging, fast paced course, in which mere survival requires a solid background in operating systems, databases, networking, programming languages, and computer architecture. The basic courses on these topics teach how the elemental parts of modern systems work - POCS picks up where the basic courses leave off and focuses on how the pieces come together to form useful, efficient systems. To do well in POCS, a student must master the material of the following courses:

- COM-208 Computer networks

- CS-208 Computer architecture
- CS-210 Functional programming
- CS-305 Software engineering
- CS-322 Introduction to database systems
- CS-323 Introduction to operating systems

Recommended courses

The following EPFL courses cover material that significantly help students' understanding of POCS concepts; however, these courses are not strictly required:

- CS-320: Computer language processing
- CS-470: Advanced computer architecture
- CS-422: Database systems
- COM-407: TCP/IP networking

Learning Outcomes

By the end of the course, the student must be able to:

- Design computer and communication systems that work well
- Make design trade-offs (e.g., performance vs. correctness, latency vs. availability)
- Anticipate emergent system behaviors (e.g., failure cascades, security vulnerabilities)
- Integrate multiple techniques, ideas, and algorithms from different fields of computing/communication into a working system

Teaching methods

- Ex cathedra
- Online video lectures
- Small-group discussions and exercises
- Projects

Expected student activities

- Complete assigned reading and writing assignments
- Assimilate online video lectures
- Attend recitations and plenary sessions
- Participate actively in class (physically and online)
- Work in a team on design projects

Assessment methods

Throughout the semester. The final grade will be determined based on exam(s), homework, and class participation. Exact formula may vary from year to year, please see course website for details.

Supervision

Office hours	Yes
Assistants	Yes

Forum	Yes
Others	See http://pocs.epfl.ch/

Resources

Bibliography

See http://pocs.epfl.ch for up-to-date bibliography.

Ressources en bibliothèque

- Principles of computer system design : an introduction / Saltzer

Websites

- http://pocs.epfl.ch

MATH-467

Probabilistic methods

Cursus	Sem.	Type
Computer science	MA1, MA3	Opt.
Cybersecurity	MA1, MA3	Opt.
Ing.-math	MA1, MA3	Opt.
Mathématicien	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Opt.

Language	English
Credits	5
Session	Winter
Semester	Fall
Exam	Written
Workload	150h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Remarque

Cours donné en alternance tous les 2 ans (pas donné en 2019/20)

Summary

We systematically explore the exciting fact that randomness (i.e., coin flipping) can be used profitably to construct various mathematical structures with unexpected and often paradoxical properties, and to efficiently solve otherwise hopelessly difficult computational tasks.

Content

- Linearity of expectation
- Applications in combinatorics and number theory
- Randomized algorithms (sorting, convex hull, linear programming)
- The second moment method
- Random graphs

Keywords

random variable, expected value, probabilistic method, random graph, coloring

Learning Prerequisites

Required courses

Probability theory

Recommended courses

Discrete Mathematics or Graph Theory

Important concepts to start the course

Graph, random variable, expectation, variance, binomial coefficients, asymptotics

Learning Outcomes

By the end of the course, the student must be able to:

- Define and explain basic concepts in probability and discrete mathematics
- Define threshold functions, and analyze their asymptotic behavior

- Prove explain, and apply the first and second moment methods
- Prove explain, and apply the Local Lemma
- Solve exercises, design randomized algorithms
- Describe and explain the evolution of random graphs

Transversal skills

- Summarize an article or a technical report.
- Demonstrate the capacity for critical thinking
- Assess progress against the plan, and adapt the plan as appropriate.

Teaching methods

Lectures and exercises

Expected student activities

Attending the lectures, solving the exercises, reading sections from the textbook

Assessment methods

Exam written

Supervision

Office hours	Yes
Assistants	Yes

Resources

Bibliography

Noga Alon-Joel Spencer: The Probabilistic Method (Wiley)
Stasys Jukna: Extremal Combinatorics (Springer)

CS-496

Project in Cybersecurity

Profs divers *

Cursus	Sem.	Type
Cybersecurity	MA1, MA2, MA3, MA4	Obl.

Langue	français / anglais
Crédits	12
Session	Hiver, Eté
Semestre	Automne
Examen	Pendant le semestre
Charge	360h
Semaines	14
Heures	**2 hebdo**
Projet	2 hebdo
Nombre de places	

Résumé

Individual research during the semester under the guidance of a professor or an assistant. / Travaux de recherche individuelle à effectuer pendant le semestre, selon les directives d'un professeur ou d'un assistant.

Contenu

Subject to be chosen among the themes proposed on the web site :
https://www.epfl.ch/schools/ic/fr/education-fr/master-fr/cybersecurite/projets-par-laboratoire-cs/

Acquis de formation

A la fin de ce cours l'étudiant doit être capable de:

- Organize a project
- Assess / Evaluate one's progress through the course of the project
- Present a project

Méthode d'évaluation

Written report and oral presentation

Ressources

Service de cours virtuels (VDI)

Non

Sites web

- https://www.epfl.ch/schools/ic/education/master/semester-project-msc/

EPFL

CS-476

Real-time embedded systems

Beuchat René

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Electrical and Electronical Engineering	MA2, MA4	Opt.
Mineur STAS Chine	E	Opt.
Robotics	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Project	2 weekly
Number of positions	

Summary

A real time system is subject to important temporal constraints. This course is about understanding where processing time is spent and what a designer can do in order to achieve real-time processing systems. Some solutions are Multiprocessors, accelerators, custom instructions, specialized hardware.

Content

During this course, response time measurements of interrupts are studied in laboratories, such as for example: the influence of dynamic memories, cache memories, compilation flags. Interrupts response time measurements, task commutations and synchronizations primitives are carried out on an embedded system based on an FPGA.
The course includes the study of embedded systems management models through polling, interrupts and using a real time kernel with its task management and synchronization primitives.
Specialized programmable interfaces are implemented in VHDL to help with these measurements. A real time kernel is studied and used during the labs. An acquisition system is implemented and the gathered data is transmitted by a Web server. To ensure the real time acquisition and reading by the Web server, a multiprocessor system is developed and implemented on an FPGA.
An Accelerator designed in VHDL makes it possible to facilitate the optimization of functions through hardware on an FPGA. Cross development tools are used.
Each topic is treated by a theoretical course and an associated laboratory. The laboratories are realized on an FPGA board including a hardcore multiprocessor. A real time operating system is studied and used with the laboratories.

Keywords

Real Time, FPGA, SOC, microprocessor, hardware accelerator, custom instruction, Real Time OS

Learning Prerequisites

Required courses

Introduction to computing systems, Logic systems, Computer architecture

Recommended courses

Embedded Systems, Real time Programming

Important concepts to start the course

Programmable Logic Architecture (FPGA), Computer Architecture, VHDL, C programming, Real Times basic knowledge (semaphor, synchronization)

Learning Outcomes

By the end of the course, the student must be able to:

- Design a multiprocessor system on an FPGA
- Analyze the performance of a real time embedded system
- Use design tools for SOC conception on an FPGA
- Implement a complete real-time system based on a multiprocessor design on an FPGA
- Test the realized system
- Defend the choices during the design phases

Transversal skills

- Set objectives and design an action plan to reach those objectives.
- Communicate effectively, being understood, including across different languages and cultures.
- Continue to work through difficulties or initial failure to find optimal solutions.
- Make an oral presentation.
- Write a scientific or technical report.

Teaching methods

Ex cathedra, laboratories and a mini-project

Expected student activities

- 3 groups of laboratories on specific topics, with a report by group for each of them, 3-4 weeks/topic;
- A final mini-project to practically synthesize the content of the course, with the design of a multiprocessor system on an FPGA, including for example a Web-server, a camera controller, a specific algorithm to be implemented in an FPGA hardware accelerator, 3~4 weeks for this mini-project

Assessment methods

Continuous control with reports and oral presentation
all labs 50% + final mini-project 50%

Supervision

Office hours	No
Assistants	Yes
Forum	Yes

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

Teaching notes and suggested reading material.
Specialized datasheets (ie.ex. FPGA et specific microcontrollers) and standards.

Notes/Handbook

Slides and documents on moodle

Websites

- http://fpga4u.epfl.ch
- http://moodle.epfl.ch/course/view.php?id=391

EE-511
Sensors in medical instrumentation

Aminian Kamiar

Cursus	Sem.	Type
Bioengineering	MA2, MA4	Opt.
Biomedical technologies minor	E	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Electrical and Electronical Engineering	MA2, MA4	Opt.
Life Sciences Engineering	MA2, MA4	Opt.
Microtechnics	MA2, MA4	Opt.
Robotics	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.
Sciences du vivant	MA2, MA4	Opt.

Language	English
Credits	3
Session	Summer
Semester	Spring
Exam	Written
Workload	90h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Summary

Fundamental principles and methods used for physiological signal conditioning. Resistive, capacitive, inductive, piezoelectric and optical techniques used to detect and convert physiological information's to electrical signals. Laboratory and ambulatory devices for monitoring and therapy.

Content

1. **Physiological Mesurands**
Biopotentials; bioimpedance; mechanical, acoustic and thermal signals
2. **Noise in medical instrumentation**
Source and nature of the noise; noise reduction; instrumentation amplifier for biopotential measurement
3. **Biopotential measurement**
Electrodes; ECG, EMG and EEG measurement
4. **Resistive sensors**
Thermistor and its biomedical applications; strain gage for the measurement of blood pressure; force and accelerations of the body
5. **Inductive sensors**
Simple and mutual inductance and its medical applications
6. **Capacitive sensors**
Respiratory flow measurement by the gradient of pressure
7. **Piezoelectric sensors**
Force platform, accelerometer, angular rate sensor for the measurement of tremors and body movements, ultrasound transducer : measurement of pressure and flow rate
8. **Optical sensors**
Photoplethysmography; pulsed oxymetry
9. **Example of applications**

Keywords

sensors, instrumentation, biomedical devices, physiological measurement, monitoring

Learning Prerequisites

Required courses

courses en electrical circuit, basic electronics

Recommended courses

measuring systems or electronics or sensors

Important concepts to start the course

basic electronics, basic physics

Learning Outcomes

By the end of the course, the student must be able to:

- Choose techniques detecting and convert physiological information's to electrical signals
- Exploit fundamental principles and methods used for physiological signal conditioning
- Design measuring devices
- Interpret error, noise in biomedical measuring systems

Transversal skills

- Use a work methodology appropriate to the task.
- Communicate effectively with professionals from other disciplines.

Teaching methods

Ex cathedra, with exercises

Expected student activities

home work, short quizzes during semester

Assessment methods

Written

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Bibliography

Medical Instrumentation : Application and design, JG Webster

Ressources en bibliothèque

- Medical Instrumentation / Webster

Notes/Handbook

Slides copies (to be completed during the lectures)
Polycopies (in French only)

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=2571

Prerequisite for

Semester project and Master project

MATH-318

Set theory

Duparc Jacques

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Ing.-math	MA2, MA4	Opt.
Mathématicien	MA2	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	5
Session	Summer
Semester	Spring
Exam	Written
Workload	150h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Exercises	2 weekly
Number of positions	

Remarque

Cours donné en alternance tous les deux ans (donné en 2019-20)

Summary

Set Theory as a foundational system for mathematics. Relative consistency of the Axiom of Choice and the Continuum Hypothesis.

Content

Set Theory: ZFC. Extensionality and Comprehension. Relations, functions, and well-ordering. Ordinals. Class and transfinite recursion. Cardinals. Well-founded relations, Axiom of foundation, induction, and von Neumann's hierarchy. Relativization, absoluteness, reflection theorems. Gödel's constructible universe L. Axiom of Choice, and Continuum Hypothesis inside L. Po-sets, filters and generic extensions. Forcing. ZFC in generic extensions. Cohen Forcing. Independence of the Continuum Hypothesis. HOD and the Axiom of Choice: independence of the Axiom of Choice.

Keywords

Set Theory, Relative consistency, ZFC, Ordinals, Cardinals, Transfinite recursion, Relativization, Absoluteness, Constructible universe, L, Axiom of Choice, Continuum hypothesis, Forcing, Generic extensions

Learning Prerequisites

Required courses

MATH-381 Mathematical Logic.
In particular ordinal numbers and ordinal arithmetic will be considered known and admitted.

Recommended courses

Mathematical logic (or any equivalent course on first order logic). Warning: without a good understanding of first order logic, students tend to get lost sooner orl later.

Important concepts to start the course

- 1st order logic
- basics of proof theory
- Basics of model theory
- Compacity theorem
- Löwenheim-Skolem
- Completeness theorem

Learning Outcomes

By the end of the course, the student must be able to:

- Specify a model of ZFC
- Prove consistency results
- Develop a generic extension
- Argue by transfinite induction
- Decide whether ZFC proves its own consistency
- Formalize the axioms of ZF, AC, CH, DC
- Sketch an inner model
- Justify the axiom of foundation

Teaching methods

Ex cathedra lecture and exercises

Expected student activities

- Attendance at lectures
- Solve the exercises

Assessment methods

- Writen exam (3 hours)
- Dans le cas de l'art. 3 al. 5 du Règlement de section, l'enseignant décide de la forme de l'examen qu'il communique aux étudiants concernés

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Bibliography

1. Thomas Jech: Set theory, Springer 2006
2. Kenneth Kunen: Set theory, Springer, 1983
3. Jean-Louis Krivine: Theorie des ensembles, 2007
4. Patrick Dehornoy: Logique et théorie des ensembles; Notes de cours, FIMFA ENS: http://www.math.unicaen.fr/~dehornoy/surveys.html
5. Yiannis Moschovakis: Notes on set theory, Springer 2006
6. Karel Hrbacek and Thomas Jech: Introduction to Set theory, (3d edition), 1999

Ressources en bibliothèque

- Introduction to Set theory / Hrbacek
- Set theory / Jech
- Logique et théorie des ensembles / Dehorny
- Set theory / Kunen

- Notes on set theory / Moschovakis
- Theorie des ensembles / Krivine

Websites

- http://www.hec.unil.ch/logique/

Moodle Link

- http://moodle.epfl.ch/course/index.php?categoryid=72

EE-472

Smart grids technologies

Le Boudec Jean-Yves, Paolone Mario

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Obl.
Electrical and Electronical Engineering	MA2, MA4	Obl.
Energy Management and Sustainability	MA2, MA4	Opt.
Energy Science and Technology	MA2	Opt.
Energy minor	E	Obl.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	5
Session	Summer
Semester	Spring
Exam	Written
Workload	150h
Weeks	14
Hours	**5 weekly**
Lecture	2 weekly
Exercises	1 weekly
Practical work	2 weekly
Number of positions	

Summary

Learn the technologies and methodologies used in the context smart electrical grids and be able to deploy/implement/test them in a lab environment.

Content

1. Modern monitoring: phasor measurement units technology, synchrophasors extraction processes and time alignement
2. Smart grid communication; reliability, real time and security issues
3. Topology assessment and contingency analysis of power grids
4. Admittance matrix calculus, numerical solution of the load flow problem and state estimation
5. Energy management and dispatch plans, the optimal power flow problem
6. Demand response

Keywords

Smart grid, power systems

Learning Prerequisites

Required courses

Electric power systems, power distribution networks, TPC/IP Networking

Recommended courses

Signal processing, discrete optimization methods, model predictive control, industrial electronics.

Important concepts to start the course

Understanding of electrical grids and communication networks.

Learning Outcomes

By the end of the course, the student must be able to:

- Design monitoring and control platforms for smart grids
- Test a smart grid
- Implement a smart grid
- Analyze performance of a smart grid

Transversal skills

- Plan and carry out activities in a way which makes optimal use of available time and other resources.
- Continue to work through difficulties or initial failure to find optimal solutions.
- Demonstrate the capacity for critical thinking
- Manage priorities.
- Use both general and domain specific IT resources and tools

Teaching methods

Ex cathedra, classroom integrated exercises and computer laboratory sessions.

Expected student activities

Attend lectures and labs
Do lab homeworks
Attend test sessions with clickers

Assessment methods

Tests during semester (20%), Written exam (30%) and graded lab reports (50%)

Supervision

Office hours	No
Assistants	Yes
Forum	Yes

Resources

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=14163

Prerequisite for

Master projects in the areas of power systems and energy conversion systems.

EE-593

Social media

Gillet Denis, Holzer Adrian Christian

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Electrical and Electronical Engineering	MA2, MA4	Opt.
Mineur STAS Chine	E	Opt.
SC master EPFL	MA2, MA4	Opt.
UNIL - HEC	E	Opt.

Language	English
Credits	2
Withdrawal	Unauthorized
Session	Summer
Semester	Spring
Exam	During the semester
Workload	60h
Weeks	14
Hours	**2 weekly**
Lecture	1 weekly
Project	1 weekly
Number of positions	**45**

Summary

The objective is to enable students to critically apprehend the Human Computer Interaction (HCI) challenges associated with the design and the exploitation of social media platforms.

Content

- Social media platforms and the long tail (definition and typology)
- Usability and adoption of social media platforms
- Web 2.0 features and adoption factors
- Privacy, trust and reputation models
- Identities, traces, and Web analytics
- Interplay, between platforms and communities (interdisciplinary perspective)
- Opportunities, requirements and constraints for organization and enterprises
- Participatory design methodologies
- Future ad hoc social applications

Learning Outcomes

By the end of the course, the student must be able to:

- Choose
- Design
- Critique
- Defend

Transversal skills

- Set objectives and design an action plan to reach those objectives.
- Plan and carry out activities in a way which makes optimal use of available time and other resources.
- Use a work methodology appropriate to the task.
- Communicate effectively, being understood, including across different languages and cultures.

• Communicate effectively with professionals from other disciplines.
• Evaluate one's own performance in the team, receive and respond appropriately to feedback.
• Negotiate effectively within the group.
• Assess one's own level of skill acquisition, and plan their on-going learning goals.

Teaching methods

Lectures, invited speakers, individual work and teamwork

Assessment methods

One individual project and one teamwork with combined peer and expert assesment (reports and presentations)

Supervision

Office hours	No
Assistants	Yes
Forum	No

Resources

Bibliography

• Chris Anderson (2006) - The Long Tail: Why the Future of Business is Selling Less of More. New York, NY: Hyperion. ISBN 1-4013-0237-8.
• Joshua Porter - Designing for the Social Web
• Matthew A. Russel - Mining the Social Web: Analyzing Data from Facebook, Twitter, LinkedIn, and Other Social Media Sites. O¿Reilly 2011

Ressources en bibliothèque

• Designing for the Social Web / Porter
• Mining the Social Web / Russel
• The Long Tail / Anderson

CS-412 **Software security**

Payer Mathias Josef

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	6
Session	Summer
Semester	Spring
Exam	During the semester
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	3 weekly
Exercises	2 weekly
Practical work	1 weekly
Number of positions	

Summary

This course focuses on software security fundamentals, secure coding guidelines and principles, and advanced software security concepts. Students learn to assess and understand threats, learn how to design and implement secure software systems, and get hands-on experience with security pitfalls.

Content

This course focuses on software security fundamentals, secure coding guidelines and principles, and advanced software security concepts. Students will learn to assess and understand threats, learn how to design and implement secure software systems, and get hands-on experience with common security pitfalls.
Software running on current systems is exploited by attackers despite many deployed defence mechanisms and best practices for developing new software. In this course students will learn about current security threats, attack vectors, and defence mechanisms on current systems. The students will work with real world problems and technical challenges of security mechanisms (both in the design and implementation of programming languages, compilers, and runtime systems).

- Secure software lifecycle: design, implementation, testing, and deployment
- Basic software security principles
- Reverse engineering : understanding code
- Security policies: Memory and Type safety
- Software bugs and undefined behavior
- Attack vectors: from flaw to compromise
- Runtime defense: mitigations
- Software testing: fuzzing and sanitization
- Focus topic : Web security
-

Focus topic : Mobile security

Keywords

Software security, mitigation, software testing, sanitization, fuzzing

Learning Prerequisites

Required courses

- COM-402 Information security and privacy (can be taken in parallel)

Important concepts to start the course

Basic computer literacy like system administration, build systems, basic C/C++ programming skills, debugging, and development skills. Understanding of virtual machines and operating systems.

Learning Outcomes

By the end of the course, the student must be able to:

- Explain the top 20 most common weaknesses in software security and understand how such problems can be avoided in software.
- Identify common security threats, risks, and attack vectors for software systems.
- Assess / Evaluate current security best practices and defense mechanisms for current software systems. Become aware of limitations of existing defense mechanisms and how to avoid them.
- Identify security problems in source code and binaries, assess the associated risks, and reason about their severity and exploitability.
- Assess / Evaluate the security of given source code or applications.

Transversal skills

- Identify the different roles that are involved in well-functioning teams and assume different roles, including leadership roles.
- Keep appropriate documentation for group meetings.
- Summarize an article or a technical report.
- Access and evaluate appropriate sources of information.
- Write a scientific or technical report.
- Make an oral presentation.

Teaching methods

The lectures are denser early in the semester, then tapering off before the end. They may be peppered with occasional short surprise quizzes that are not mandatory but may earn points for successful participants. They are backed up by PDF files of all the lecture material, as well as a few textbook recommendations.
The exercises sessions start slowly early in the semester but pick up and occupy all time towards the end. They consist mostly of paper questions involving the analysis, critical review, and occasional correction of software. They include a reading, writing, and presentation assignment.

Expected student activities

Students are encouraged to attend lectures and exercise sessions. In addition to normal studying of the lecture and practice of the exercises, the reading assignment consists of analyzing a few suggested scientific papers on a large selection of topics; the presentation assignment consists of holding a 15-minute presentation on the selected topic; and the writing assignment of documenting what was learned in a term paper due at the end of the semester.

Assessment methods

The grade will continuously be evaluated through (i) an online portal where students can solve challenges in given time frames to gain points, (ii) a semester long project broken into three parts, and (iii) written midterm/final exams to cover concepts.

Supervision

Office hours	Yes
Assistants	Yes
Forum	No

Resources

Notes/Handbook

Software Security: Principles, Policies, and Protection (SS3P, by Mathias Payer)
http://nebelwelt.net/SS3P/

COM-500 Statistical signal and data processing through applications

Ridolfi Andrea

Cursus	Sem.	Type
Communication systems minor	E	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Obl.

Language	English
Credits	6
Session	Summer
Semester	Spring
Exam	Written
Workload	180h
Weeks	14
Hours	**5 weekly**
Lecture	3 weekly
Exercises	2 weekly
Number of positions	

Summary

Building up on the basic concepts of sampling, filtering and Fourier transforms, we address stochastic modeling, spectral analysis, estimation and prediction, classification, and adaptive filtering, with an application oriented approach and hands-on numerical exercises.

Content

1. Fundamentals of Statistical Signal Processing: Signals and systems from the deterministic and the stochastic point of view; Processing and analysing signals and systems with a mathematical computing language.
2. Models, Methods, and algorithms: Parametric and non-parametric signal models (wide sense stationary, Gaussian, Markovian, auto-regressive and white noise signals); Linear prediction and estimation (orthogonality principle and Wiener filter); Maximum likehood estimation and Bayesian a priori; Maximum a posteriori estimation.
3. Statistical Signal Processing Tools for Spread Spectrum wireless transmission: Coding and decoding of information using position of pulses (annihilating filter approach); Spectrum estimation (periodogram, line spectrum methods, smooth spectrum methods, harmonic signals).
4. Statistical Signal Processing Tools for the Analysis of Neurobiological Signals: Poisson process for neurobiological spikes; Characterization of multiple state neurons (Markovian models and maximum likelihood estimation); Classifying firing rates of neuron (Mixture models and the EM algorithm); Hidden Markov models; Spike sorting and Principal Component Analysis.
5. Statistical Signal Processing Tools for Echo cancellation: Adaptive filtering (least mean squares and recursive least squares); Adaptive echo cancellation and denoising.

Keywords

Statistical tools, spectral analysis, prediction, estimation, annihilating filter, mixture models, principal component analysis, stochastic processes, hidden Markov models, adaptive filtering, mathematical computing language (Matlab or similar).

Learning Prerequisites

Required courses

Stochastic Models in Communications (COM-300), Signal Processing for Communications (COM-303).

Recommended courses

Mathematical Foundations of Signal Processing (COM-514).

Important concepts to start the course

Calculus, Algebra, Fourier Transform, Z Transform, Probability, Linear Systems, Filters.

Learning Outcomes

By the end of the course, the student must be able to:

- Choose appropriate statistical tools to solve signal processing problems;
- Analyze real data using a mathematical computing language;
- Interpret spectral content of signals;
- Develop appropriate models for observed signals;
- Assess / Evaluate advantages and limitations of different statistical tools for a given signal processing problem;
- Implement numerical methods for processing signals.

Teaching methods

Ex cathedra with exercises and numerical examples.

Expected student activities

Attendance at lectures, completing exercises, testing presented methods with a mathematical computing language (Matlab or similar).

Assessment methods

- 20% midterm
- 10% mini project
- 70% Final exam

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Bibliography

Background texts

- P. Prandoni, *Signal Processing for Communications*, EPFL Press;
- P. Bremaud, *An Introduction to Probabilistic Modeling*, Springer-Verlag, 1988;
- A.V. Oppenheim, R.W. Schafer, *Discrete Time Signal Processing*, Prentice Hall, 1989;
- B. Porat, *A Course in Digital Signal Processing*, John Wiley & Sons,1997;
- C.T. Chen, *Digital Signal Processing*, Oxford University Press;
- D. P. Bertsekas, J. N. Tsitsiklis, *Introduction to Probability,* Athena Scientific, 2002 (excellent book on probability).

More advanced texts

- L. Debnath and P. Mikusinski, *Introduction to Hilbert Spaces with Applications*, Springer-Verlag, 1988;
- A.N. Shiryaev, *Probability*, Springer-Verlag, New York, 2nd edition, 1996;
- S.M. Ross, *Introduction to Probability Models*, Third edition, 1985;
- P. Bremaud, Markov Chains, Springer-Verlag, 1999;
- P. Bremaud, Mathematical Principles of Signal Processing, Springer-Verlag, 2002;
- S.M. Ross, *Stochastic Processes*, John Wiley, 1983;
- B. Porat, *Digital Processing of Random Signals*, Prentice Hall,1994;
- P.M. Clarkson, *Optimal and Adaptive Signal Processing*, CRC Press, 1993;
- P. Stoïca and R. Moses, *Introduction to Spectral Analysis*, Prentice-Hall, 1997.

Ressources en bibliothèque

- Probability / Shiryaev
- Stochastics Processes / Ross
- Discrete Time Signal Processing / Oppenheim
- Introduction to Spectral Analysis / Stoïca
- Digital Processing of Random Signals / Porat
- Introduction to Probability / Bertsekas
- Introduction to Probability Models / Ross
- Signal Processins for Communications / Prandoni
- An Introduction to Probabilistic Modeling / Bremaud
- A Course in Digital Signal Processing / Porat
- Optimal and Adaptive Signal Processing / Clarkson
- Digital Signal Processing / Chen
- Introduction to Hilbert Spaces with Applications / Debnath

Notes/Handbook

- Slides handouts;
- Collection of exercises.

COM-506

Student seminar: security protocols and applications

Oechslin Philippe, Vaudenay Serge

Cursus	Sem.	Type
Cyber security minor	E	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	3
Session	Summer
Semester	Spring
Exam	Written
Workload	90h
Weeks	14
Hours	**2 weekly**
Lecture	2 weekly
Number of positions	

Summary

This seminar introduces the participants to the current trends, problems, and methods in the area of communication security.

Content

We will look at today's most popular security protocols and new kinds of protocols, techniques, and problems that will play an emerging role in the future. Also, the seminar will cover methods to model and analyze such security protocols. This course will be held as a seminar, in which the students actively participate. The talks will be assigned in the first meeting to teams of students, and each team will have to give a 45 minutes talk, react to other students' questions, and write a 3-4 pages summary of their talk.

Keywords

network security, security protocols, cryptography

Learning Prerequisites

Required courses

- Network security (COM-301)
- Cryptography and security (COM-401)

Learning Outcomes

By the end of the course, the student must be able to:

- Synthesize some existing work on a security protocol
- Analyze a security protocol
- Present a lecture

Transversal skills

- Make an oral presentation.
- Summarize an article or a technical report.

Expected student activities

- prepare a lecture (presentation and a 4-page report)
- present the lecture
- attend to others' lectures and grade them
- do the final exam

Assessment methods

- lecture and attendance to others' lectures (50%)
- final exam (50%)

Supervision

Office hours	No
Assistants	Yes
Forum	No
Others	Lecturers and assistants are available upon appointment.

Resources

Websites

- http://lasec.epfl.ch/teaching.shtml

CS-448

Sublinear algorithms for big data analysis

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	14
Hours	**3 weekly**
Lecture	3 weekly
Number of positions	

Remarque

Cours biennal, donné les années impaires

Summary

In this course we will define rigorous mathematical models for computing on large datasets, cover main algorithmic techniques that have been developed for sublinear (e.g. faster than linear time) data processing. We will also discuss limitations inherent to computing with constrained resources.

Content

The tentative list of topics is:

Streaming: given a large dataset as a stream, how can we approximate its basic properties using a very small memory footprint? Examples that we will cover include statistical problems such as estimating the number of distinct elements in a stream of data items, finding heavy hitters, frequency moments, as well as graphs problems such as approximating shortest path distances, maximum matchings etc.;
Sketching: what can we learn about the input from a few carefully designed measurements (i.e. a `sketch') of the input, or just a few samples of the input? We will cover several results in sparse recovery and property testing that answer this question for a range of fundamental problems;
Sublinear runtime: which problems admit solutions that run faster than it takes to read the entire input? We will cover sublinear time algorithms for graph processing problems, nearest neighbor search and sparse recovery (including Sparse FFT);
Communication: how can we design algorithms for modern distributed computation models (e.g. MapReduce) that have low communication requirements? We will discuss graph sketching, a recently developed approach for designing low communication algorithms for processing dynamically changing graphs, as well as other techniques.

Keywords

streaming, sketching, sparse recovery, sublinear algorithms

Learning Prerequisites

Required courses

Bachelor courses on algorithms, complexity theory, and discrete mathematics

Important concepts to start the course

Discrete probability; mathematical maturity

Learning Outcomes

By the end of the course, the student must be able to:

- Design efficient algorithms for variations of problems discussed in class
- Analyze space/time/communication complexity of randomized algorithms
- Prove space/time/communication lower bounds for variations of problems discussed in class
- Choose an appropriate algorithmic tool for big data problem at hand

Teaching methods

Ex cathedra, homeworks, final

Assessment methods

Continuous control

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

EPFL

COM-407 **TCP/IP networking**

Le Boudec Jean-Yves

Cursus	Sem.	Type
Communication systems minor	H	Opt.
Computer science	MA1, MA3	Obl.
Cyber security minor	H	Opt.
Cybersecurity	MA1, MA3	Obl.
Electrical and Electronical Engineering	MA1, MA3	Opt.
SC master EPFL	MA1, MA3	Obl.

Language	English
Credits	6
Session	Winter
Semester	Fall
Exam	Written
Workload	180h
Weeks	14
Hours	**6 weekly**
Lecture	2 weekly
Exercises	2 weekly
Practical work	2 weekly
Number of positions	

Summary

In the lectures you will learn and understand the main ideas that underlie and the way communication networks are built and run. In the labs you will exercise practical configurations.

Content

LECTURES: 1. The TCP/IP architecture 2. Layer 2 networking; Bridging. 3. The Internet protocol versions 4 and 6 4. The transport layer, TCP, UDP, sockets, QUIC. 5. Link state routing, OSPF, Distance Vector routing. Interdomain routing, BGP. 6. Congestion control principles. Application to the Internet. The fairness of TCP.
LABS: 1. Configuration of a network, virtual machines and mininet, packet captures 2. MAC; NATs and troubleshooting 3. Socket programming 4. OSPF routing 5. Congestion control and flow management 6. BGP

Keywords

TCP/IP
Computer Networks

Learning Prerequisites

Required courses

A first programming course

Learning Outcomes

By the end of the course, the student must be able to:

- Run and configure networks
- Understand the main ideas that underlie the Internet
- Write simple communicating programs
- Use communication primitives for internet and industrial applications.

Transversal skills

- Access and evaluate appropriate sources of information.
- Continue to work through difficulties or initial failure to find optimal solutions.

Teaching methods

Lectures with questionnaires.
Labs on student's computer and in the Internet Engineering Workshop

Expected student activities

Participate in lectures
Participate in graded test every other week
Make one lab assignment every other week, including handing in a written report
Optional: research exercise: gather information about a specific topic and explain it to class

Assessment methods

Theory grade = max(40% tests + 60% final exam, final exam)
Practice grade = average of labs
Final grade = harmonic mean of theory grade and practice grade.
The research exercice may give a bonus of at most 0.5 points in 1-6 scale.
When computing the test grade, the best 5 out of 7 tests are taken.

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources

Bibliography

"Computer Networking : Principles, Protocols and Practice", O. Bonaventure, open source textbook, http://inl.info.ucl.ac.be/CNP3

Ressources en bibliothèque

- Computer Networking / Bonaventure

Notes/Handbook

Slides are on moodle

Websites

- http://moodle.epfl.ch/course/view.php?id=523

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=523

Videos

- http://moodle.epfl.ch/course/view.php?id=523

CS-410

Technology ventures in IC

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Mineur STAS Chine	E	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	2 weekly
Project	2 weekly
Number of positions	

Remarque

pas donné en 2019-20

Summary

This hands-on class gives graduate students in IC interested in startups the opportunity to learn and put in practice the fundamental skills required to assess a technology concept in the context of a business opportunity. This class is focused only on business opportunities where high-technology

Content

Working in teams, students will learn the fundamentals of:

- *Opportunity assessement*
- *Customer development and validation*
- *Business model alternatives*
- *Intellectual Property*
- *Strategy and Financial planning*
- *Go-to-market, launch, and growth*

This is a hands-on class where students start the class with their own technology venture concept (e.g. the work done as part of their PhD, or some well-formed idea, maybe with a prototype). During the class, they convert their concept into a integrated business plan.

Keywords

Entrepreneurship, startups, technology transfer, intellectual property

Learning Prerequisites

Required courses

- *None – but available to MS and Ph.D. students only*

Learning Outcomes

By the end of the course, the student must be able to:

- Analyze a business plan
- Create a business plan

Teaching methods

- Short ex-cathedra presentations of each topic
- Hands-on seminar with many short student presentations
- Presentations from invited guests, in particluar industry executives and entrepeneurs
- Discussion and case studies

Assessment methods

- In-class participation (30%)
- In-class presentations (30%)
- Final pitch (40%)

Supervision

Office hours	Yes
Assistants	No
Forum	Yes

EPFL

CS-455

Topics in theoretical computer science

Kapralov Mikhail

Cursus	Sem.	Type
Computer science minor	E	Opt.
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	14
Hours	**4 weekly**
Lecture	3 weekly
Exercises	1 weekly
Number of positions	

Remarque

Cours biennal, donné les années paires

Summary

The students gain an in-depth knowledge of several current and emerging areas of theoretical computer science. The course familiarizes them with advanced techniques, and develops an understanding of fundamental questions that underlie some of the key problems of modern computer science.

Content

Examples of topics that will be covered include:

• Laplacians, random walks, graph sparsification: It is possible to compress graphs while approximately preserving their spectral properties (in particular, properties of random walks)? We will cover the main results from the recent influential line of work on spectral sparsification that provides such compression schemes.

• Laplacian system solvers: given a linear system Ax=b, how quickly can we find x? We will cover nearly linear time algorithms for solving Ax=b when A is a symmetric diagonally dominant matrix (a common scenario in practice) that crucially rely on spectral graph sparsification.

• Spectral clustering: given a graph, can we find a partition of the graph into k vertex disjoint parts such that few edges cross from one part to another? This is the fundamental graph clustering problem that arises in many applications. We will cover several results on spectral graph partitioning, where one first embeds vertices of the graph into Euclidean space using the bottom few eigenvectors of the graph Laplacian, and then employs Euclidean clustering primitives to find the partition.

• Local clustering with random walks: Given a very large graph and a seed node in it, can we find a small cut that separates the seed node from the rest of the graph, without reading the entire graph? We will cover local clustering algorithms, which identify such cuts in time roughly proportional to the number of vertices on the small side of the cut, by carefully analyzing distributions of random walks in the graph.

Keywords

spectral graph theory, sparsification, clustering, random walks

Learning Prerequisites

Required courses

Bachelor courses on algorithms and discrete mathematics, mathematical maturity.

Learning Outcomes

By the end of the course, the student must be able to:

- Design efficient algorithms for variations of problems discussed in class;
- Analyze approximation quality of spectral graph algorithms;

Teaching methods

Ex cathedra, homeworks, reading

Expected student activities

Attendance at lectures, completing exercises, reading written material

Assessment methods

- Continuous control

Supervision

Office hours	Yes
Assistants	Yes
Others	Electronique forum : Yes

Resources

Bibliography

There is no textbook for the course. Notes will be posted on the course website.

Ressources en bibliothèque

- Randomized Algorithms / Motwani

CS-444 **Virtual reality**

Boulic Ronan

Cursus	Sem.	Type
Computer science	MA2, MA4	Opt.
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Digital Humanities	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Language	English
Credits	4
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	14
Hours	**3 weekly**
Lecture	2 weekly
Exercises	1 weekly
Number of positions	

Summary

The goal of VR is to embed the users in a potentially complex virtual environment while ensuring that they are able to react as if this environment were real. The course provides a human perception-action background and describes the key techniques for achieving efficient VR applications.

Content

The first lectures focus more on the technical means (hw & sw) for acheiving the hands-on sessions:

- Visual display
- Interaction devices and sensors
- Software environment (UNITY3D)

The proportion of more theoretical VR and Neuroscience background increases over the semester:

- Key Human perception abilities, Cybersickness, Immersion, presence and flow
- Basic 3D interaction techniques: Magic vs Naturalism
- The perception of action
- Haptic interaction
- What makes a virtual human looking alive ?
- Motion capture for full-body interaction
- VR, cognitive science and true experimental design

Keywords

3D interaction, display, sensors, immersion, presence

Learning Prerequisites

Required courses

(CS 341) Introduction to Computer Graphics

Recommended courses

(CS 211) Introduction to Visual Computing

Important concepts to start the course

from Computer Graphics:
- perspective transformations
- representation of orientation

- 3D modelling hierarchy
- matrix algebra: translation, orientation, composition

Learning Outcomes

By the end of the course, the student must be able to:

- Describe how the human perception-action system is exploited in VR
- Apply the concepts of immersions, presence and flow
- Give an example of applications of VR in different industrial sectors
- Choose a method of immersion suited for a given 3D interaction context
- Explain the possible causes of cybersickness in a given VR system configuration
- Design a VR system involving 3D interactions

Transversal skills

- Set objectives and design an action plan to reach those objectives.
- Assess one's own level of skill acquisition, and plan their on-going learning goals.

Teaching methods

Ex cathedra + Hands-on sessions on VR devices in the first half of the semester,
A mini-project in groups of 2-3 persons will have to integrate various components of 3D real-time interaction. The group will submit their project proposal to the course responsible TAs who will assess whether it meets the key specifications and is original enough. The proposal will include the use of some VR devices that the IIG research group will lend through an online reservation system.

Expected student activities

exploit citation analysis tools to evaluate a scientific paper
combine 3D interaction components to produce an original 3D experience
experiment the hands-on practical work in the lab
synthesize the knowledge acquired in course and hands-on in the quizzes and final oral

Assessment methods

Throughout semester: 4-5 Hand-on sessions (5%), 2 Quizzes (10%), 1 paper citation study (20%), 1 mini-project (40%), 1 oral (25%)

Supervision

Office hours	No
Assistants	Yes
Forum	Yes

Resources

Virtual desktop infrastructure (VDI)

No

Bibliography

- Course notes will be updated and made available after each course, with links to key sites and on-line documents
- J. Jerald, The VR Book, ACM Press 2015
- Parisi, Learning Virtual Reality, O'Reilly 2015
- Le Traité de Réalité Virtuelle (5 vol.) Presses des Mines, ParisTech, 2006-2009, available on-line, free for

student upon registration.
- Doug A. Bowman, Ernst Kruijff, Joseph J. LaViola, and Ivan Poupyrev. 2004. 3D User Interfaces: Theory and Practice. Addison Wesley Longman Publishing Co., Inc., Redwood City, CA, USA.

Ressources en bibliothèque

- 3D User Interfaces: Theory and Practice / Bowman
- Le Traité de Réalité Virtuelle / Fuchs
- The VR Book / Jerald
- Learning Virtual Reality / Parisi

Notes/Handbook

pdf of slides are made visible after the ex-cathedra courses

Websites

- http://www.thevrbook.net/

Moodle Link

- http://moodle.epfl.ch/course/view.php?id=6841

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Cours not given in 2019-2020

TEACHERS INDEX

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