Department of Computer Science and Engineering
School of Engineering
University of Ioannina

Graduate Program of Studies
«Data and Computer Systems Engineering»
Courses Outline

ACADEMIC YEAR 2019/2020
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A0. Algorithmic Graph Theory

COURSE OUTLINE

GENERAL

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<tr>
<th>SCHOOL</th>
<th>ENGINEERING</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE &amp; ENGINEERING</td>
</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
</tr>
<tr>
<td>COURSE CODE</td>
<td>A0</td>
</tr>
<tr>
<td>SEMESTER</td>
<td>Fall</td>
</tr>
<tr>
<td>COURSE TITLE</td>
<td>Introduction to Algorithm and Information Technologies</td>
</tr>
</tbody>
</table>

INDEPENDENT TEACHING ACTIVITIES

if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits

<table>
<thead>
<tr>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures/Laboratory Exercises</td>
<td>4</td>
</tr>
</tbody>
</table>

Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).

COURSE TYPE

<table>
<thead>
<tr>
<th>Special background</th>
</tr>
</thead>
</table>

PREREQUISITE COURSES:

NO

LANGUAGE OF INSTRUCTION and EXAMINATIONS:

Greek

IS THE COURSE OFFERED TO ERASMUS STUDENTS:

YES

COURSE WEBSITE (URL)

http://ecourse.uoi.gr/enrol/index.php?id=1736

(1) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The course covers the necessary background that is required for attending the elective courses of Module A: Algorithm and Information Technologies. The objective of the course is to acquaint students with:

- More elaborate use of fundamental techniques for the design and analysis of algorithms.
- Advanced techniques for the design and analysis of algorithms.
- Mathematical tools such as probabilistic analysis, amortized analysis, and competitive analysis.
- Topics in computational complexity, approximate solutions, and randomization.
Students who complete the course successfully learn to:

- Apply advanced techniques for the design and analysis of algorithms.
- Provide appropriate mathematical models for various problems.
- Compare the efficiency and suitability of different algorithmic techniques for solving specific problems.
- Recognize in which of the basic complexity classes (e.g. P, NP) a specific problem belongs to.

### General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

<table>
<thead>
<tr>
<th>Search for, analysis and synthesis of data and information, with the use of the necessary technology</th>
<th>Project planning and management</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adapting to new situations</td>
<td>Respect for difference and multiculturalism</td>
</tr>
<tr>
<td>Decision-making</td>
<td>Respect for the natural environment</td>
</tr>
<tr>
<td>Working independently</td>
<td>Showing social, professional and ethical responsibility and sensitivity to gender issues</td>
</tr>
<tr>
<td>Team work</td>
<td>Criticism and self-criticism</td>
</tr>
<tr>
<td>Working in an international environment</td>
<td>Production of free, creative and inductive thinking</td>
</tr>
<tr>
<td>Working in an interdisciplinary environment</td>
<td>Others...</td>
</tr>
<tr>
<td>Production of new research ideas</td>
<td></td>
</tr>
</tbody>
</table>

- Production of free, creative and inductive thinking
- Search for, analysis and synthesis of data and information, with the use of the necessary technology.
- Algorithmic thinking.
- Team work.
- Autonomous work.

### (2) SYLLABUS


### (3) TEACHING and LEARNING METHODS - EVALUATION

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Face-to-face, Distance learning, etc.</th>
</tr>
</thead>
<tbody>
<tr>
<td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</td>
<td>Use of ICT in teaching, laboratory education, communication with students</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Face-to-face</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Use of projector and interactive board during lectures.</td>
</tr>
<tr>
<td>• Course website maintenance. Announcements and posting of teaching material (lecture slides and notes, programs).</td>
</tr>
<tr>
<td>• Announcement of assessment marks via the e-course platform by UOI.</td>
</tr>
</tbody>
</table>
**TEACHING METHODS**

The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc. The student’s study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS.

<table>
<thead>
<tr>
<th>Activity</th>
<th>Semester workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures</td>
<td>$13 \times 3 = 39$ hours</td>
</tr>
<tr>
<td>Laboratory practice</td>
<td>$13 \times 1 = 13$ hours</td>
</tr>
<tr>
<td>Student’s study hours</td>
<td>123 hours</td>
</tr>
<tr>
<td>Course total</td>
<td>175 hours</td>
</tr>
</tbody>
</table>

**STUDENT PERFORMANCE EVALUATION**

Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other.

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

Language of evaluation: Greek

Methods of Evaluation:

- Final written examination with problem solving questions.
- Homework assignments.

The evaluation procedure is accessible to students via the course website.

**ATTACHED BIBLIOGRAPHY**

A1. Algorithmic Graph Theory

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>ENGINEERING</th>
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<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE &amp; ENGINEERING</td>
</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
</tr>
<tr>
<td>COURSE CODE</td>
<td>A1</td>
</tr>
<tr>
<td>SEMESTER</td>
<td></td>
</tr>
<tr>
<td>COURSE TITLE</td>
<td>ALGORITHMIC GRAPH THEORY</td>
</tr>
</tbody>
</table>

INDEPENDENT TEACHING ACTIVITIES

<table>
<thead>
<tr>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures/Laboratory Exercises</td>
<td>4</td>
</tr>
</tbody>
</table>

COURSE TYPE

Specialised general knowledge

PREREQUISITE COURSES:

NO

LANGUAGE OF INSTRUCTION

Greek

IS THE COURSE OFFERED TO ERASMUS STUDENTS:

YES

COURSE WEBSITE (URL)

http://www.cs.uoi.gr/~stavros/mypage-teaching-MSc-AGT.html

LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The main objective of this course is to study the main concepts of graph theory and to recognize graphs as an important modeling technique in several applications. In addition the course introduces the students to algorithmic graph theory which has become one of the major tools for the design and analysis of algorithms. The course focuses on the most interest topics in theoretical computer science.

The course’s aim is to develop interest in graph theory and its many applications. In particular, at the end of this course, a student should be able to

- apply the abstract concepts of graph theory in several practical problems;
- develop a number of standard and powerful algorithms, as well as demonstrate methodologies in graph techniques; and
- use the graphs in the solution of complex problems.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma...
Supplement and appear below), at which of the following does the course aim?

- Production of free, creative and inductive thinking
- Search for, analysis and synthesis of data and information, with the use of the necessary technology.
- Algorithmic thinking
- Team work
- Autonomous work

SYLLABUS

- Graph theoretic foundations.
- The design of efficient algorithms (complexity of algorithms, data structures).
- Comparability graphs. Split graphs. Permutation graphs. Interval graphs. Cographs, Quasi-threshold (or, trivially perfect), and threshold graphs.
- Perfectly orderable graphs.

TEACHING and LEARNING METHODS - EVALUATION

| DELIVERY | Face-to-face
|---|---
| USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY | Use of projector and interactive board during lectures.
- Course website maintenance. Announcements and posting of teaching material (lecture slides and notes, programs).
- Announcement of assessment marks via the e-course platform by UOI.

<table>
<thead>
<tr>
<th>TEACHING METHODS</th>
<th>Activity</th>
<th>Semester workload</th>
</tr>
</thead>
</table>
| The manner and methods of teaching are described in detail.
- Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.
- The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS | Lectures | 13x3=39 hours |
| Laboratory practice | 13x1=13 hours |
| Student’s study hours | 123 hours |

Course total: 175 hours

<table>
<thead>
<tr>
<th>STUDENT PERFORMANCE EVALUATION</th>
<th>Language of evaluation: Greek</th>
</tr>
</thead>
<tbody>
<tr>
<td>Methods of Evaluation:</td>
<td>i) Final written examination</td>
</tr>
</tbody>
</table>
evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

ii) Lab projects examination

iii) Evaluation of weekly assignments

The evaluation procedure is accessible to students via the course website.

ATTACHED BIBLIOGRAPHY

A2. Algorithms for Data Science

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>ENGINEERING</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE &amp; ENGINEERING</td>
</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
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<tr>
<td>COURSE CODE</td>
<td>A2</td>
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<tr>
<td>SEMESTER</td>
<td></td>
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<tr>
<td>COURSE TITLE</td>
<td>ALGORITHMS FOR DATA SCIENCE</td>
</tr>
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</table>

INDEPENDENT TEACHING ACTIVITIES
if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits

<table>
<thead>
<tr>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures/Laboratory Exercises</td>
<td>4</td>
</tr>
</tbody>
</table>

Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).

COURSE TYPE
- general background, special background, specialised general knowledge, skills development

Special background

PREREQUISITE COURSES:
NO

LANGUAGE OF INSTRUCTION and EXAMINATIONS:
Greek

IS THE COURSE OFFERED TO ERASMUS STUDENTS:
YES

COURSE WEBSITE (URL)

LEARNING OUTCOMES

Learning outcomes
The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.
Consult Appendix A
- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The course focuses on algorithmic techniques that are used in practice to solve basic problems in data processing and extraction and can be successfully applied even to large-scale data.

After attending the course students should be able to:

- Apply techniques for the design and analysis of algorithms suitable for the processing of large scale data.
- Provide appropriate mathematical models for data mining problems.
- Compare the efficiency and suitability of different algorithmic techniques to solve a problem.

General Competences
Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology
Adapting to new situations
Project planning and management
Respect for difference and multiculturalism
Respect for the natural environment
**SYLLABUS**

Design, analysis and application of algorithms in areas where there is a direct practical interest in processing large scale data. In particular, the following topics are considered: algorithms and data structures for string processing, data compression, information theory and codes, multi-dimensional data calculations, algorithms in graphs and networks, linear programming, combinatorial optimization.

**TEACHING and LEARNING METHODS - EVALUATION**

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Face-to-face, Distance learning, etc.</th>
</tr>
</thead>
<tbody>
<tr>
<td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</td>
<td>Use of ICT in teaching, laboratory education, communication with students</td>
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<tr>
<td>TEACHING METHODS</td>
<td>The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc. The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Activity</th>
<th>Semester workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures</td>
<td>$13 \times 3 = 39$ hours</td>
</tr>
<tr>
<td>Laboratory practice</td>
<td>$13 \times 1 = 13$ hours</td>
</tr>
<tr>
<td>Student’s study hours</td>
<td>123 hours</td>
</tr>
</tbody>
</table>

| Course total | 175 hours |

Language of evaluation: Greek

Methods of Evaluation:
- Final written examination with problem solving questions.
- Homework assignments.
- Individual presentation of a research topic related to the subject matter of the course.
Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

The evaluation procedure is accessible to students via the course website.

ATTACHED BIBLIOGRAPHY

D0. Introduction In Data Analysis And Processing

COURSE OUTLINE

GENERAL

SCHOOL | SCHOOL OF ENGINEERING
ACADEMIC UNIT | DEPT. OF COMPUTER SCIENCE & ENGINEERING
LEVEL OF STUDIES | GRADUATE

COURSE CODE | D0

SEMESTER | SPRING

COURSE TITLE | INTRODUCTION IN DATA ANALYSIS AND PROCESSING

INDEPENDENT TEACHING ACTIVITIES

If credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits

Lectures / Labs / Tutorials | 4 | 7

Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).

COURSE TYPE

General background

special background, specialised general knowledge, skills development

PREREQUISITE COURSES: NO

LANGUAGE OF INSTRUCTION and EXAMINATIONS: GREEK or ENGLISH

IS THE COURSE OFFERED TO ERASMUS STUDENTS: YES

COURSE WEBSITE (URL) | http://ecourse.uoi.gr/enrol/users.php?id=1720

LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

This introductory course exposes the students to the main concepts and methodologies in Data Science. The course comprises a series of lectures that concisely cover the necessary mathematical background as well as essential topics in Data Science, such as data types and representation, clustering techniques, learning and generalization, optimization, data transformations and compression, text processing and information retrieval. Moreover, it offers an overview of popular programming tools used in Data Science.

After the successful completion of this course, students will be exposed to:

- The fundamental mathematical background that is necessary for the in-depth study of specialized topics in Data Science.
The basic fields of study that they can deepen in data analysis and processing.
Modern programming tools that are highly useful in Data Science.

**General Competences**

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

| Search for, analysis and synthesis of data and information, with the use of the necessary technology | Project planning and management |
| Adapting to new situations | Respect for difference and multiculturalism |
| Decision-making | Respect for the natural environment |
| Working independently | Showing social, professional and ethical responsibility and sensitivity to gender issues |
| Team work | Criticism and self-criticism |
| Working in an international environment | Production of free, creative and inductive thinking |
| Working in an interdisciplinary environment | Classentials... |
| Production of new research ideas | Others... |

- Production of free, creative and inductive thinking.
- Decision-making.
- Search for, analysis and synthesis of data and information.
- Development of algorithmic thinking.
- Ability of analyzing and modelling problems.

**SYLLABUS**

- Elements of Linear Algebra
- Elements of Optimization
- Overview of Probability Theory and Statistics
- Data Types and Representation
- Clustering
- Data Transformations
- Data Compression
- Learning and Generalization
- Text Processing and Information Retrieval
- Programming Tools in Data Science

**TEACHING and LEARNING METHODS - EVALUATION**

**DELIVERY**

*Weekly lectures*

**USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY**

*Course webpage where literature and free material is provided.*

*Live simulations in the classroom.*

*Use of email services and social media for communication with the students.*

**TEACHING METHODS**

<table>
<thead>
<tr>
<th>Activity</th>
<th>Semester workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures</td>
<td>$13 \times 3 = 39$ hours</td>
</tr>
</tbody>
</table>
Fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS.

<table>
<thead>
<tr>
<th>Activity</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Labs</td>
<td>13*1 = 13 hours</td>
</tr>
<tr>
<td>Self-study</td>
<td>123 hours</td>
</tr>
<tr>
<td>Course total</td>
<td>175 hours</td>
</tr>
</tbody>
</table>

**STUDENT PERFORMANCE EVALUATION**

Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other.

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

**LANGUAGE OF EVALUATION:** Greek or English

**METHODS OF EVALUATION:** Written exam

**ATTACHED BIBLIOGRAPHY**

- **Suggested bibliography:**
  

- **Related academic journals:**
D2. Data Mining

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>SCHOOL OF SCIENCES</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE &amp; ENGINEERING</td>
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<td>GRADUATE</td>
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<tr>
<td>COURSE CODE</td>
<td>D2</td>
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<tr>
<td>SEMESTER</td>
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<tr>
<td>COURSE TITLE</td>
<td>Data Mining</td>
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</tbody>
</table>

INDEPENDENT TEACHING ACTIVITIES

<table>
<thead>
<tr>
<th>ACTIVITY</th>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures/Laboratory Exercises</td>
<td>4</td>
<td>7</td>
</tr>
</tbody>
</table>

Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).

COURSE TYPE

Specialised general knowledge

PREREQUISITE COURSES:

NO

LANGUAGE OF INSTRUCTION and EXAMINATIONS:

Greek

IS THE COURSE OFFERED TO ERASMUS STUDENTS:

YES

COURSE WEBSITE (URL)

[http://www.cse.uoi.gr/~arly/courses/dm/dm.html](http://www.cse.uoi.gr/~arly/courses/dm/dm.html)

LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
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- Guidelines for writing Learning Outcomes

The objective of this course is to provide a detailed description of data mining problems and solutions. The main problems presented and studied are related to classification, regression, clustering, feature selection/extraction and discovery of association rules. State-of-the-art methods are presented and compared for all the above problems.
It is expected that after taking the course the student will have:

- knowledge of the data mining problems
- a clear understanding of the notions of learning and generalization
- the ability to solve classification, regression and clustering problems using state-of-the-art approaches
- the ability to discover association rules from data
- the ability to handle large scale datasets
- the skill to apply all the algorithmic steps required for extracting useful knowledge from a given dataset.

**General Competences**

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Adapting to new situations
- Decision-making
- Working independently
- Team work
- Working in an international environment
- Working in an interdisciplinary environment
- Production of new research ideas
- Project planning and management
- Respect for difference and multiculturalism
- Respect for the natural environment
- Showing social, professional and ethical responsibility and sensitivity to gender issues
- Criticism and self-criticism
- Production of free, creative and inductive thinking
- Others...

**SYLLABUS**

Introduction to data mining problems, learning and generalization, data preprocessing, linear models, decision trees, rule-based classifiers, naïve Bayes, SVM, classifier ensembles, model selection and evaluation, prototype-based clustering (e.g. k-means), agglomerative clustering, spectral clustering, association rule mining, feature selection and extraction, scaling issues.

**TEACHING and LEARNING METHODS - EVALUATION**

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Face-to-face</th>
</tr>
</thead>
<tbody>
<tr>
<td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</td>
<td>Lecture slides, multimedia (video demonstrations), e-mail communication, course Web page maintenance.</td>
</tr>
</tbody>
</table>
TEACHING METHODS

The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc. The student’s study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS.

<table>
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<tr>
<th>Activity</th>
<th>Semester workload</th>
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<tbody>
<tr>
<td>Lectures</td>
<td>13x3=39 hours</td>
</tr>
<tr>
<td>Laboratory practice</td>
<td>13x1=13 hours</td>
</tr>
<tr>
<td>Student’s study hours</td>
<td>123 hours</td>
</tr>
<tr>
<td>Course total</td>
<td>175 hours</td>
</tr>
</tbody>
</table>

STUDENT PERFORMANCE EVALUATION

Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

Language of evaluation: Greek

Methods of Evaluation:

iv) Final written examination
v) Lab projects examination
vi) Evaluation of weekly assignments

The evaluation procedure is accessible to students via the course website.

ATTACHED BIBLIOGRAPHY


D3. Optimization

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>SCHOOL OF ENGINEERING</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPT. OF COMPUTER SCIENCE &amp; ENGINEERING</td>
</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
</tr>
<tr>
<td>COURSE CODE</td>
<td>D3</td>
</tr>
<tr>
<td>SEMESTER</td>
<td>-</td>
</tr>
</tbody>
</table>

INDEPENDENT TEACHING ACTIVITIES

<table>
<thead>
<tr>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures / Labs / Tutorials</td>
<td>4</td>
</tr>
</tbody>
</table>

Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).

COURSE TYPE

Special background

ingeneral background, special background, specialised general knowledge, skills development

PREREQUISITE COURSES:

NO

LANGUAGE OF INSTRUCTION and EXAMINATIONS:

GREEK or ENGLISH

IS THE COURSE OFFERED TO ERASMUS STUDENTS:

YES

COURSE WEBSITE (URL)

http://ecourse.uoi.gr/enrol/index.php?id=553

LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described. Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

Optimization is the branch of Mathematics that deals with the detection of optimal solutions. Typically, a solution to a given problem is modeled via a parametric “objective” function (model), the minima of which may correspond to desired solutions. Also, the problem may contain a set of constraints, typically defined through equality and / or
inequality relations.

The Optimization course aims at equipping the students with essential knowledge in local and global Optimization algorithms of various types. Among other, these include:

- Gradient-based algorithms that use first- and second-order derivatives information, such as Gradient Descent, Newton, Quasi-Newton, Conjugate Gradients, in combination with Line Search and Trust Region techniques.
- Derivative-free algorithms such as Nelder-Mead, Hooke-Jeeves, and Pattern Search.
- Stochastic and evolutionary algorithms such as Genetic Algorithms and Particle Swarm Optimization.

Moreover, different techniques for solving problems with constraints are given, along with techniques for the detection of multiple minimizers.

After the successful completion of this course, students are expected to be able to:

- Implement and apply local and global Optimization algorithms.
- Determine the most appropriate algorithm for a given problem.
- Design variants of the algorithms for serial and parallel computing environments, as well as for challenging applications.

### General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

<table>
<thead>
<tr>
<th>Search for, analysis and synthesis of data and information, with the use of the necessary technology</th>
<th>Project planning and management</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adapting to new situations</td>
<td>Project planning and management</td>
</tr>
<tr>
<td>Decision-making</td>
<td>Project planning and management</td>
</tr>
<tr>
<td>Team work</td>
<td>Project planning and management</td>
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<tr>
<td>Working in an international environment</td>
<td>Others...</td>
</tr>
<tr>
<td>Working in an interdisciplinary environment</td>
<td>Others...</td>
</tr>
</tbody>
</table>

- Production of free, creative and inductive thinking.
- Decision-making.
- Search for, analysis and synthesis of data and information.
- Development of algorithmic thinking.
- Ability of analyzing and modelling problems.

### SYLLABUS

- Introduction to Optimization
- Optimality conditions
- One-dimensional optimization
- Gradient-based methods: Newton, Quasi-Newton, Conjugate Gradients.
- Line Search and Trust Region techniques.
- Stochastic and evolutionary algorithms: Multistart, Simulated Annealing, Genetic Algorithms, Particle Swarm Optimization.
- Solution techniques for constrained problems.
- Techniques for the detection of multiple minimizers. Parallel coordinates.

**TEACHING and LEARNING METHODS - EVALUATION**

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Weekly lectures</th>
</tr>
</thead>
<tbody>
<tr>
<td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</td>
<td>Use of ICT in teaching, laboratory education, communication with students</td>
</tr>
<tr>
<td><strong>TEACHING METHODS</strong></td>
<td>The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc. The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</td>
</tr>
<tr>
<td><strong>STUDENT PERFORMANCE EVALUATION</strong></td>
<td>Description of the evaluation procedure</td>
</tr>
<tr>
<td><strong>ATTACHED BIBLIOGRAPHY</strong></td>
<td>- Suggested bibliography:</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Activity</th>
<th>Semester workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures</td>
<td>13*3 = 39 hours</td>
</tr>
<tr>
<td>Labs</td>
<td>13*1 = 13 hours</td>
</tr>
<tr>
<td>Self-study</td>
<td>123 hours</td>
</tr>
<tr>
<td><strong>Course total</strong></td>
<td><strong>175 hours</strong></td>
</tr>
</tbody>
</table>

LANGUAGE OF EVALUATION: Greek or English

METHODS OF EVALUATION: Projects and written report.

- Related academic journals:
  • Optimization Letters, SPRINGER.
  • Optimization Methods and Software, TAYLOR & FRANCIS.
  • Journal of Global Optimization, SPRINGER.
  • Journal of Optimization Theory and Applications, SPRINGER.
  • Mathematical Programming, SPRINGER.
  • SIAM Journal on Optimization, SIAM.
  • IEEE Transactions on Evolutionary Computation, IEEE.
  • Applied Soft Computing, SPRINGER.
  • Soft Computing, ELSEVIER.
  • European Journal on Operational Research, ELSEVIER.
  • Computers & Operations Research, ELSEVIER.
  • Computers & Industrial Engineering, ELSEVIER.
  • Annals of Operations Research, SPRINGER.
D4. Video Processing and Compression

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>SCHOOL OF ENGINEERING</th>
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<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING</td>
</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
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<td>COURSE CODE</td>
<td>SEMESTER -</td>
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<td>COURSE TITLE</td>
<td>Video Processing and Compression</td>
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</table>

INDEPENDENT TEACHING ACTIVITIES

<table>
<thead>
<tr>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures / Labs / Tutorials</td>
<td>4</td>
</tr>
</tbody>
</table>

Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).

COURSE TYPE

- Special background

PREREQUISITE COURSES:

- 

LANGUAGE OF INSTRUCTION

and EXAMINATIONS:

- GREEK

IS THE COURSE OFFERED TO ERASMUS STUDENTS

- YES

COURSE WEBSITE (URL)


LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described. Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The goal of the course is the learning of the basic theory of video processing and compression.

After successfully passing this course the students will be able to:

- Understand the basic principles of video capture and display.
- Apply tools of multidimensional signal processing to video applications.
- Understand and use video sampling theory.
- Implement various motion estimation algorithms.
- Understand the fundamentals of compression and their application to video coding.
• Be familiar with current video compression standards.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Adapting to new situations
- Decision-making
- Working independently
- Team work
- Working in an international environment
- Working in an interdisciplinary environment
- Production of new research ideas
- Project planning and management
- Respect for difference and multiculturalism
- Respect for the natural environment
- Showing social, professional and ethical responsibility and sensitivity to gender issues
- Criticism and self-criticism
- Production of free, creative and inductive thinking
- ......
- Others...

SYLLABUS


Video sampling theory: Generalized Nyquist sampling theorem. Sampling rate conversion.

Motion estimation: Motion modeling. Optical flow equation. Block matching.


TEACHING and LEARNING METHODS - EVALUATION

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Lectures, lab sessions</th>
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</thead>
<tbody>
<tr>
<td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</td>
<td>Use of projector during lectures. Use of Matlab in the lab. Use of the ecourse electronic platform for course announcements, uploading of class notes, homework assignment, and grade announcement.</td>
</tr>
</tbody>
</table>

Use of ICT in teaching, laboratory education, communication with students
Use of email and social media for more effective communication with the students

<table>
<thead>
<tr>
<th>Activity</th>
<th>Semester workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures</td>
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<td>Labs</td>
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<td>123 hours</td>
</tr>
<tr>
<td><strong>Course total</strong></td>
<td><strong>175 hours</strong></td>
</tr>
</tbody>
</table>

STUDENT PERFORMANCE EVALUATION

Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other.

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

LANGUAGE OF EVALUATION: Greek

METHODS OF EVALUATION

(i) Final examination. The students are tested in theory and exercises of video processing and compression.

(ii) Homework assignments. The students are asked to solve video processing and compression exercises.

(iii) Lab reports. The students turn in their code and answer questions regarding their results.

The evaluation procedure is accessible to students via the course website.

ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

- Related academic journals:
  - IEEE Transactions on Image Processing
  - IEEE Transactions on Circuits and Systems for Video Technology
  - IEEE Transactions on Multimedia
D5. Computer Vision

COURSE OUTLINE

GENERAL

SCHOOL ENGINEERING
ACADEMIC UNIT DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
LEVEL OF STUDIES GRADUATE
COURSE CODE D5
SEMESTER

INDEPENDENT TEACHING ACTIVITIES

<table>
<thead>
<tr>
<th>Lectures / Labs/ Exercises</th>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>3/1/0</td>
<td></td>
<td>7</td>
</tr>
</tbody>
</table>

COURSE TITLE Computer Vision

COURSE TYPE Specialised general knowledge

PREREQUISITE COURSES: NO

LANGUAGE OF INSTRUCTION and EXAMINATIONS: Greek

IS THE COURSE OFFERED TO ERASMUS STUDENTS YES


LEARNING OUTCOMES

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

Upon completion of this course, students will:

- Have acquired the intuition behind understanding the 3D world from images;
- Be familiar with both the theoretical and practical aspects of computing with images;
- Have described the foundation of image formation, measurement, and analysis;
- Have implemented common methods for robust image matching and alignment;
- Understand the geometric relationships between 2D images and the 3D world;
- Have gained exposure to object and scene recognition and categorization from images;
- Grasp the principles of state-of-the-art regression and classification methods in computer vision;
• Have developed the practical skills necessary to build computer vision applications.

General Competences
Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

| Search for, analysis and synthesis of data and information, with the use of the necessary technology | Project planning and management |
| Decision-making | Respect for difference and multiculturalism |
| Adapting to new situations | Respect for the natural environment |
| Working independently | Showing social, professional and ethical responsibility and sensitivity to gender issues |
| Team work | Criticism and self-criticism |
| Working in an international environment | Production of free, creative and inductive thinking |
| Working in an interdisciplinary environment | Others... |
| Production of new research ideas | …… |

• Search for, analysis and synthesis of data and information, with the use of the necessary technology.
• Decision making
• Production of free, creative and inductive thinking
• Team work
• Autonomous work
• Production of new research ideas

SYLLABUS

• Linear filtering
• Edge detection
• Frequency representation, image pyramids, template matching
• Local features: corners
• Local features: scale and interest point descriptors
• Machine learning for computer vision
• Segmentation by clustering: mean shift
• Segmentation by clustering: normalized cut
• Segmentation by fitting a model: Hough transform and least squares fitting
• Segmentation by fitting a model: robust estimators and RANSAC
• Registration
• PCA and eigenfaces
• Face detection
• Fitting probability models
• Learning and inference in computer vision
• The pinhole camera
• Singular value decomposition
• Models for transformations
• Multiple cameras
• More features (LBP, shape context, dual PCA)
• Models for grids (graph cut)
• Regression
TEACHING and LEARNING METHODS - EVALUATION

DELIVERY
Face-to-face, Distance learning, etc.

USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
Lecture slides, multimedia (video demonstrations), e-mail communication, course Web page maintenance.

TEACHING METHODS
The manner and methods of teaching are described in detail.
Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS

<table>
<thead>
<tr>
<th>Activity</th>
<th>Semester workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures</td>
<td>13x3=39 hours</td>
</tr>
<tr>
<td>Labs</td>
<td>13x1=13 hours</td>
</tr>
<tr>
<td>Student’s autonomous study of the theory, problem solving and response to homework assignments</td>
<td>123 hours</td>
</tr>
<tr>
<td>Course total</td>
<td>175 hours</td>
</tr>
</tbody>
</table>

STUDENT PERFORMANCE EVALUATION
Language of evaluation: Greek

Methods of Evaluation:

vii) Weekly lab and theoretical assignments
viii) Mid-term examination
ix) Final examination

The evaluation procedure is accessible to students via the course website.

ATTACHED BIBLIOGRAPHY

- Suggested bibliography:


- Related academic journals:

IEEE Transactions on Pattern Analysis and Machine Intelligence
<table>
<thead>
<tr>
<th>Journal Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>International Journal of Computer Vision</td>
</tr>
<tr>
<td>IEEE Transactions on Image Processing</td>
</tr>
<tr>
<td>Image and Vision Computing</td>
</tr>
<tr>
<td>Computer Vision and Image Understanding</td>
</tr>
<tr>
<td>Pattern Recognition</td>
</tr>
<tr>
<td>Journal of Mathematical Imaging and Vision</td>
</tr>
<tr>
<td>Machine Vision and Applications</td>
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</table>
D6. Online Social Networks and Media

COURSE OUTLINE

GENERAL

<table>
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<th>ENGINEERING</th>
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<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE &amp; ENGINEERING</td>
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<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
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</tr>
<tr>
<td>SEMESTER</td>
<td></td>
</tr>
<tr>
<td>COURSE TITLE</td>
<td>ONLINE SOCIAL NETWORKS AND MEDIA</td>
</tr>
</tbody>
</table>

INDEPENDENT TEACHING ACTIVITIES

if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits

<table>
<thead>
<tr>
<th>COURSE TYPE</th>
<th>Specialised general knowledge</th>
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</thead>
<tbody>
<tr>
<td>PREREQUISITE COURSES:</td>
<td>NO</td>
</tr>
<tr>
<td>LANGUAGE OF INSTRUCTION and EXAMINATIONS:</td>
<td>Greek</td>
</tr>
<tr>
<td>IS THE COURSE OFFERED TO ERASMUS STUDENTS</td>
<td>YES</td>
</tr>
<tr>
<td>COURSE WEBSITE (URL)</td>
<td><a href="http://www.cs.uoi.gr/~tsap/teaching/cs-l14/">http://www.cs.uoi.gr/~tsap/teaching/cs-l14/</a></td>
</tr>
</tbody>
</table>

LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described. Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

It is expected that after taking the course the student will have:

- knowledge of basic metrics and measurements for real networks, such as power-law degree distributions and clustering coefficient
- knowledge of models for real networks
- the knowledge and ability to find communities in graphs, or dense subgraphs.
- understanding of dynamic processes on networks, such as influence spread, or opinion formation, and algorithms for affecting them
- knowledge of metrics and algorithms for identifying central and influential nodes in a graph.
- Knowledge of different models algorithms for predicting links or understanding their strength and sign
- Knowledge on specialized topics related to networks such as privacy, team formation, small world effects, fairness, content-based analysis
- The ability to process and manipulate large graphs using programming tools
### General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Adapting to new situations
- Decision-making
- Working independently
- Working in an international environment
- Working in an interdisciplinary environment
- Production of new research ideas
- Project planning and management
- Respect for difference and multiculturalism
- Respect for the natural environment
- Showing social, professional and ethical responsibility and sensitivity to gender issues
- Criticism and self-criticism
- Production of free, creative and inductive thinking
- Others...

### SYLLABUS

- Theoretical problems and applications around the analysis and mining of (online) social networks and media such as Facebook and Twitter.
- Indicative subjects: models for networks, techniques for obtaining, storing and processing networked data, models for information diffusion, algorithms for ranking and selecting of influencers, dynamic processes such as influence spread and opinion formation, team formation and community finding, games over networks, privacy, fairness and diversity.

### TEACHING and LEARNING METHODS - EVALUATION

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Face-to-face, Distance learning, etc.</th>
</tr>
</thead>
<tbody>
<tr>
<td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</td>
<td>Lecture slides, multimedia (video demonstrations), e-mail communication, course Web page maintenance.</td>
</tr>
<tr>
<td>The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.</td>
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</tr>
<tr>
<td>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</td>
<td></td>
</tr>
<tr>
<td>Activity</td>
<td>Semester workload</td>
</tr>
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<td>-----------</td>
<td>--------------------</td>
</tr>
<tr>
<td>Lectures</td>
<td>13x3=39 hours</td>
</tr>
<tr>
<td>Student’s study hours</td>
<td>123 hours</td>
</tr>
<tr>
<td>Final Project</td>
<td>13 hours</td>
</tr>
<tr>
<td>Course total</td>
<td>175 hours</td>
</tr>
</tbody>
</table>

### Language of evaluation: Greek or English

Methods of Evaluation:
- x) Assignments
- xi) Presentation
<table>
<thead>
<tr>
<th>open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</th>
</tr>
</thead>
<tbody>
<tr>
<td>xii) Final project</td>
</tr>
<tr>
<td>The evaluation procedure is accessible to students via the course website.</td>
</tr>
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**ATTACHED BIBLIOGRAPHY**
D8. Biomedical data analysis
H0. Introduction to Computer Hardware Systems

COURSE OUTLINE

GENERAL

<table>
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<tr>
<th>SCHOOL</th>
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<tr>
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<td>DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING</td>
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<td>SEMESTER</td>
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<td>COURSE TITLE</td>
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INDEPENDENT TEACHING ACTIVITIES

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<tr>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
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</thead>
<tbody>
<tr>
<td>Lectures / Tutorials</td>
<td>3+1</td>
</tr>
</tbody>
</table>

Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).

COURSE TYPE

Specialized general Knowledge

PREREQUISITE COURSES:

- 

LANGUAGE OF INSTRUCTION and EXAMINATIONS:

GREEK & ENGLISH

IS THE COURSE OFFERED TO ERASMUS STUDENTS

YES

COURSE WEBSITE (URL)

http://ecourse.uoi.gr/course/view.php?id=1727

LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The primary aim of the course is to convey an in-depth understanding of modern computer systems hardware. After successfully passing this course the students will be able to:

- Describe the structure and operational characteristics of the core and memory hierarchy of a microprocessor.
- Demonstrate an understanding of
  - VLSI Design (full custom, standard cells, gate arrays), CMOS technology, manufacturing technologies and ASICs
  - Basic theory of MOS transistors, elementary & complex gates
  - low-power design techniques at device, module and system levels
- Understand testing requirements in modern VLSI systems, explain testing procedures and describe basic design for testability structures and testing standards.
- Demonstrate an understanding of
  - the basic components of a robotic system and their functions
  - the basic concepts of the kinematics of robotic systems

**General Competences**

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

| Search for, analysis and synthesis of data and information, with the use of the necessary technology | Project planning and management |
| Adapting to new situations | Respect for difference and multiculturalism |
| Decision-making | Respect for the natural environment |
| Working independently | Showing social, professional and ethical responsibility and sensitivity to gender issues |
| Team work | Criticism and self-criticism |
| Working in an international environment | Production of free, creative and inductive thinking |
| Working in an interdisciplinary environment | Others... |
| Production of new research ideas | |

- Production of free, creative and inductive thinking
- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Analysis of requirements for problem solving
- Working independently
- Use abstraction to understand and analyze complex systems/problems

**SYLLABUS**

**Processor core and cache organization**: Instruction set architecture, Instruction-level parallelism, Organization and operation of cache memories, Performance evaluation of a computer

**VLSI**: VLSI design technologies, ASICs, packaging technologies, DRC, economics, MOS transistors, inverter, basic gates, complex gates, standard cells, gate arrays, basic transistor theory.

**Testing and Design for Testability**: VLSI testing, scan testing, built-in self test (BIST), testing standards (JTAG, IEEE1500).

**Low-power design**: Power consumption in CMOS circuits, modelling and evaluation of power, low-power design techniques

**Robotics**: Basic components of a robotic system and their functions, sensors and actuators, position and orientation of a robot, kinematics of a robot.

**TEACHING and LEARNING METHODS - EVALUATION**

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Lectures and tutorials</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</strong></td>
<td></td>
</tr>
<tr>
<td>Use of ICT in teaching, laboratory education, communication with students</td>
<td>Use of projector and interactive board during lectures.</td>
</tr>
<tr>
<td></td>
<td>Use of special electronic equipment and software for delivering the project.</td>
</tr>
<tr>
<td></td>
<td>Course website maintenance. Announcements and posting of teaching material (lecture slides and notes, programs).</td>
</tr>
<tr>
<td></td>
<td>Announcement of assessment marks via the ecourse platform by UOI.</td>
</tr>
<tr>
<td></td>
<td>Use of email for information exchange and improved communication with students.</td>
</tr>
</tbody>
</table>
**TEACHING METHODS**

The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

The student’s study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS

<table>
<thead>
<tr>
<th>Activity</th>
<th>Semester workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures</td>
<td>13x3 = 39 hours</td>
</tr>
<tr>
<td>Tutorials</td>
<td>1.3x1 = 13 hours</td>
</tr>
<tr>
<td>Quizzes</td>
<td>5x1=5 hours</td>
</tr>
<tr>
<td>Self-study</td>
<td>118 hours</td>
</tr>
</tbody>
</table>

Course total 175 hours

**STUDENT PERFORMANCE EVALUATION**

Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, etc.

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

**LANGUAGE OF EVALUATION: Greek**

**METHODS OF EVALUATION**

Quiz-style written exam at the end of each sub-module. Overall course mark is the average of the module quiz scores. The Quiz may include problem solving, multiple-choice, and short-answer questions. The quizzes are evaluated based on the correctness and completeness of answers.

**ATTACHED BIBLIOGRAPHY**

- Suggested bibliography:
  - CMOS VLSI DESIGN: A CIRCUITS AND SYSTEMS PERSPECTIVE, N. Weste and D. Harris, Addison-Wesley, 2011.

- Συναφή επιστημονικά περιοδικά:
  - IEEE Transactions on Computers,
  - IEEE Transactions on Computer Aided Design of Integrated Circuits and Systems,
  - IEEE Transactions on VLSI Systems,
  - IEEE Design & Test of Computers
  - IEEE Transactions on Robotics
  - IEEE/ASME Transactions on Mechatronics
H1. Modern Computer Architecture

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>SCHOOL OF ENGINEERING</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING</td>
</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
</tr>
<tr>
<td>COURSE CODE</td>
<td>H1</td>
</tr>
<tr>
<td>SEMESTER</td>
<td>-</td>
</tr>
<tr>
<td>COURSE TITLE</td>
<td>MODERN COMPUTER ARCHITECTURE</td>
</tr>
</tbody>
</table>

INDEPENDENT TEACHING ACTIVITIES

<table>
<thead>
<tr>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures / Project</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>7</td>
</tr>
</tbody>
</table>

COURSE TYPE

Specialized general Knowledge

PREREQUISITE COURSES:

- GREEK & ENGLISH

LANGUAGE OF INSTRUCTION and EXAMINATIONS:

YES

IS THE COURSE OFFERED TO ERASMUS STUDENTS?


LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The primary aim of the course is to convey an in-depth understanding of modern, high-performance processor micro-architecture and the memory hierarchy. After successfully passing this course the students will be able to:

- Describe the structure and operational characteristics of a pipelined microprocessor.
- Demonstrate an understanding of pipeline hazards and interlocks, out-of-order execution, scoreboards and reservation tables, branch prediction.
- Evaluate the performance of a processor and memory system.
- Describe the memory coherency issues involved when designing a multiprocessor system, and explain the behaviour of a typical cache coherency protocol.
- Adapt existing simulators, run simulations and present a critical evaluation of the
General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Adapting to new situations
- Decision-making
- Working independently
- Team work
- Working in an international environment
- Working in an interdisciplinary environment
- Production of new research ideas
- Project planning and management
- Respect for difference and multiculturalism
- Respect for the natural environment
- Showing social, professional and ethical responsibility and sensitivity to gender issues
- Criticism and self-criticism
- Production of free, creative and inductive thinking
- Production of free, creative and inductive thinking
- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Analysis of requirements for problem solving
- Team work
- Use abstraction to understand and analyze complex systems/problems
- Adapting to new situations

SYLLABUS

Pipelined processor organization: Instruction dependencies, pipeline hazards, data forwarding, pipeline stall, delayed branches. Code scheduling.
Parallel systems: Shared-memory multicore systems. Memory coherence, memory consistency.

TEACHING and LEARNING METHODS - EVALUATION

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Lectures, Project</th>
</tr>
</thead>
<tbody>
<tr>
<td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</td>
<td>Use of projector and interactive board during lectures.</td>
</tr>
<tr>
<td></td>
<td>Use of special electronic equipment and software for delivering the project.</td>
</tr>
<tr>
<td></td>
<td>Course website maintenance. Announcements and posting of teaching material (lecture slides and notes, programs).</td>
</tr>
<tr>
<td></td>
<td>Announcement of assessment marks via the ecourse platform by UOI.</td>
</tr>
</tbody>
</table>
TEACHING METHODS
The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

The student’s study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS.

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<th>Activity</th>
<th>Semester workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures</td>
<td>13*3 = 39 hours</td>
</tr>
<tr>
<td>Tutorials</td>
<td></td>
</tr>
<tr>
<td>Project</td>
<td>10*2 = 20 hours</td>
</tr>
<tr>
<td>Self-study</td>
<td>116 hours</td>
</tr>
<tr>
<td>Course total</td>
<td>175 hours</td>
</tr>
</tbody>
</table>

STUDENT PERFORMANCE EVALUATION
Description of the evaluation procedure
Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other
Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

LANGUAGE OF EVALUATION: Greek

METHODS OF EVALUATION
(i) Final examination, which includes problem solving. The exam papers are evaluated based on the correctness and completeness of answers.
(ii) Laboratory & Project Examination

ATTACHED BIBLIOGRAPHY
- Suggested bibliography:

- Συναφή επιστημονικά περιοδικά:
  - Transactions on Architecture and Code Optimization, Transactions on Computer Systems, ACM.
H3. 3D Systems on Chip

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>SCHOOL OF ENGINEERING</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING</td>
</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
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<tr>
<td>COURSE CODE</td>
<td>H3</td>
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<tr>
<td>SEMESTER</td>
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<tr>
<td>COURSE TITLE</td>
<td>3D SYSTEMS ON CHIP</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>INDEPENDENT TEACHING ACTIVITIES</th>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures / Labs / Tutorials</td>
<td>3+1</td>
<td>7</td>
</tr>
</tbody>
</table>

Add rows if necessary: The organisation of teaching and the teaching methods used are described in detail at (d).

COURSE TYPE

Specialized general Knowledge

PREREQUISITE COURSES:

- 

LANGUAGE OF INSTRUCTION and EXAMINATIONS:

GREEK & ENGLISH

IS THE COURSE OFFERED TO ERASMUS STUDENTS

YES

COURSE WEBSITE (URL)

LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The students acquire the basic knowledge on the design and test of 3-Dimensional Systems-on-Chip. Initially they understand the 2D limitations that led to the 3D integration and then they study the basic mechanisms for solving such problems. The students emphasize on the design, manufacturing and test methods proposed to attack electrical, temperature and power-dissipation issues in 3D stacks, while at the same time they face problems related to the embedding of multiple cores/memory and they understand the proposed solutions for each case. Finally, they study applications of 3D manufacturing.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Adapting to new situations
- Decision-making
- Working independently
- Team work

- Project planning and management
- Respect for difference and multiculturalism
- Respect for the natural environment
- Showing social, professional and ethical responsibility and sensitivity to gender issues
- Criticism and self-criticism
Working in an international environment
Working in an interdisciplinary environment
Production of new research ideas

- Production of free, creative and inductive thinking
- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Analysis of requirements for problem solving

SYLLABUS


TEACHING and LEARNING METHODS - EVALUATION

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Lectures</th>
</tr>
</thead>
<tbody>
<tr>
<td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</td>
<td>The teaching is performed through powerpoint slides and the communication is conducted by electronic means (ecourse, email etc)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TEACHING METHODS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activity</td>
</tr>
<tr>
<td>Lectures</td>
</tr>
<tr>
<td>Tutorials</td>
</tr>
<tr>
<td>Labs</td>
</tr>
<tr>
<td>Self-study</td>
</tr>
<tr>
<td>Course total</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>STUDENT PERFORMANCE EVALUATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>LANGUAGE OF EVALUATION: Greek / English</td>
</tr>
<tr>
<td>METHOD OF EVALUATION: Written Exam</td>
</tr>
</tbody>
</table>

Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.
ATTACHED BIBLIOGRAPHY

- Suggested bibliography:


- Συναφή επιστημονικά περιοδικά:
  - IEEE Transactions on Computers,
  - IEEE Transactions on Computer Aided Design of Integrated Circuits and Systems,
  - IEEE Transactions on VLSI Systems,
  - IEEE Design & Test of Computers
H4. Embedded Systems for IoT Applications

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>SCHOOL OF SCIENCE</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING</td>
</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
</tr>
<tr>
<td>COURSE CODE</td>
<td>Y4</td>
</tr>
<tr>
<td>SEMESTER</td>
<td>-</td>
</tr>
<tr>
<td>COURSE TITLE</td>
<td>Embedded Systems for IoT Applications</td>
</tr>
</tbody>
</table>

INDEPENDENT TEACHING ACTIVITIES

if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits

<table>
<thead>
<tr>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures / Labs / Tutorials</td>
<td>3+1</td>
</tr>
<tr>
<td>7</td>
<td></td>
</tr>
</tbody>
</table>

Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).

COURSE TYPE

Specialized general Knowledge

PREREQUISITE COURSES:

-

LANGUAGE OF INSTRUCTION and EXAMINATIONS:

GREEK & ENGLISH

IS THE COURSE OFFERED TO ERASMUS STUDENTS

YES

COURSE WEBSITE (URL)

LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The students acquire the basic knowledge on integrated circuit and system design for the Internet of Things (IoT), and in particular for the nodes at its edge.

The students learn what the IoT is from the design point of view and the system point of view, and how the constraints imposed by IoT applications translate into integrated circuit requirements and design guidelines.
After taking this course, beside the state-of-the-art design techniques for IoT applications, the students will learn about the fundamental sub-systems encountered in Systems on Chip for IoT:

- ultra-low power digital architectures and circuits, low- and zero-leakage memories (including emerging technologies)
- circuits for hardware security and authentication
- on-chip power management and energy harvesting
- ultra-low power analog interfaces and analog-digital conversion
- short-range radios
- miniaturized battery technologies
- packaging and assembly of IoT integrated systems (on silicon and non-silicon substrates).

The course also examines how the IoT could evolve based on recent and foreseeable trends in the semiconductor industry, highlighting the key challenges, as well as the opportunities for circuit and system innovation to address them.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Adapting to new situations
- Decision-making
- Working independently
- Team work
- Working in an international environment
- Working in an interdisciplinary environment
- Production of new research ideas
- Project planning and management
- Respect for difference and multiculturalism
- Respect for the natural environment
- Showing social, professional and ethical responsibility and sensitivity to gender issues
- Criticism and self-criticism
- Production of free, creative and inductive thinking
- Others...

SYLLABUS

- The IoT Ecosystem
  - Embedded Computer Devices
  - M2M Communications
  - Smart environments
  - Cyber-physical systems
  - Cloud computing, fog computing, edge computing
- Fog and cloud interplay
- IoT Application Constraints

- Energy efficient IoT devices
  - Ultra-low power digital architectures and circuits
  - Low- and zero-leakage memories (including emerging technologies)
  - Ultra-low power analog interfaces and analog-digital conversion
  - Short-range radios
  - On-chip power management and energy harvesting

- Security in IoT Devices
  - Circuits for hardware security and authentication

- Miniaturized battery technologies

- Packaging and assembly of IoT integrated systems


### TEACHING and LEARNING METHODS - EVALUATION

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Lectures</th>
</tr>
</thead>
<tbody>
<tr>
<td>Face-to-face, Distance learning, etc.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</th>
<th></th>
</tr>
</thead>
</table>
| Use of ICT in teaching, laboratory education, communication with students | - Use of projector and interactive board during lectures.
- Use of special electronic equipment and software for delivering the project.
- Course website maintenance. Announcements and posting of teaching material (lecture slides and notes, programs).
- Announcement of assessment marks via the ecourse platform by UOI.
- Use of email and social media for information exchange and improved communication with students. |
TEACHING METHODS

The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS.

<table>
<thead>
<tr>
<th>Activity</th>
<th>Semester workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures</td>
<td>13x3</td>
</tr>
<tr>
<td>Tutorials</td>
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<tr>
<td>Labs</td>
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<tr>
<td>Self-study</td>
<td>123</td>
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<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Course total</strong></td>
<td><strong>175 hours</strong></td>
</tr>
</tbody>
</table>

STUDENT PERFORMANCE EVALUATION

Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, etc.

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

LANGUAGE OF EVALUATION: Greek / English

METHOD OF EVALUATION: Written Exam

ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

1. Enabling the Internet of Things: From Integrated Circuits to Integrated Systems, Massimo Alioto (Publisher: Springer)
2. Big Data and Internet of Things: A Roadmap for Smart Environments, in book series Computational Intelligence, Volume 546, Nik Bessis, Ciprian Dobre (Publisher: Springer)

- Συναφή επιστημονικά περιοδικά:

- IEEE Transactions on Circuits and Systems I and II,
- IEEE Transactions on Computers,
- IEEE Transactions on Computer Aided Design of Integrated Circuits and Systems,
- IEEE Transactions on VLSI Systems
H5. Robotic Systems

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>SCHOOL OF ENGINEERING</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING</td>
</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
</tr>
<tr>
<td>COURSE CODE</td>
<td>H5</td>
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<tr>
<td>SEMESTER</td>
<td></td>
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</tbody>
</table>

INDEPENDENT TEACHING ACTIVITIES

<table>
<thead>
<tr>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures / Labs / Tutorials</td>
<td>4</td>
</tr>
</tbody>
</table>

Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).

COURSE TYPE

Specialized general knowledge

PREREQUISITE COURSES:

- 

LANGUAGE OF INSTRUCTION

and EXAMINATIONS:

GREEK

IS THE COURSE OFFERED TO ERASMUS STUDENTS

YES

COURSE WEBSITE (URL)


LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The main course objective is to introduce students with more advanced aspects in selected areas of robotics, such as non-linear control, and motion planning of a robotic platform.

A student that successfully attends this course should be able to:

- Understand, design, and implement advanced control methodologies for robotic manipulators and mobile platforms.
- Demonstrate advanced knowledge in motion planning of a robotic platform or a robotic fleet.
- Study and solve real life complex problems in the control of robotic systems.
- Understand research papers in the field of robotics and try out some innovative ideas.
### General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

<table>
<thead>
<tr>
<th>Competence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Search for, analysis and synthesis of data and information, with the use of the necessary technology</td>
</tr>
<tr>
<td>Adapting to new situations</td>
</tr>
<tr>
<td>Decision-making</td>
</tr>
<tr>
<td>Team work</td>
</tr>
<tr>
<td>Working in an international environment</td>
</tr>
<tr>
<td>Working in an interdisciplinary environment</td>
</tr>
<tr>
<td>Production of new research ideas</td>
</tr>
<tr>
<td>Project planning and management</td>
</tr>
<tr>
<td>Respect for difference and multiculturalism</td>
</tr>
<tr>
<td>Respect for the natural environment</td>
</tr>
<tr>
<td>Showing social, professional and ethical responsibility and sensitivity to gender issues</td>
</tr>
<tr>
<td>Criticism and self-criticism</td>
</tr>
<tr>
<td>Production of free, creative and inductive thinking</td>
</tr>
<tr>
<td>Abstraction ability for problem modeling</td>
</tr>
<tr>
<td>Others...</td>
</tr>
</tbody>
</table>

### SYLLABUS

**Kinematics**: Direct kinematics, inverse kinematics, differential kinematics, Jacobian matrices, singularities, kinematics of mobile robots.

**Sensors and actuators**: Actuators in Robotics, electronic subsystem, sensors, amplifiers, control system, PID control of a joint, control architecture of a mobile robot.

**Robotic motion planning**: Robot planning and control architecture, path planning, the configuration space, obstacles in work-space, roadmap, artificial potential fields, non-holonomic constraints, motion planning of a robotic fleet.

**Advanced control of robotic systems**: Compliance control, impedance control, non-linear control, visual servoing.

### TEACHING and LEARNING METHODS - EVALUATION

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Lectures, lab courses</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</strong></td>
<td></td>
</tr>
<tr>
<td>Use of ICT in teaching, laboratory education, communication with students</td>
<td></td>
</tr>
<tr>
<td>• Use of projector and computer during lectures.</td>
<td></td>
</tr>
<tr>
<td>• Course website maintenance. Announcements and posting of teaching material (lecture slides and notes, exercises, example programs).</td>
<td></td>
</tr>
<tr>
<td>• Use of robots in laboratories.</td>
<td></td>
</tr>
<tr>
<td>• Announcement of assessment marks via the ecourse platform by UOI.</td>
<td></td>
</tr>
<tr>
<td>• Use of email for information exchange and improved communication with students.</td>
<td></td>
</tr>
</tbody>
</table>
TEACHING METHODS
The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

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</tr>
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<tbody>
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<td>Lectures</td>
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</tr>
<tr>
<td>Labs</td>
<td>$13 \times 1 = 13$ hours</td>
</tr>
<tr>
<td>Self-study</td>
<td>123 hours</td>
</tr>
<tr>
<td>Course total</td>
<td>175 hours</td>
</tr>
</tbody>
</table>

STUDENT PERFORMANCE EVALUATION
Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

LANGUAGE OF EVALUATION: Greek

METHODS OF EVALUATION
(i) Final written examination.
(ii) Project.

The evaluation procedure is accessible to students via the course website.

ATTACHED BIBLIOGRAPHY

-Suggested bibliography in Greek:
- Εμίρης, Δ., Κουλουριώτης, Δ.Ε., Ρομποτική, Εκδόσεις ΣΕΛΚΑ - 4Μ ΕΠΕ, 2006.

-Suggested bibliography in English:

-Related academic journals:
- The International Journal of Robotics Research.
- IEEE Transactions on Robotics.
- IEEE/ASME Transactions on Mechatronics
S0. Introduction to Software Systems

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>POLYTECHNIC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACADEMIC UNIT</td>
<td>DEPARTMENT OF COMPUTER SCIENCE &amp; ENGINEERING</td>
</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
</tr>
<tr>
<td>COURSE CODE</td>
<td>L0</td>
</tr>
<tr>
<td>SEMESTER</td>
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<tr>
<td>COURSE TITLE</td>
<td>Introduction to Software Systems</td>
</tr>
</tbody>
</table>

INDEPENDENT TEACHING ACTIVITIES

<table>
<thead>
<tr>
<th>Lectures / Labs / Exercises</th>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3 / 1 / 0</td>
<td>7</td>
</tr>
</tbody>
</table>

COURSE TYPE

Specialised general knowledge

PREREQUISITE COURSES:

NO

LANGUAGE OF INSTRUCTION and EXAMINATIONS:

Greek

IS THE COURSE OFFERED TO ERASMUS STUDENTS:

YES

COURSE WEBSITE (URL):

http://ecourse.uoi.gr/course/view.php?id=1726

LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The course L0 “Introduction to Software Systems” aims to provide post-graduate students with the necessary background on advanced topics in the area of software systems.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

<table>
<thead>
<tr>
<th>Search for, analysis and synthesis of data and information, with the use of the necessary technology</th>
<th>Project planning and management</th>
</tr>
</thead>
<tbody>
<tr>
<td>Respect for difference and multiculturalism</td>
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</tr>
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Adapting to new situations
Decision-making
Working independently
Team work
Working in an international environment
Working in an interdisciplinary environment
Production of new research ideas

Respect for the natural environment
Showing social, professional and ethical responsibility and sensitivity to gender issues
Criticism and self-criticism
Production of free, creative and inductive thinking

- Production of free, creative and inductive thinking
- Decision making
- Search for, analysis and synthesis of information, and use of the necessary technology.
- Team work
- Autonomous work
- Ability to apply research results to the solution of practical problems

SYLLABUS

The course covers the following areas of software systems

- Programming languages
- Software technology
- Virtualization
- Security
- Networking
- Fault tolerance and consistency
- Parallelism

TEACHING and LEARNING METHODS - EVALUATION

DELIVERY
Face-to-face, Distance learning, etc.

Weekly lectures

USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
Use of ICT in teaching, laboratory education, communication with students

Lecture slides, course Web page maintenance (slides and course notes), e-mail communication

TEACHING METHODS
The manner and methods of teaching are described in detail.

Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

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</tr>
<tr>
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</tr>
</tbody>
</table>

Language of evaluation: Greek

Methods of Evaluation: Course participation, in-class quizzes, programming exercises

The exact evaluation procedure is announced to students on the course website.

ATTACHED BIBLIOGRAPHY

Proposed bibliography:


S1. Software & Data Evolution

COURSE OUTLINE

GENERAL

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<tr>
<td>COURSE CODE</td>
<td>S1</td>
</tr>
<tr>
<td>SEMESTER</td>
<td></td>
</tr>
</tbody>
</table>

INDEPENDENT TEACHING ACTIVITIES

If credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits.

| Lectures / Tutorials | 3/1 | 7 |

| COURSE TYPE | Special background |
| PREREQUISITE COURSES: | - |
| LANGUAGE OF INSTRUCTION and EXAMINATIONS: | GREEK |
| IS THE COURSE OFFERED TO ERASMUS STUDENTS | YES |

LEARNING OUTCOMES

After successfully passing this course the students will be able to:

- Understand the state-of-the-art and the historical evolution of research in the area under study.
- Understand in depth the critical steps in the process of re-engineering.
- Reverse engineer an existing system and produce (a) an abstract model of the system and (b) the appropriate documentation that goes along with the abstract model.
- Identify symptoms of bad design and rigidity and prioritize them in terms of re-engineering.
- Understand the role of re-engineering patterns in the process of software maintenance, their interrelationships and tradeoffs.
- Design specific solutions for the identified problems and assess both the “forces” that constrain the solution space as well as the trade-offs that each candidate solution incurs.
- Acquire hands-on experience by developing a complete project wherein they apply the design and algorithmic knowledge obtained from the course in order to re-engineer an
existing complex software system.

**General Competences**

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

| Search for, analysis and synthesis of data and information, with the use of the necessary technology | Project planning and management |
| Adapting to new situations | Respect for difference and multiculturalism |
| Decision-making | Respect for the natural environment |
| Working independently | Showing social, professional and ethical responsibility and sensitivity to gender issues |
| Team work | Criticism and self-criticism |
| Working in an international environment | Production of free, creative and inductive thinking |
| Working in an interdisciplinary environment | Others… |
| Production of new research ideas | … |

- Production of free, creative and inductive thinking
- Decision making
- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Team work
- Algorithmic thinking
- Abstraction ability for problem modeling
- Apply research results in solving practical problems
- Literature studying and management

**SYLLABUS**

The course Software and Data Evolution offers an in-depth coverage of a core topic within the broader field of information systems engineering -- specifically, the evolution and re-engineering of software and data. The course starts by reviewing software evolution in general. Then, it proceeds to cover in an in-depth analysis, the area of the re-engineering of legacy software. The course presents the general method of re-engineering a legacy system into a new, well-designed and maintainable object-oriented system. Then, the particular steps of the method, along with patterns and anti-patterns are covered: reverse engineering, abstract modeling of an OO system, identification of bad design symptoms, re-engineering patterns and forces. The course moves on to cover the evolution of data, and presents typical patterns by which database schemata evolve, and techniques to handle schema evolution.

A team project where a large and complex software system is re-engineered accompanies the theoretical lecturing.

**TEACHING and LEARNING METHODS - EVALUATION**

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Weekly Lectures</th>
</tr>
</thead>
<tbody>
<tr>
<td>Face-to-face, Distance learning, etc.</td>
<td>Use of projector during lectures.</td>
</tr>
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<td></td>
<td>Course website maintenance. Announcements and posting of teaching material (lecture slides and notes, programs).</td>
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TEACHING METHODS

The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS

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<td>Self-study</td>
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</tr>
<tr>
<td>Course total</td>
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</tr>
</tbody>
</table>

STUDENT PERFORMANCE EVALUATION

Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

LANGUAGE OF EVALUATION: Greek

METHODS OF EVALUATION

(i) A large programming assignment in groups (project).
(ii) At each lecture, the students are asked to be prepared on the material of the lecture and to participate in the critical discussions that arise concerning their project. Moreover, the students are regularly required to report on intermediate milestones of their project.
(iii) Each student is assigned either (a) a data analysis tasks or (b) a literature survey, on topics relevant to the material of the course. The assignment involves the authoring of a report, to be publicly presented in class at the end of the semester

The evaluation procedure is accessible to students via the course website.

ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

Design Patterns: Elements of Reusable Object-Oriented Software, E. Gamma, R. Helm, Richard, R. Johnson, Ralph, J. Vlissides, Addison-Wesley, ISBN 0-201-63361-2.
## S3. Cloud Computing Systems

### COURSE OUTLINE

#### GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>ENGINEERING</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACADEMIC UNIT</td>
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</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>GRADUATE</td>
</tr>
<tr>
<td>COURSE CODE</td>
<td>S3</td>
</tr>
<tr>
<td>SEMESTER</td>
<td></td>
</tr>
<tr>
<td>COURSE TITLE</td>
<td>CLOUD COMPUTING SYSTEMS</td>
</tr>
</tbody>
</table>

#### INDEPENDENT TEACHING ACTIVITIES

<table>
<thead>
<tr>
<th>Lectures / Labs / Exercises</th>
<th>WEEKLY TEACHING HOURS</th>
<th>CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures / Lab Exercises</td>
<td>4</td>
<td>7</td>
</tr>
</tbody>
</table>

#### COURSE TYPE

- Specialised general knowledge

#### PREREQUISITE COURSES:

- NO

#### LANGUAGE OF INSTRUCTION and EXAMINATIONS:

- Greek

#### IS THE COURSE OFFERED TO ERASMUS STUDENTS

- YES

#### COURSE WEBSITE (URL)

- [http://www.cse.uoi.gr/~stergios/teaching/I3](http://www.cse.uoi.gr/~stergios/teaching/I3)

### LEARNING OUTCOMES

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

- The course covers traditional and latest research publications on cloud computing systems. Examined issues include cluster management, virtualization, data storage and networking, dataflow processing, heterogeneous systems, and cloud security.

- Participating students are expected to actively contribute to the critical discussions during paper reading sessions.

- Additionally, the students under the guidance of the instructor will work on a project of their choice that will explore interesting research directions.

- Overall, the course will help students get familiar with the design, implementation and experimental evaluation of modern cloud computing systems.

### General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Project planning and management
- Respect for difference and multiculturalism
Adapting to new situations
Decision-making
Working independently
Team work
Working in an international environment
Working in an interdisciplinary environment
Production of new research ideas

Respect for the natural environment
Showing social, professional and ethical responsibility and sensitivity to gender issues
Criticism and self-criticism
Production of free, creative and inductive thinking
Others...

- Search for, analysis and synthesis of data and information, with the use of the necessary technology.
- Decision making
- Production of free, creative and inductive thinking
- Team work
- Autonomous work
- Production of new research ideas

SYLLABUS

- The course covers topics in the design and implementation of cloud computing systems, such as communication, synchronization, scheduling, dependability, data storage, security.
- The syllabus is adjusted every year according to the latest publications of the related literature published in international conferences and journals.

TEACHING and LEARNING METHODS - EVALUATION

<table>
<thead>
<tr>
<th>DELIVERY</th>
<th>Face-to-face</th>
</tr>
</thead>
<tbody>
<tr>
<td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</td>
<td></td>
</tr>
</tbody>
</table>
Use of ICT in teaching, laboratory education, communication with students |
- Lecture slides
- Web page maintenance with bibliography and other course material.
- E-mail communication

<table>
<thead>
<tr>
<th>TEACHING METHODS</th>
<th>Activity</th>
<th>Semester workload</th>
</tr>
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<tbody>
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<table>
<thead>
<tr>
<th>STUDENT PERFORMANCE EVALUATION</th>
<th>Language of evaluation: Greek</th>
</tr>
</thead>
<tbody>
<tr>
<td>Description of the evaluation procedure</td>
<td>Methods of Evaluation:</td>
</tr>
<tr>
<td>Participation in paper reading sessions</td>
<td></td>
</tr>
<tr>
<td>Evaluation of weekly assignments</td>
<td></td>
</tr>
<tr>
<td>Project or final written examination</td>
<td></td>
</tr>
</tbody>
</table>

The evaluation procedure is accessible to students via
public presentation, laboratory work, clinical examination of patient, art interpretation, other

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

the course website.

### ATTACHED BIBLIOGRAPHY

- ACM Symposium on Cloud Computing
- ACM Symposium on Operating Systems Principles
- ACM SIGCOMM Conference
- ACM European Conference on Computer Systems
- USENIX Annual Technical Conference
- USENIX Symposium on Operating Systems Design and Implementation
- USENIX Symposium on Network Systems Design and Implementation
- IEEE Computer
- Communications of the ACM
S5. Mobile and Wireless Networks

COURSE OUTLINE

GENERAL

<table>
<thead>
<tr>
<th>SCHOOL</th>
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</tr>
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<tbody>
<tr>
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</tr>
<tr>
<td>LEVEL OF STUDIES</td>
<td>POSTGRADUATE</td>
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<td>COURSE CODE</td>
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<tr>
<td>SEMESTER</td>
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</tr>
<tr>
<td>COURSE TITLE</td>
<td>Mobile and Wireless Networks</td>
</tr>
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</table>

INDEPENDENT TEACHING ACTIVITIES

if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits

<table>
<thead>
<tr>
<th>COURSE TYPE</th>
<th>general background, special background, specialised general knowledge, skills development</th>
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<tbody>
<tr>
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<td>-</td>
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<td><a href="http://www.cs.uoi.gr/~epap/L05">http://www.cs.uoi.gr/~epap/L05</a></td>
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LEARNING OUTCOMES

The course offers an insight into wireless and mobile networking. To this end, the course will analyze the most well-known technologies for wireless and mobile networks as well as the users’ needs met by each technology. The course also focuses on new trends in building wireless and mobile networks. After successfully completing the course, a student should be able to:

- understand the basic challenges in wireless and mobile networking
- understand the basic architectures and networking technologies implemented in real-life wireless mobile networks as well as the users’ needs that each of these technologies meets
- comprehend the basic networking mechanisms and how these mechanisms influence the network’s performance
- be able to evaluate the performance of a network in the context of limited resources that are available in a mobile node
be able to identify open issues and challenges and propose possible solutions

General Competences
Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

| Search for, analysis and synthesis of data and information, with the use of the necessary technology | Project planning and management |
| Adapting to new situations | Respect for difference and multiculturalism |
| Decision-making | Respect for the natural environment |
| Working independently | Showing social, professional and ethical responsibility and sensitivity to gender issues |
| Team work | Criticism and self-criticism |
| Working in an international environment | Production of free, creative and inductive thinking |
| Working in an interdisciplinary environment | Others... |

SYLLABUS
The course focuses on the key enabling technologies for wireless and mobile networks and delineates their fundamental operating principles. In the first part, the course examines the dominant technologies in the field of wide area and metropolitan area infrastructured networks such as LTE and WiMAX. Then, the course focuses on ad hoc networks, such as Mobile Ad Hoc Networks (MANETs) and opportunistic networks, as well as on Delay Tolerant Networking (DTN). Finally, the course discusses key technologies proposed in the context of 5G networks. Summarizing, the following technologies will be examined during the course:

- 4G Networks and LTE
- Wireless Metropolitan Access Networks (WiMAX)
- Mobile Ad Hoc Networks (MANETs) and Opportunistic Networks, Mobile Social Networks
- Delay Tolerant Networks (DTNs)
- Machine-to-Machine Communication (M2M), Internet of Things (IoT) in 5G Networks,
- Software Defined Networking (SDN), Network Slicing

TEACHING and LEARNING METHODS - EVALUATION

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USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
Use of ICT in teaching, laboratory education, communication with students

TEACHING METHODS
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Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

LANGUAGE OF EVALUATION: Greek

METHODS OF EVALUATION
(i) Final exams
(ii) Project

ATTACHED BIBLIOGRAPHY

- Suggested bibliography:
  • Scholarly articles published in the relevant scientific journals

- Relevant scientific journals
  • IEEE/ACM Transactions on Networking
  • IEEE Transactions on Mobile computing
  • IEEE Transactions on Wireless Communications
  • IEEE JOURNAL ON SELECTED AREAS IN COMMUNICATIONS (J-SAC)
  • Elsevier Ad Hoc Networks