Course Structure for Ph. D Program

Department of Computer Science and Information Engineering National Taiwan Normal University

| Adaptive to Class of | | Required Credit(s) | Elective Credit(s) | Free Elective Credit(s) | Minimum Total Credits for Graduation |
|----------------------|-----|--------------------|--------------------|-------------------------|---|
| | 112 | 0.0 | 22.0 | 0.0 | 22.0 |

Note: The first alphabet "E" on the course name refers to the course in English as a medium of instruction

I. Required Courses: 0.0 credit is requiredII. Elective Courses: 22.0 credits are required

| | | Credit Unit | | it Unit | |
|-------------|--|----------------|-------------------|----------------------|--|
| Course Code | Course Name | Credit(s) | Lecture Hour | Lab/Practice Hour | Note |
| | 1 Seminar 4.0 credits are required, | | | Hour | |
| CSC0057 | 1-1 Seminar on Communication Networks (I) | 1.0 | 0.0 | 2.0 | This course can be retaken |
| CSC0058 | 1-2 Seminar on Communication Networks (II) | 1.0 | 0.0 | 2.0 | This course can be retaken |
| CSC0059 | 1-3 Seminar on Information Systems (I) | 1.0 | 0.0 | 2.0 | This course can be retaken |
| CSC0060 | 1-4 Seminar on Information Systems (II) | 1.0 | 0.0 | 2.0 | This course can be retaken |
| CSC0061 | 1-5 Seminar on Multimedia Engineering (I) | 1.0 | 0.0 | 2.0 | This course can be retaken |
| CSC0062 | 1-6 Seminar on Multimedia Engineering (II) | 1.0 | 0.0 | 2.0 | This course can be retaken |
| | 2 Elective Courses 18.0 credits are required To register the courses provided in other schools or other departments, the student have to registration has to be agreed by the research advisor of the student. | o follow the r | elated requiremen | ts of course regi | stration in CSIE NTNU and NTNU.Besides, the course |
| | 2-1 Communication Networks | | | | |
| CSC0036 | 2-1-1 E Advanced Computer Networks | 3.0 | 3.0 | 0.0 | |
| CSC0020 | 2-1-2 Distributed Processing Systems | 3.0 | 3.0 | 0.0 | |
| CSC0052 | 2-1-3 Queueing Theory | 3.0 | 3.0 | 0.0 | |
| | 2-2 Information Systems | | | | |
| CSC0016 | 2-2-1 Advanced Operating Systems | 3.0 | 3.0 | 0.0 | |
| CSC0017 | 2-2-2 Advanced Algorithms | 3.0 | 3.0 | 0.0 | |
| CSC0015 | 2-2-3 Advanced Computer Architectures | 3.0 | 3.0 | 0.0 | |
| | 2-3 Multimedia Engineering | | | | |
| CSC0051 | 2-3-1 Advanced Image Processing | 3.0 | 3.0 | 0.0 | |
| CSC0049 | 2-3-2 Advanced Computer Graphics | 3.0 | 3.0 | 0.0 | |
| CSC0039 | 2-3-3 Machine Learning | 3.0 | 3.0 | 0.0 | |
| | 2-4 Other | | | | |
| CSC0065 | 2-4-1 Special Topic: Information Systems (I) | 3.0 | 3.0 | 0.0 | |
| CSC0067 | 2-4-2 Special Topic: Communication Networks (I) | 3.0 | 3.0 | 0.0 | |
| CSC0002 | 2-4-3 Data Compression | 3.0 | 3.0 | 0.0 | |
| CSC0008 | 2-4-4 Digital Signal Processing | 3.0 | 3.0 | 0.0 | |
| CSC0013 | 2-4-5 Stochastic Processes | 3.0 | 3.0 | 0.0 | |
| CSC0014 | 2-4-6 Information Retrieval and Extraction | 3.0 | 3.0 | 0.0 | |
| CSC0018 | 2-4-7 Theory of Computation | 3.0 | 3.0 | 0.0 | |
| CSC0023 | 2-4-8 Natural Language Processing | 3.0 | 3.0 | 0.0 | |
| CSC0027 | 2-4-9 Embedded System Design | 3.0 | 3.0 | 0.0 | |
| CSC0029 | 2-4-10 E Computer Vision | 3.0 | 3.0 | 0.0 | |
| CSC0030 | 2-4-11 Pattern Recognition | 3.0 | 3.0 | 0.0 | |
| CSC0031 | 2-4-12 Fuzzy Theory | 3.0 | 3.0 | 0.0 | |
| CSC0032 | 2-4-13 E Artificial Neural Network | 3.0 | 3.0 | 0.0 | |
| CSC0037 | 2-4-14 E Bioinformatics | 3.0 | 3.0 | 0.0 | |
| CSC0040 | 2-4-15 Advanced Database Systems | 3.0 | 3.0 | 0.0 | |
| CSC8001 | 2-4-16 Concrete Mathematics | 3.0 | 3.0 | 0.0 | |

III. Free Elective Credits: 0.0 credit is required