

Main focus of the course on Phase Transitions and Critical phenomena

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic processes

Network Theory

Phase transitions

Scaling, fractal structures

Critical Phenomena

Evolutionary processes

Emergence

Self-Organised Criticality

Game Theory

Pattern formation

Interdisciplinary research

Simulation / computational model

What about the guest lectures?

The Euler Characteristic and Topological Phase Transitions in Complex Systems

Fernando N. Santos (DIEP)

Impact of Link Recommendation Algorithms in Opinion Polarization

Fernando P. Santos (IvI/SIAS)

A bottom-up approach to climate change agreements

Vítor V. Vasconcelos (IvI / CSL)

**Dueling for dominance:
from tracking to maneuvers to strategies in 3D zebrafish fights**

Greg Stephens (VU/Physics of Life)

Fernando P. Santos

Opinion dynamics on social networks

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic processes

Network Theory

Evolutionary processes

Critical Phenomena

Game Theory

Interdisciplinary research

Simulation / computational model

Fernando P. Santos

Opinion dynamics on social networks

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic processes

Network Theory

Critical Phenomena

Evolutionary processes

Game Theory

Interdisciplinary research

Simulation / computational model

Fernando N. Santos

Topological, high-order transition in the brain

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic processes

Network Theory

Evolutionary processes

Critical Phenomena

Game Theory

Interdisciplinary research

Simulation / computational model

Fernando N. Santos

Topological, high-order transition in the brain

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic processes

Network Theory

Evolutionary processes

Critical Phenomena

Game Theory

Interdisciplinary research

Simulation / computational model

Wout Merbis

Epidemic modeling in complex networks

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic processes

Network Theory

Evolutionary processes

Critical Phenomena

Game Theory

Interdisciplinary research

Simulation / computational model

Wout Merbis

Epidemic modeling in complex networks

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic / out-of-equilibrium processes

Network Theory

Evolutionary processes

Critical Phenomena

Game Theory

Interdisciplinary research

Simulation / computational model

Vitor Vasconcelos

Reaching climate agreement

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic processes

Network Theory

Evolutionary processes

Critical Phenomena

Game Theory

Interdisciplinary research

Simulation / computational model

Vitor Vasconcelos

Reaching climate agreement

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic processes

Network Theory

Evolutionary processes

Critical Phenomena

Game Theory

Interdisciplinary research

Simulation / computational model

Greg Stephens

Theoretical biology

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic processes

Network Theory

Evolutionary processes

Critical Phenomena

Game Theory

Interdisciplinary research

Simulation / computational model

Greg Stephens

Theoretical biology

**Dynamical Systems
and Chaos**

Information theory

Data driven methods

Stochastic processes

Network Theory

Evolutionary processes

Critical Phenomena

Game Theory

Interdisciplinary research

Simulation / computational model

What can you study at UvA if you are interested in complex systems?

Out-of-equilibrium statistical physics

+ Good bases in probability theory and stochastic processes

Interdisciplinary research

Dynamical systems and Chaos

Information Theory

Critical phenomena

—>> **More information to be posted on Canvas
towards the end of the course**

Data-driven approaches to complex systems