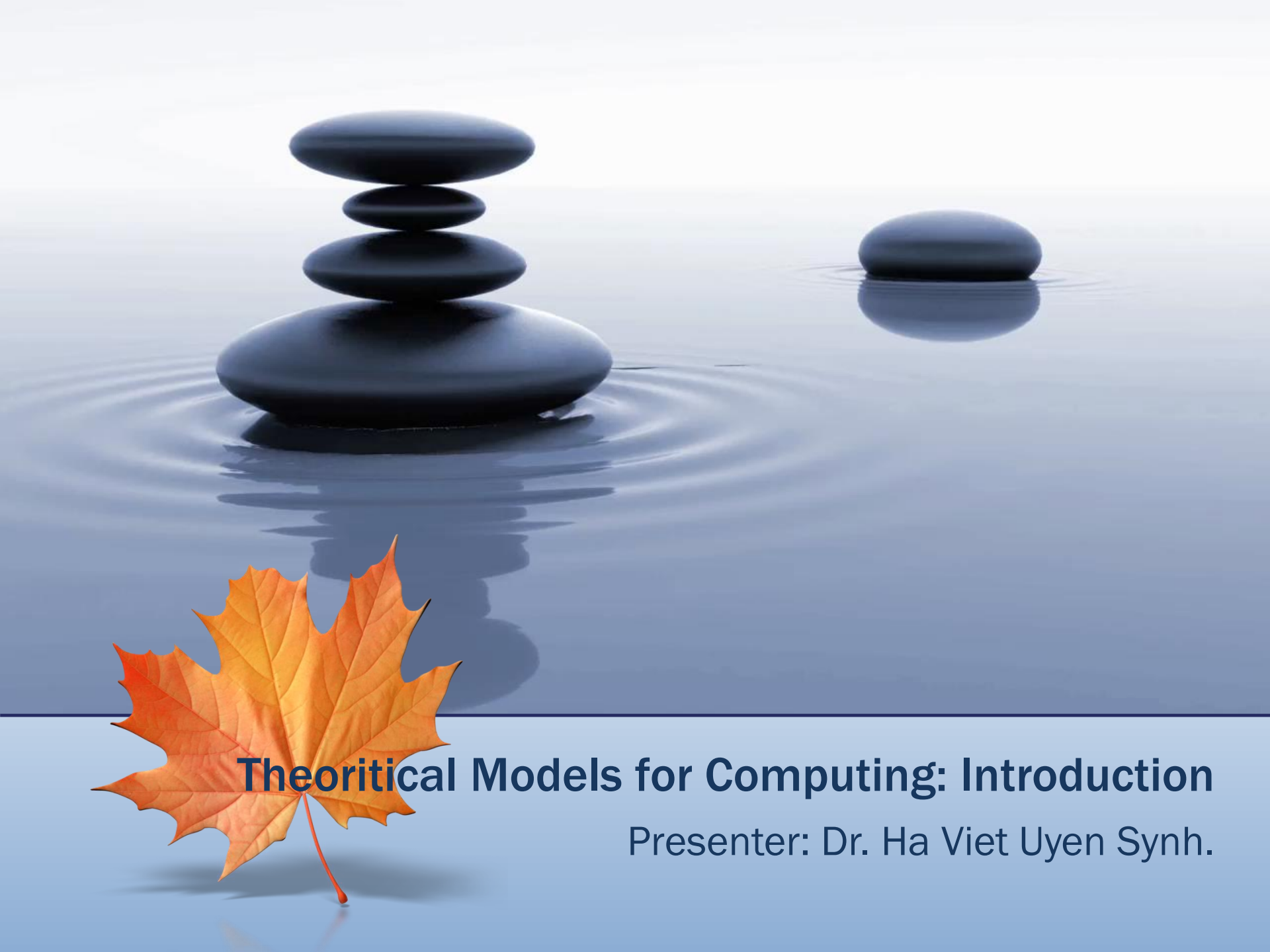
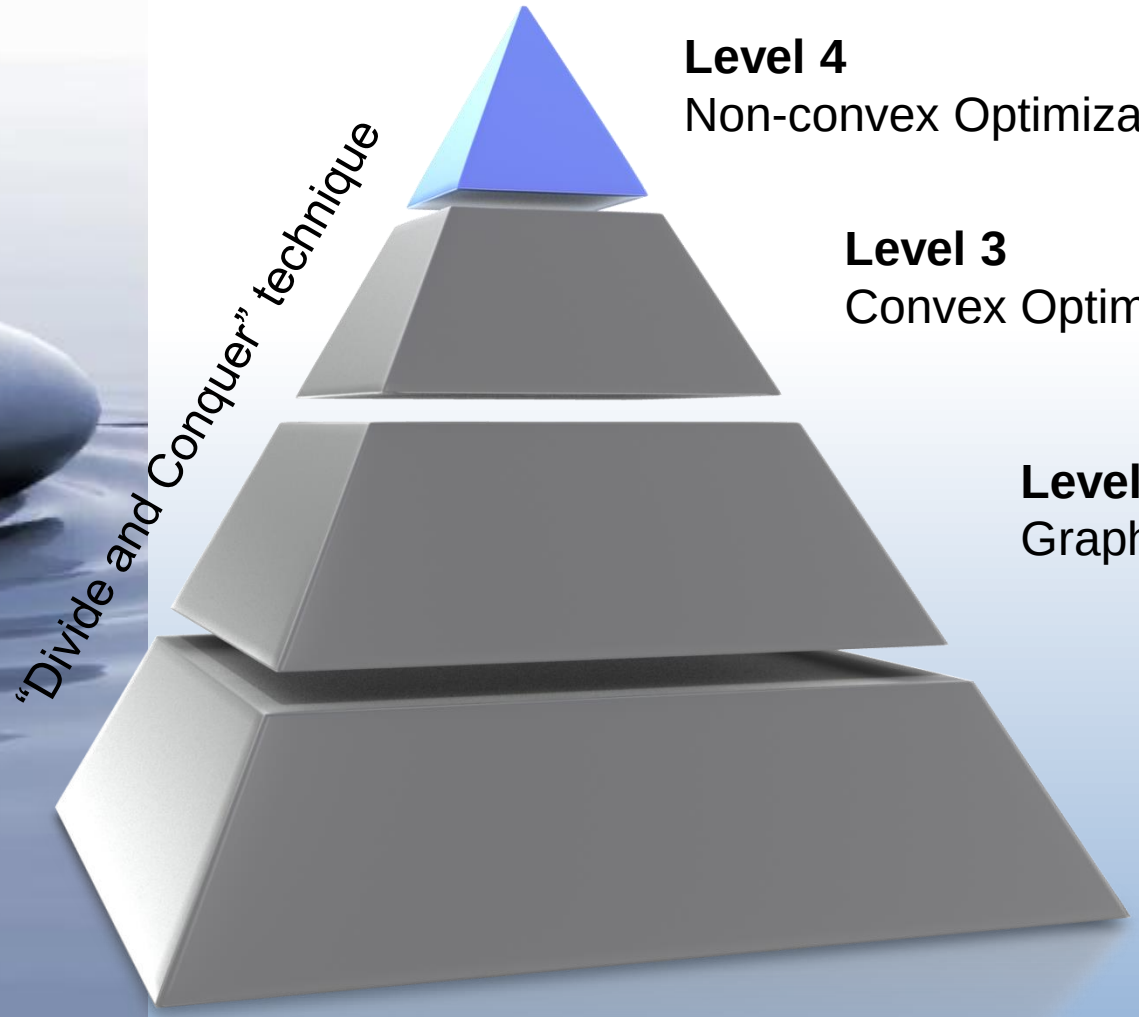


Theoritical Models for Computing: Introduction

Presenter: Dr. Ha Viet Uyen Synh.

How to solve a problem in computer science?



Level 4
Non-convex Optimization

Level 3
Convex Optimization

Level 2
Graphs

Level 1
"Exhausted check" method

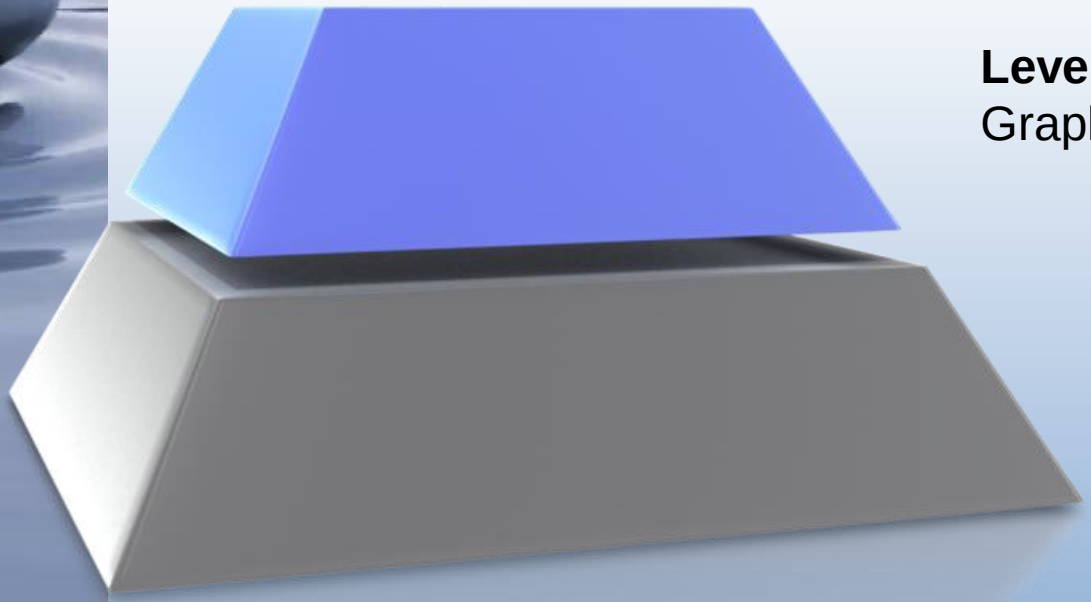
How to solve a problem in computer science?

The number of states is small, we can check all of them fast.

Level 1
“Exhausted check” method

How to solve a problem in computer science?

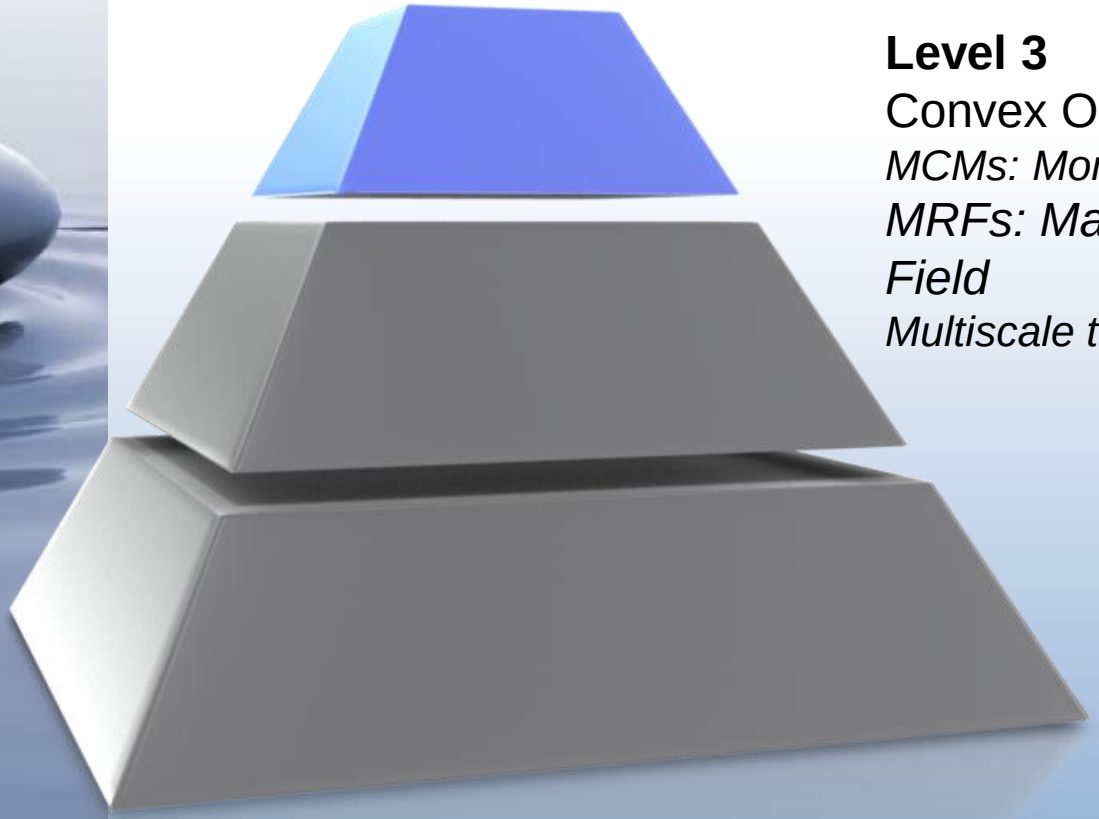
The number of states is large, we spend a lot of time to check all of them.



Level 2
Graphs

How to solve a problem in computer science?

The number of states is huge, we can't check all of them. But there is a mathematical model for its domain.



Level 3

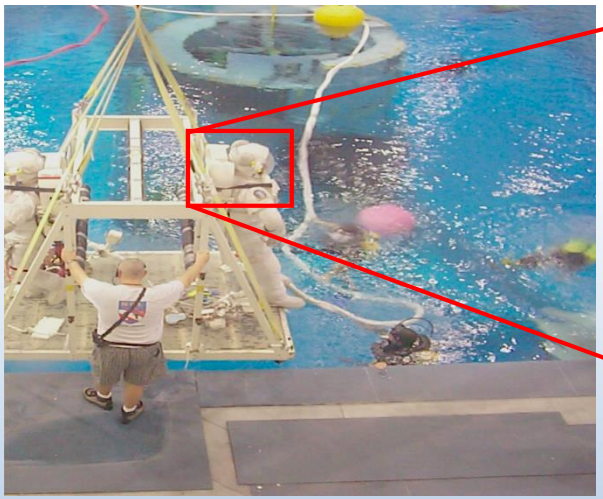
Convex Optimization

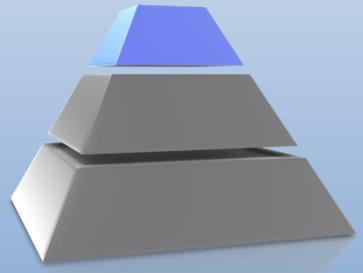
MCMs: Monte Carlo Model

MRFs: Markov Random Field

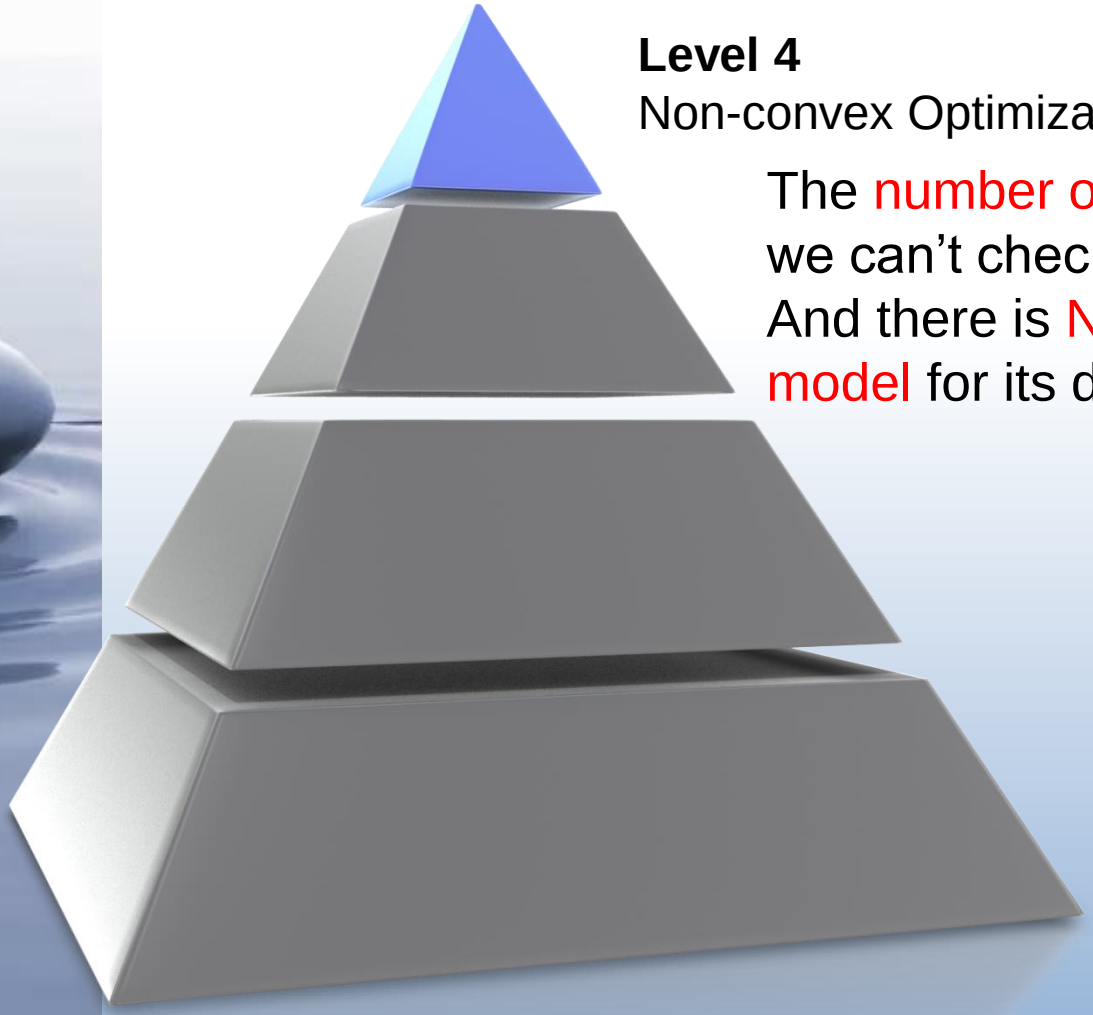
Multiscale technique

Discrete Prob. Vs Relational Prob.





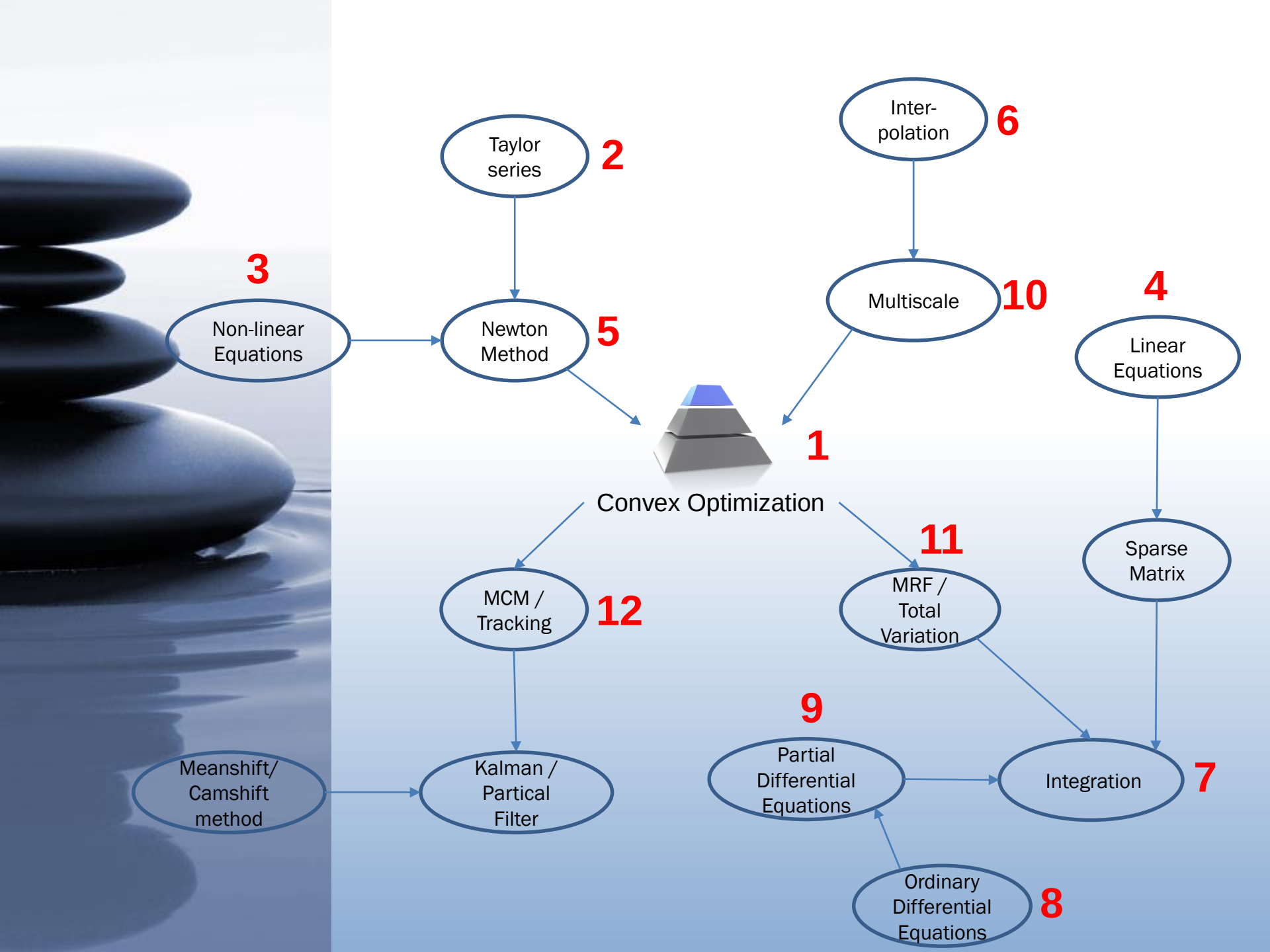
How to solve a problem in computer science?



Level 4
Non-convex Optimization

The number of states is huge, we can't check all of them. And there is NO mathematical model for its domain.

There are some dilemmas in the problem


Taylor series
2
Inter-polation
6
3
Non-linear Equations
Newton Method
5
Multiscale
10
4
Linear Equations
1
Convex Optimization
11
Sparse Matrix
MCM / Tracking
12
MRF / Total Variation
9
Partial Differential Equations
Integration
7
Meanshift/ Camshift method
Kalman / Partical Filter
Ordinary Differential Equations
8

Course Material

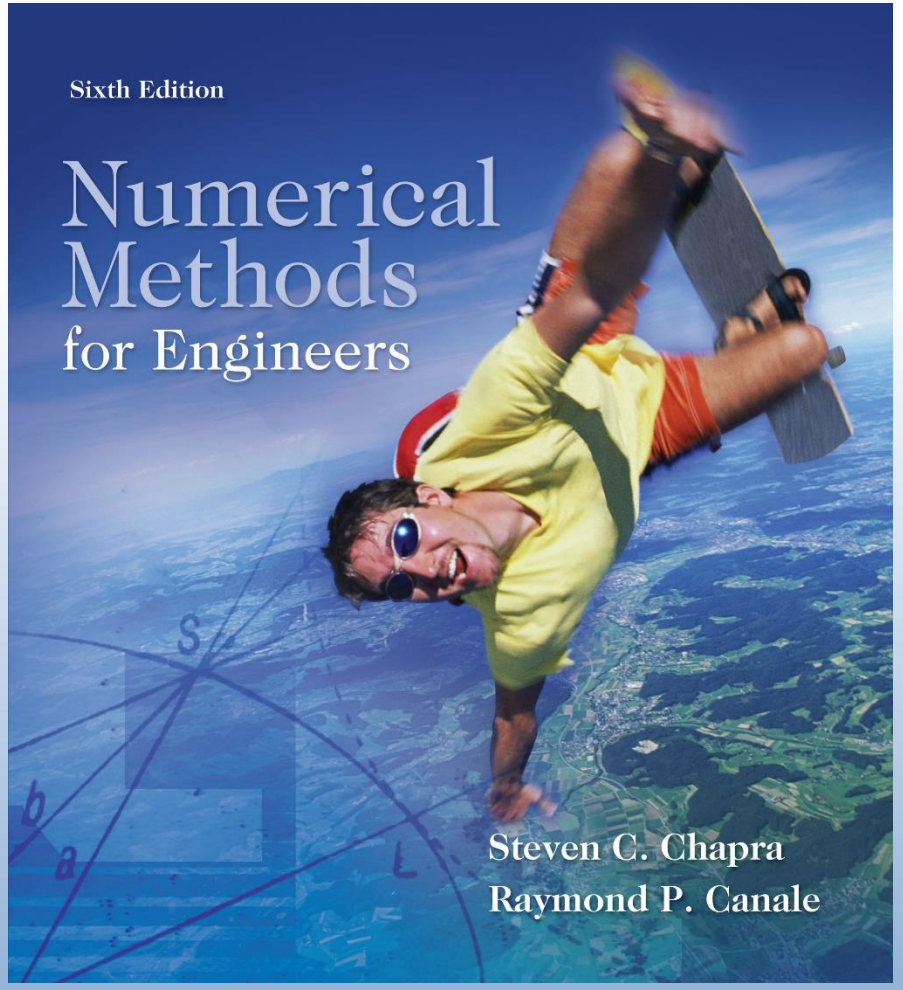
Environment: Visual C++ 2k12

Library: OpenCV 3.0

Blackboard

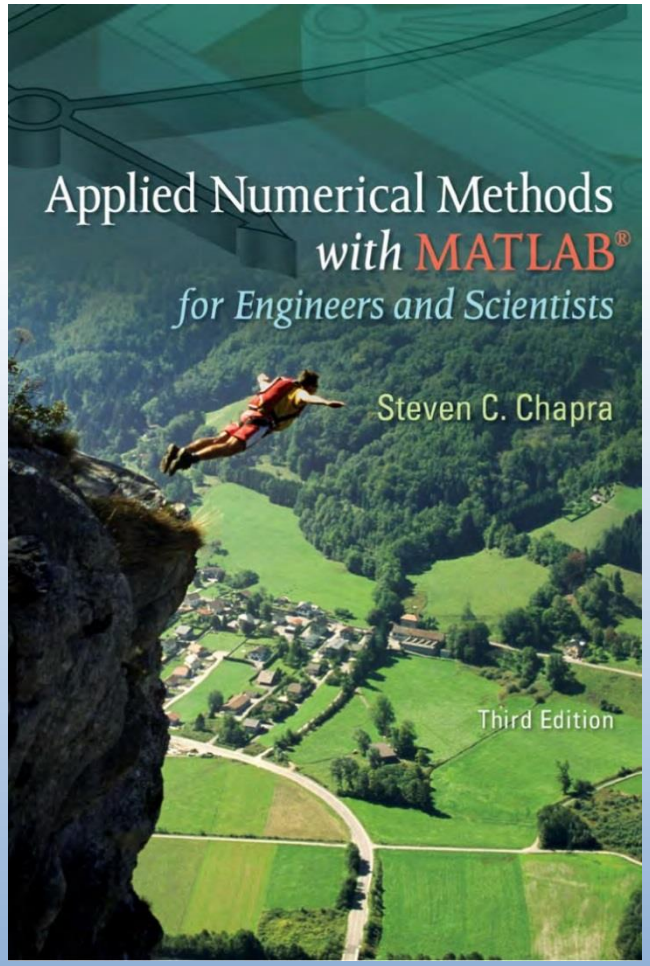
Textbook #1

Numerical Methods for Engineers 6th Edition



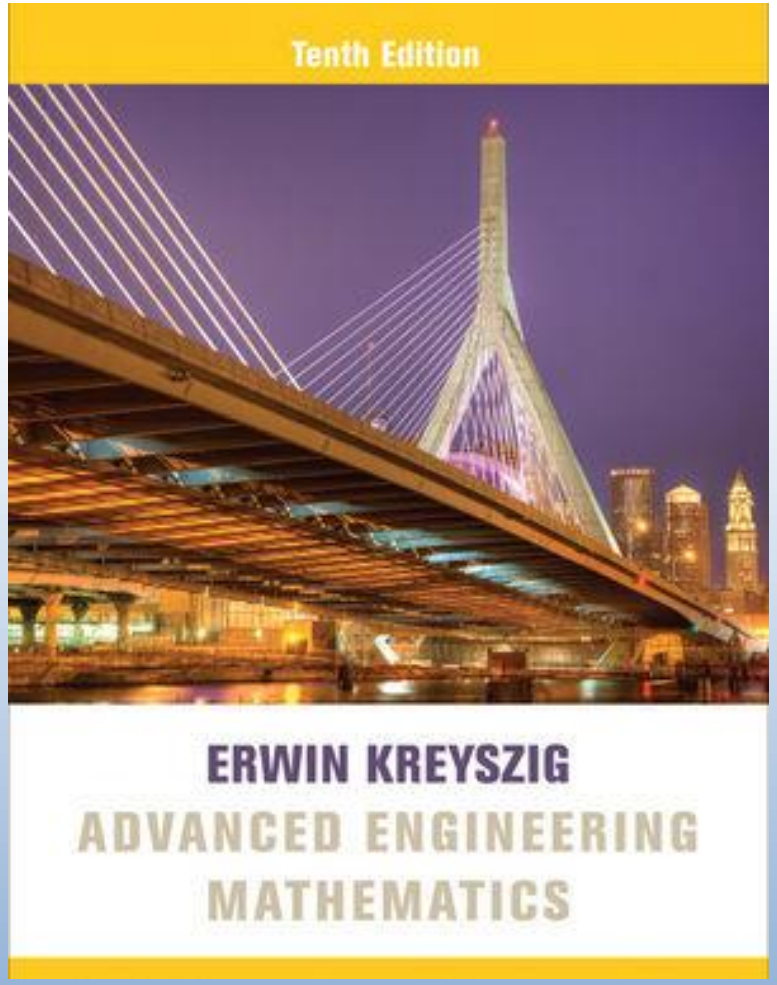
Textbook #2

Applied Numerical Methods with MATLAB for Enginneers and Scientists



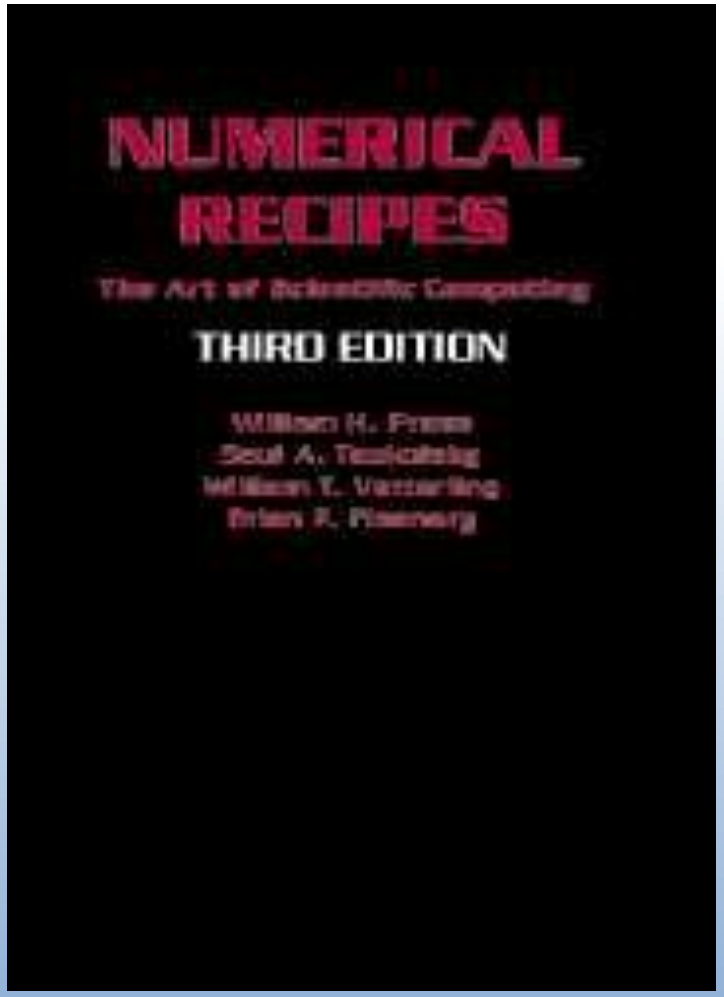
Textbook #3

Advanced Engineering Mathematics



Textbook #4

Numerical Recipes: The Art of Scientific Computing



Grading

Quiz: 10%

Lab. Assignments: 20%

Midterm Test: 30% (open-book test)

Final Exam: 40% (open-book test)

Any Questions?

✉ hvusynh@hcmiu.edu.vn