

## LECTURE TIMETABLE - HILARY TERM 2010

### MORNING

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9.00		Mods/Maths B Design & Analysis of Algorithms H. Nickau <i>L. Theatre B</i>	B/MathsB/MMSC Numerical Solution Diff Equations II I. Sobey <i>L. Theatre B</i>	Mods/Maths B Design & Analysis of Algorithms H. Nickau <i>L. Theatre B</i>	Maths C/MMSC FEMs for PDEs A. Wathen <i>L. Theatre B</i>
	C/MSc Software Verification D. Kroening (weeks 1 and 2) 478	B/MSc/ECS4 Computer Security B. Sufrin 478	C/MSc Software Verification D. Kroening (weeks 1-7) 478	B/MSc/ECS4 Computer Security B Sufrin 478	C/MSc Software Verification D. Kroening (weeks 1-7) 478
		A/B/Maths A Numerical Analysis H. Wendland <i>L. Theatre A</i>		A/B/Maths A Numerical Analysis H. Wendland <i>L. Theatre A</i>	
10.00	Mods Imperative Prog.1 J.M. Spivey <i>L. Theatre A</i>	A/B/MSc Concurrent Prog. G. Lowe (weeks 1-7) <i>L. Theatre B</i>	Mods Imperative Prog.1 J.M. Spivey <i>L. Theatre A</i>	A/B/MSc Concurrent Prog. G. Lowe (weeks 1-7) <i>L. Theatre B</i>	Mods Linear Algebra (weeks 1-4) D. Kay 478
	C/MSc Database Systems Implementation D. Olteanu (weeks 1-6, 8) 478		B/MSc Computational Complexity S. Kreutzer <i>L. Theatre B</i>		B/MSc Computational Complexity S. Kreutzer <i>L. Theatre B</i>
				Maths C/MMSc Continuous Optimization D. Robinson 478	
11.00	A/B/MSc/ECS4 Compilers M. Kwiatkowska (weeks 1-7) <i>L. Theatre B</i>	A/MSc/MFoCS Concurrency B. Roscoe <i>L. Theatre B</i>	A/B/MSc/ECS4 Compilers M. Kwiatkowska <i>L. Theatre B</i>	A/MSc/MfoCS Concurrency B. Roscoe <i>L. Theatre B</i>	Mods Linear Algebra (weeks 1-4) D. Kay 478
		B Geometric Modelling I. Voiculescu <i>L. Theatre A</i>		B Geometric Modelling I. Voiculescu <i>L. Theatre A</i>	B/MathsB/MMSC Numerical Solutions of Diff. Equations II I. Sobey <i>L. Theatre B</i>
		Maths C/MMSc Continuous Optimization D. Robinson 478	Mods Imperative Prog.1 J.M.Spivey (weeks 2-8) <i>L. Theatre A</i>		
12.00	A/B/MSc Concurrent Prog. G.Lowe (weeks 1 and 2) <i>L. Theatre B</i>	B/MSc/MFoCS Logic of Multi-Agent Information Flow M. Sadrzadeh <i>L. Theatre B</i>	A/B/ECS4 Ad. Data Structures & Algorithms J. Worrell <i>L. Theatre B</i>	B/MSc/MFoCS Logic of Multi-Agent Information Flow M. Sadrzadeh <i>L. Theatre B</i>	A/B/ECS4 Ad. Data Structures & Algorithms J. Worrell <i>L. Theatre B</i>
	B/ECS4/MSc Intelligent Systems II A. Baltag (weeks 4, 5, 7 & 8) <i>L. Theatre B</i>		C/MSc Database Systems Implementation D. Olteanu (weeks 1-6, 8) 478		C/MSc Database Systems Implementation D. Olteanu (weeks 1-6) 478
		Maths C/MMSC FEMs for PDEs A. Wathen <i>L. Theatre A</i>	Mods/MCS A Logic and Proof S. Kreutzer <i>L Theatre A</i>		Mods/MCS A Logic and Proof S. Kreutzer <i>L Theatre A</i>

**AFTERNOON**

2.00	C/MSc Requirements  M. Jirotka  478	B/ECS4/MSc Intelligent Systems II  A. Baltag (weeks 1,3,4,5,7,8) <i>L. Theatre B</i>		B/ECS4/MSc Intelligent Systems II  A. Baltag (weeks 1,3,4,5,7,8) <i>L. Theatre B</i>	
					Grad. Seminar  <i>L. Theatre B</i>
2.00					
3.00	C/ MSc Information Retrieval  N. Crook  <i>L. Theatre B</i>	C/MSc Information Retrieval  N. Crook (weeks 1-4) <i>L. Theatre B</i>	C/MSc Information Retrieval  N. Crook  <i>L. Theatre B</i>	C/MSc/MFoCS Theory of Data & Knowledge Bases  G. Gottlob  <i>L. Theatre B</i>	MSc Machine Learning  V. Palade  <i>L. Theatre B</i>
				Cakes Talks  <i>Common Room</i>	
3.00					
4.00	C/MSc/MFoCS/ Maths C Automata, Logics & Games L. Ong  <i>L. Theatre B</i>	4.30pm Departmental seminar  <i>L. Theatre B</i>	C/MSc/MFoCS/ Maths C Automata, Logics & Games L. Ong  <i>L. Theatre B</i>		MSc Machine Learning  V. Palade  <i>L. Theatre B</i>
		C/MSc Requirements  M. Jirotka  478		C/MSc/MFoCS Maths C Quantum Computer Science A. Doering	
4.00				<i>L. Theatre B</i>	
5.00	C/MSc/MFoCS/ Theory of Data & Knowledge Bases  G. Gottlob  <i>L. Theatre B</i>	C/MSc Requirements  M. Jirotka  478	C/MSc/MFoCS/ Maths C Quantum Computer Science A Doering  <i>L. Theatre B</i>	C/MSc/MFoCS Maths C Quantum Computer Science A. Doering  <i>L. Theatre B</i>	
		A/B/MSc/ECS4 Compilers  M. Kwiatkowska (week 2 only) <i>L. Theatre A</i>			