

PhD positions

Application deadline Open

Scholarships CSC

Admission Criteria 1. Good command of English (TOEFL \geq 65, IELTS \geq 6)
2. Solid theoretical and practical training on topic

Application contact Dr. Marcello M. Bonsangue
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PhD Programme (full/joint)	Topics offered	Project leader
Computer Science, possibly joint with mathematics	1. Development and application of quantitative, probabilistic, or quantum model of computations. 2. Development and application of formal methods for the verification and testing of computational systems. 3. Formal models and actual distributed middleware software for composition of (distributed) components and services.	Dr. Marcello Bonsangue http://liacs.leidenuniv.nl/~bonsanguemml/
Computer Science, possibly joint with biology	1. Bio imaging and analysis of image information from other bio-molecular information resources, in particular from light microscopy. 2. Ontologies and their application in the image domain and in the gene expression databases.	Dr. Fons Verbeek http://liacs.leidenuniv.nl/~verbeekfj/
Computer Science	1. Sport and healthy data analysis for modelling prediction models. 2. Modelling of complex, dynamic systems, with time sensitive sensor systems producing huge amount of data. 3. Algorithms for the Analysis of Complex networks	Prof. Joost Kok http://liacs.leidenuniv.nl/~kokjn/
Computer Science	1. Applications of data science to the life sciences. 2. Foundation and application of machine learning, evolutionary algorithms and multicriteria optimization techniques in process optimization, and product development.	Prof. Thomas Baeck http://natcomp.liacs.nl/index.php
Computer Science	1. Embedded Systems for Bio/Medical Applications. 2. System-Level Design Automation for Embedded Systems-On-Chip	Dr. Todor Stevanov http://liacs.leidenuniv.nl/~stefanovtp/
Computer Science, possibly joint with humanities	1. Story telling for games, possibly focussing on complex mentalising stories (e.g. those involving multiple viewpoint layers) 2. Virtual and augmented reality in sound, space, and interactions.	Dr. Max van Duijn http://mediatechnology.leiden.edu/people/staff/max-van-duijn



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