

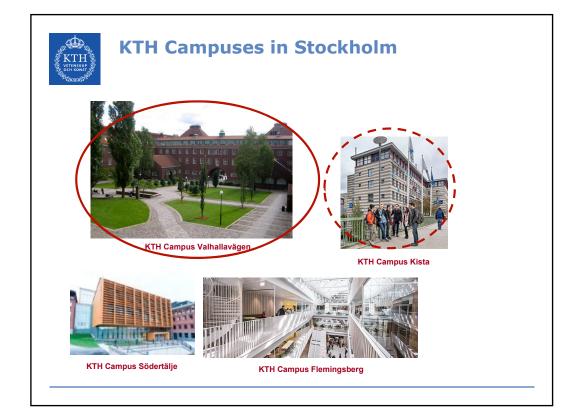
Research at Network and Systems Engineering Department

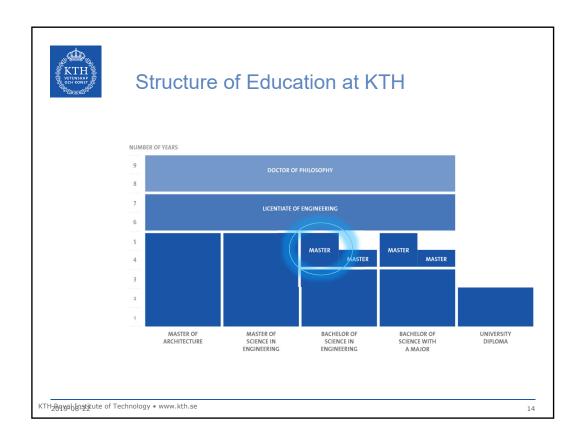
- Communication Networks
- Cyber Physical Systems Security
- Distributed Systems
- Game Theory

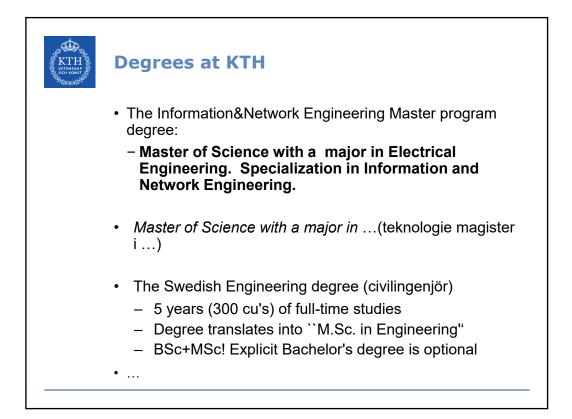
KTH VETENSKAT

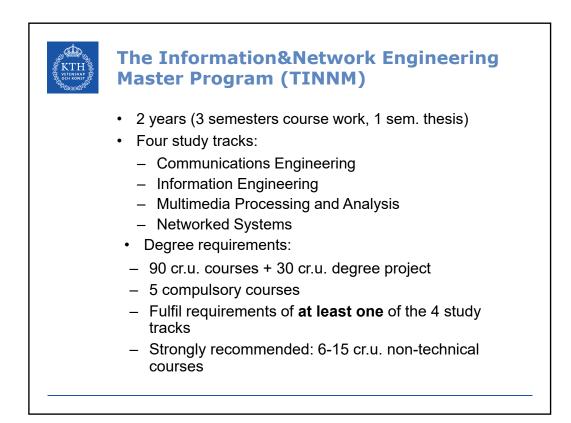
- Internet of Things
- Management of Technology
- Mobile Communications
- Mobile Edge Computing
- Network Analytics
- Networking
- Network Systems Management

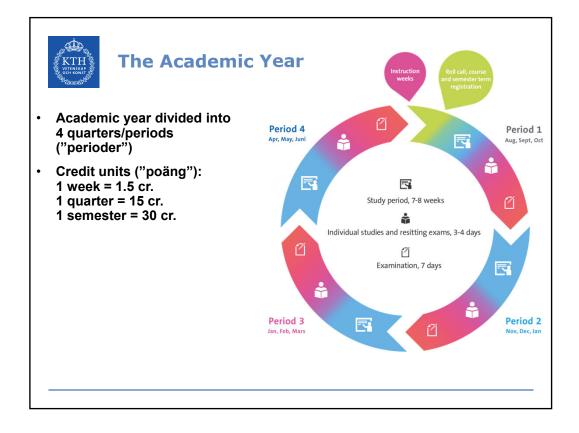
- Opportunistic Networks
- Optimization Theory
- Privacy
- Product Development
- Project Management
- Quality Management
- Security
- Stochastic Modeling
- Wireless Communications

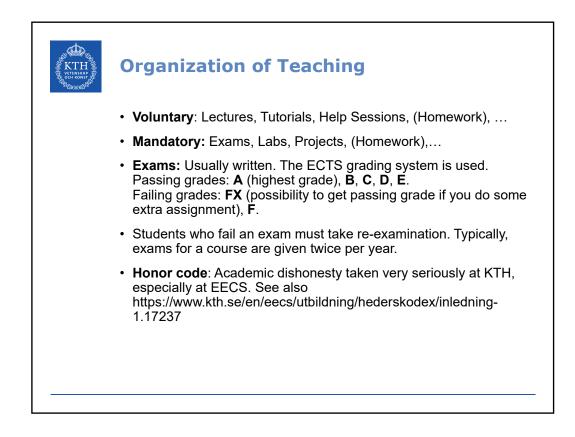


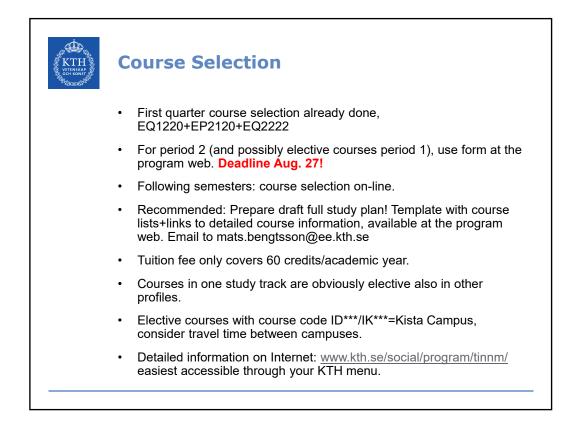


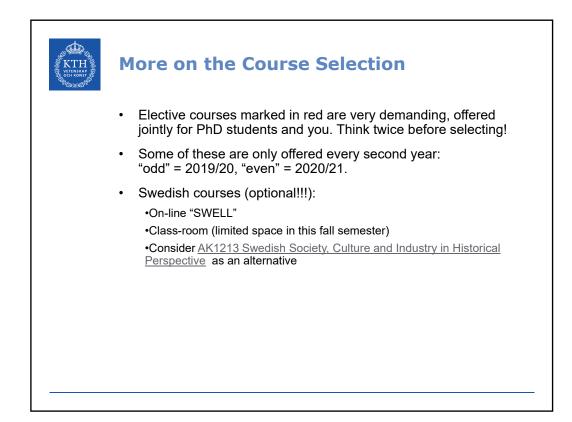


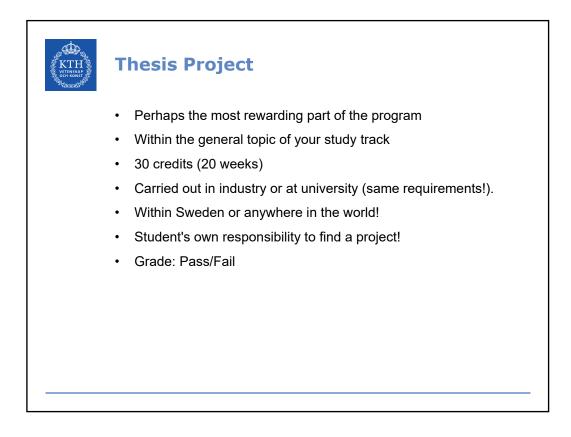


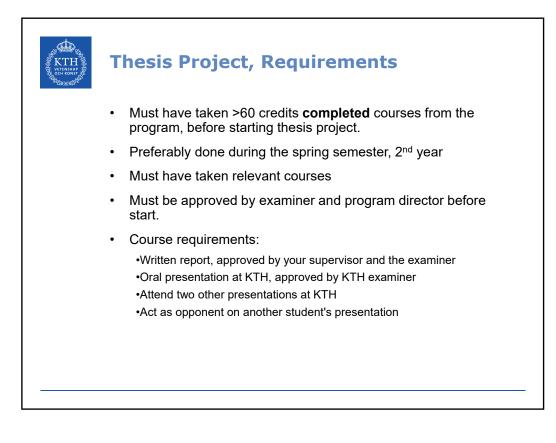


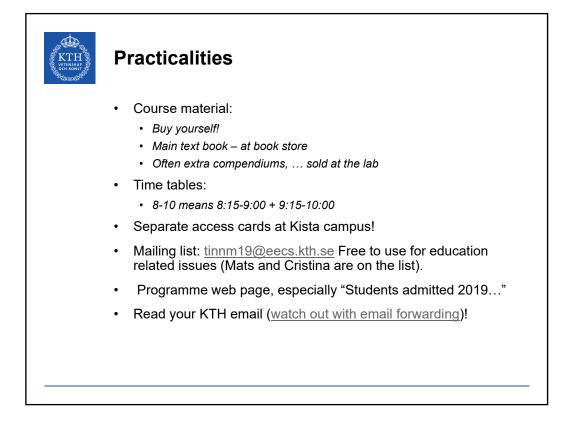








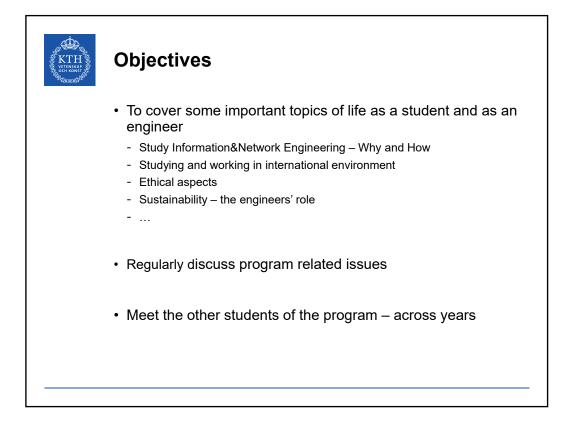


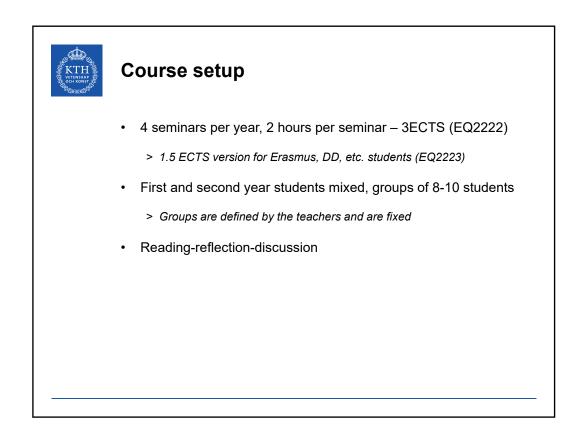


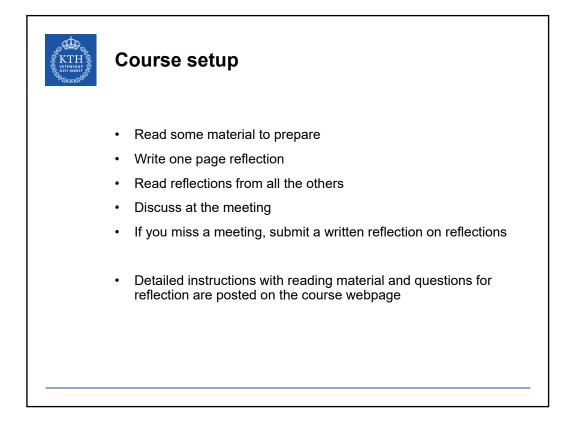


EQ2222 (EQ2223) Sustainable Information & Network Engineer course

- Course objective and topics
- Organization and grading







Grading

- · Based on points collected for reflections and seminar participation
- · Both reflections and participation are compulsory
- Reflection:
 - Submitted on time: 1 or 2 points
 - Submitted with little delay: 0 point
 - Submitted very late: -2 points
- Active participation at seminar: 1 point
- · "Reflection on reflections" for missed seminar
 - Agreed in advance and submitted on time: 1 point
 - Not agreed in advance and/or not submitted on time: 0 point
 - Submitted late: -2 points

