

ADMISSION TO DOCTORAL STUDIES

Session September 2025

Field of doctoral studies: Electronic engineering, telecommunications and information technologies

Doctoral supervisor: Prof. Dr. Titus Constantin BĂLAN

TOPICS FOR THE ADMISSION TO DOCTORAL STUDIES

TOPIC 1: Optimized hardware/software architectures for packet processing
Contents / Main aspects to be considered <ul style="list-style-type: none"> - <i>Methods for implementing packet processing at the level of hybrid embedded systems including processor, SW elements and HW acceleration</i> - <i>FPGA-based systems for real-time packet analysis</i> - <i>Implementing and optimizing package processing for cybersecurity applications</i> - <i>Secure communication at the level of RISC-V architectures</i>
Recommended bibliography: <ul style="list-style-type: none"> - John L. Hennessy and David A. Patterson. 2017. Computer Architecture, Sixth Edition: A Quantitative Approach (6th. ed.). Morgan Kaufmann Publishers Inc., San Francisco, CA, USA. - Mohit Arora, The Art of Hardware Architecture: Design Methods and Techniques for Digital Circuits, 2012 - Philip Andrew Simpson, FPGA Design Best Practices for Team-based Reuse, 2015 - Computer Organization and Design RISC-V Edition: The Hardware Software Interface (1st. ed.). Morgan Kaufmann Publishers Inc., San Francisco, CA, USA. https://futurenetworks.upb.ro/sdpicaddos/
Prerequisites / Remarks: <ul style="list-style-type: none"> - <i>Bachelor's and/or Master's degree in the field of Electronic Engineering, Telecommunications and Information Technologies or in a very close field</i>
<input checked="" type="checkbox"/> Scientific Doctorate (full-time only) <input type="checkbox"/> Professional Doctorate (full-time or part-time)
<input checked="" type="checkbox"/> without tuition fee (state budget funded) <input type="checkbox"/> with tuition fee or with funding from other sources than the state budget

TOPIC 2: AI solutions for cybersecurity and methods to secure AI-based deployments

Contents / Main aspects to be considered <ul style="list-style-type: none"> - <i>Improving digital fact investigations and incident response using AI</i> - <i>Streamlining penetration testing</i> - <i>Methods to optimize malware analysis with intelligent processes</i>
Recommended bibliography: <ul style="list-style-type: none"> - M. Sikorski and A. Honig, Practical Malware Analysis: The Hands-On Guide to Dissecting Malicious Software. San Francisco, CA: No Starch Press, 2012. - B. Nikkel, Practical Linux Forensics: A Guide for Digital Investigators. San Francisco, CA: No Starch Press, 2021. - S. Russell and P. Norvig, Artificial Intelligence: A Modern Approach, 4th ed. Upper Saddle River, NJ: Pearson, 2020. - G. Weidman, Penetration Testing: A Hands-On Introduction to Hacking. San Francisco, CA: No Starch Press, 2014.
Prerequisites / Remarks: <ul style="list-style-type: none"> - <i>Bachelor's and/or Master's degree in the field of Electronic Engineering, Telecommunications and Information Technologies or in a very close field</i> - <i>Cybersecurity Knowledge</i>
X Scientific Doctorate (full-time only) <input type="checkbox"/> Professional Doctorate (full-time or part-time)
X without tuition fee (state budget funded) X with tuition fee or with funding from other sources than the state budget

TOPIC 3: Modelling and evaluating two-way interaction in VR and XR applications
Contents / Main aspects to be considered – <ul style="list-style-type: none"> - <i>System architectures for real-time interaction between users and content generators in VR/XR environments, with a focus on latency and synchronization.</i> - <i>Bidirectional feedback mechanisms (audio, visual, gestural) and their impact on user and performer experience.</i> - <i>Quality of Experience (QoE) assessment and analysis of objective and subjective metrics for interaction in low-latency networks</i>
Recommended bibliography: <ul style="list-style-type: none"> - <i>A. Janin, C. Choi, M. Rath, R. Tang, and T. Pederson, "Real-Virtual Objects: Exploring Bidirectional Embodied Tangible Interaction with a Virtual Human in World-Fixed Virtual Reality," in 2024 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Orlando, FL, USA, 2024.</i> - <i>A. A. Ababneh, M. M. Alkhateeb, and Y. Jararweh, "Virtual Reality and User Experience: Current Trends and Future Challenges," Sensors, vol. 25, no. 6, 2025. [Online]. Available: https://www.researchgate.net/publication/390153559</i> - <i>M. Saba, P. Lin, S. Lee, and J. Park, "Understanding User Behaviors of XR Environments</i>

<p><i>using LLM," arXiv preprint arXiv:2501.13778, Jan. 2025. [Online]. Available: https://arxiv.org/abs/2501.13778</i></p> <p>- <i>B. Petit, R. Paiva, F. D. V. Ramos, and M. Cordeiro, "Collaboration in Virtual Reality: Survey and Perspectives," arXiv preprint arXiv:2411.16124, Nov. 2024. [Online]. Available: https://arxiv.org/abs/2411.16124</i></p>
<p>Prerequisites / Remarks: <i>Bachelor's and/or Master's degree in the field of Electronic Engineering, Telecommunications and Information Technologies or in a very close field</i></p>
<p>X Scientific Doctorate (full-time only)</p> <p><input type="checkbox"/> Professional Doctorate (full-time or part-time)</p>
<p>X without tuition fee (state budget funded)</p> <p>X with tuition fee or with funding from other sources than the state budget</p>

Doctoral supervisor,

Prof. Dr. Titus Constantin BĂLAN

Signature

Coordinator of the field of doctoral studies,

Prof. Dr. Mihai IVANOVICI

Signature