

Petr Baudiš

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Education

Pursuing PhD Degree, Artificial Intelligence and Biocybernetics, Czech Technical University.
Mgr. (Masters) Degree, Theoretical Computer Science, Charles University in Prague, 2012.
Bc. (Bachelor) Degree, Computer Science, Charles University in Prague, 2009.
Eight-year Grammar School, Ad Fontes Jihlava, 2004.

Independent Consulting

Consulting Programmer (Freelance), 2011–present. (NemaLoad, PubNub and many smaller projects.)
Custom Software Development, GTS Czech, 2000–2004, 2013.
Linux Administration and Security, M-Soft s.r.o., 2000–2004.

Employment

Network Administrator, Department of Applied Mathematics, Faculty of Math and Physics, Charles University in Prague, July 2005–September 2012.
Senior Software Engineer, SUSE Labs Prague, Novell, July 2005–May 2011.
Git Internship, Novartis Pharma A.G., June 2008–September 2008.
Google Summer of Code, Monotone Project, July 2005–August 2005.
Network Administrator, Institute of Formal and Applied Linguistics, Faculty of Math and Physics, Charles University in Prague, September 2004–June 2005.

Professional Activities

Creator, maintainer of world-class Go-playing program Pachi:
UEC 2013 Chofu, 6th UEC Cup: fourth place (out of 22 programs)
UEC 2012 Chofu, 5th UEC Cup: fourth place (out of 24 programs)
ICGA 2011 Tilburg, 16th Computer Go Olympiad: one silver and two bronze medals

Research and programming for NemaLoad (independent basic research project): Computer vision and machine learning on Light Field Microscope snapshots of biological specimen.

Maintainer, contributor of numerous open-source projects (GNU libc, Git, ELinks, OpenTTD, Brmson, ...).

Creator, developer of several public web services (repo.or.cz, [VýsledkyVoleb.cz](http://VysledkyVoleb.cz), ...).

Three-month invited internship at Novartis Pharma A.G., Basel, Switzerland — problem analysis and development of a customized Git deployment.

Research

Research team member, Combinatorial Game Theory and Applications, GAUK Project 66010 of Charles University Prague, 2011.

Research visit, Monte Carlo Tree Search and Go AI; Stellenbosch University (prof. Steve Kroon), South Africa, Nov. 2011.

Baudiš, P., Pošík, P.: Online Black-box Algorithm Portfolios for Continuous Optimization; PPSN 2014, Ljubljana, 2014. (*in review*)

Baudiš, P.: COCOpf: An Algorithm Portfolio Framework; Poster 2014, Prague, 2014.

Moudřík, J., Baudiš, P.: Evaluating Go Game Records for Prediction of Player Attributes; EGC 2013 Scientific Conference, Olsztyn, 2013.

Baudiš, P., Gailly, J.-L.: Pachi: State of the Art Open Source Go Program; Advances in Computer Games 13 (LNCS 7168), Tilburg, 2011.

Baudiš, P.: Balancing MCTS by Dynamically Adjusting Komi Value; International Computer Games Association Journal 2011/3.

Baudiš, P.: MCTS with Information Sharing; Master thesis; Faculty of Mathematics and Physics, Charles University in Prague, 2011.

Baudiš, P., Moudřík J.: On Move Pattern Trends in Large Go Games Corpus; arXiv.org 1209.5251, 2012.

Baudiš, P.: Current Concepts in Version Control Systems; Bachelor thesis; Faculty of Mathematics and Physics, Charles University in Prague, 2008.

Baudiš, P.: Nástroje pro správu verzí; Proceedings OpenWeekend 2005 (ISBN 80-01-03349-X); Studentská Unie CVUT, Prague, 2005.

Teaching

Operating Systems and Networks (Czech Technical University), T. A., Winter 2013.

Game Algorithms (Charles University), Co-lecturer, Winter 2011–ongoing.

Essentials of UNIX (Charles University), T. A., Summers 2006–2013.

Open Source Programming (Charles University), Lecturer, Winter 2011 and 2012.

Implementation of Algorithms (Charles University), T. A., Winter 2008 and Summers 2010–2013.

Conference and Seminar Presentations (Selection)

- Information Sharing in MCTS, University of Electro-Communications, Chofu–Tokyo, 2013.
- Computer Go: State-of-the-art Overview (multiple occasions, 2009–2013)
- Lowlevel Linux Userspace Programming (multiple occasions, 2007–2012)
- Artificial Intelligence and Theoretical Computer Science (15 lectures course), brmlab, Prague, 2011.
- Pachi: State of the Art Open Source Go Program, Advances in Computer Games 13, Tilburg, 2011.
- Open Source: The Brave New World, Stellenbosch, 2011.
- Umělá inteligence (Artificial Intelligence), Hub Future, Prague 2011.
- Git — Conceptual Overview, Basic Tutorial (multiple occasions, 2005–2012)
- Nástroje pro správu verzí (Version Control Tools), OpenWeekend 2005, Prague, 2005.

Last updated: May 5, 2014