CICS 290M Make: A Hands-on Introduction to Physical Computing
INSTRUCTOR(S): Rui Wang  4 Credits
Inspired by the Maker movement, this course provides a hands-on introduction to physical computing: sensing and responding to the physical world using computers. Specific topics include: basic electronics and circuit design, microcontroller programming using Arduinos, sensing and responding to the physical world, rapid prototyping (3D printing and laser cutting etc.), soft circuits and wearable electronics. The course will encourage and empower students to invent, design, and build practical hardware projects that interact with the physical world. This course has a required lab section. It counts towards the BSCS lab science requirement. 4 credits.

CICS 597C Special Topics - Introduction to Computer Security
INSTRUCTOR(S): Parviz Kermani  3 Credits
This course provides an introduction to the principles and practice of computer and network security with a focus on both fundamentals and practical information. The key topics of this course are applied cryptography; protecting users, data, and services; network security, and common threats and defense strategies. Students will complete several practical lab assignments involving security tools (e.g., OpenSSL, Wireshark, Malware detection). The course includes homework assignments, quizzes, and exams. Prerequisites are CICS 290S or equivalent experience with instructor permission. 3 credits.

COMPSCI 105 Computer Literacy
INSTRUCTOR(S): William Verts  3 Credits
Microcomputers are used widely in all areas of modern life. For this reason it is important for all students to understand how computers work and how computers can be used as a problem-solving tool. The focus of this course is on computer applications. The course stresses the ways in which computers can help you solve problems efficiently and effectively. The course provides a broad introduction to hardware, software, and mathematical aspects of computers. Four application areas are discussed: Internet tools (including Web page design), word processing, spreadsheets, and databases. Weekly lab assignments are an integral part of the course, and it is expected that students have access to their own computing equipment. There are optional lab times set up for students who do not have the proper equipment or software available to them. This course is a "Foundations" course for the Information Technology minor. Students who are more interested in computer programming should take a course such as COMPSCI 119 or COMPSCI 121. Prerequisites: reasonable high school math skills. Typing ability is also an important asset for the course. Some previous computer experience, while not absolutely required, will prove helpful. Not for CS majors. 3 credits.

COMPSCI 119 Introduction to Programming
INSTRUCTOR(S): William Verts  3 Credits
This introduction to computer programming with Python emphasizes multimedia (graphics and sound) applications that are relevant for Web designers, graphic artists, and anyone who just wants to have more fun with their computer. Students will explore basic concepts in computer science and computer programming by manipulating digital images and sound files. No prior programming experience is needed. Not for CS majors. 3 credits.

COMPSCI 121 Introduction to Problem Solving with Computers
INSTRUCTOR(S): Gordon Anderson, Neena Thota  4 Credits
COMPSCI 121 provides an introduction to problem solving and computer programming using the programming language Java. The course teaches how real-world problems can be solved computationally using the object-oriented metaphor that underlies Java. Concepts and techniques covered include data types, expressions, objects, methods, top-down program design, program testing and debugging, state representation, interactive programs, data abstraction, conditionals, iteration, interfaces, inheritance, arrays, graphics, and GUIs. No previous programming experience required. A companion introduction to programming class, COMPSCI 119 is also offered. If you are fairly sure you only want to do just one programming class, take that course; if you think it likely that you will do more than one programming course, take 121. Use of computer is required. Prerequisite: R1. 4 credits.

COMPSCI 145 Representing, Storing, and Retrieving Information
INSTRUCTOR(S): William Verts  3 Credits
An introductory course in the use of data in computer systems, a core course for the Information Technology certificate. Formats for representing text, numbers, sound, images, etc., as strings of bits. Equations of lines and curves, modeling of synthetic scenes (i.e., ray tracing), exploring the frequency domain and holography. Basic information theory, use and limitations of file compression and encryption. Structured databases and how to use them. Information retrieval in heterogeneous environments such as the Web. XML as a language for defining new formats for representing data. Review of historical, pre-computer methods of information representation. Prerequisites: "Basic computer literacy", i.e., user-level familiarity with a modern operating system and some experience with application programs. Tier I math skills. Recommended for First Year and Sophomore Non-Majors. Prerequisite: R1. 3 credits.
COMPSCI 187  Programming with Data Structures
INSTRUCTOR(S): Mark Corner  
4 Credits
The course introduces and develops methods for designing and implementing abstract data types using the Java programming language. The main focus is on how to build and encapsulate data objects and their associated operations. Specific topics include linked structures, recursive structures and algorithms, binary trees, balanced trees, and hash tables. These topics are fundamental to programming and are essential to other courses in computer science. The course involves weekly programming assignments, in-class quizzes, discussion section exercises, and multiple exams. Prerequisites: COMPSCI 121 (or equivalent Java experience). A grade of B or better in COMPSCI 121 (or a grade of C or better in COMPSCI 190D) is required for students enrolling in COMPSCI 187 and Basic Math Skills (R1). Basic Java language concepts are introduced quickly; if unsure of background, contact instructor. 4 credits.

COMPSCI 190D Using Data Structures
INSTRUCTOR(S): Neena Thota  
4 Credits
This course introduces foundational abstract data types and algorithms. The main focus is on the use of data structures in designing and developing programs to solve problems in a variety of domains. Specific topics include lists, sets, maps, graphs, stacks, queues, searching, and sorting. There will be weekly programming assignments, assignments in discussion sections consisting of programming and written exercises, several announced quizzes, and a final exam. This course is not a substitute for COMPSCI 187. If unsure of whether this course or COMPSCI 187 is more appropriate, contact instructor. Prerequisites: COMPSCI 121 and Basic Math Skills (R1). 4 credits.

COMPSCI 197C Special Topics - Programming in C
INSTRUCTOR(S): STAFF  
1 Credits
A brief introduction to the C programming language for students with a good working knowledge of Java and data structures. This course is good preparation for COMPSCI 230 and courses that use C and C++. Prerequisites: COMPSCI 121 and 187. Runs for 6 weeks. This course is for CS minors and majors only, but it does not count towards either degree. 1 credit.

COMPSCI 197U Special Topics - A Hands-on Introduction to UNIX
INSTRUCTOR(S): John Foley  
1 Credits
This course offers a 6-week introduction to working with Unix, and it is intended to help students work with tools commonly used in CS courses. The class is comprised of both discussion and hands-on exercises in the EdLab. Topics covered include working with the command line, installing and maintaining the OS and software packages, version control systems, compiling programs, and more. No previous experience with Unix is required. This course is for CS minors and majors only, but it does not count towards either degree. 1 credit.

COMPSCI 220 Programming Methodology
INSTRUCTOR(S): Arjun Guha  
4 Credits
Development of individual skills necessary for designing, implementing, testing and modifying larger programs, including: use of integrated design environments, design strategies and patterns, testing, working with large code bases and libraries, code refactoring, and use of debuggers and tools for version control. There will be significant programming and a mid-term and final examination. Prerequisite: COMPSCI 187 or ECE 242. 4 credits.

COMPSCI 230 Computer Systems Principles
INSTRUCTOR(S): Timothy Richards  
4 Credits
Large-scale software systems like Google - deployed over a world-wide network of hundreds of thousands of computers - have become a part of our lives. These are systems success stories - they are reliable, available (*"up" nearly all the time), handle an unbelievable amount of load from users around the world, yet provide virtually instantaneous results. On the other hand, many computer systems don't perform nearly as well as Google - hence the now-cliché "the system is down." In this class, we study the scientific principles behind the construction of high-performance, scalable systems. The course begins with a discussion of C language, and moves up the stack from there to the features of modern architectures, assembly languages, and operating system services such as I/O and synchronization. Prerequisites: COMPSCI 187 or ECE 242. 4 credits.

COMPSCI 240 Reasoning Under Uncertainty
INSTRUCTOR(S): Emma Tosch, Luis Pineda  
4 Credits
Development of mathematical reasoning skills for problems that involve uncertainty. Each concept will be illustrated by real-world examples and demonstrated through in-class and homework exercises, some of which will involve programming. Counting and probability -- basic counting problems, probability definitions, mean, variance, binomial distribution, Markov and Chebyshev bounds. Probabilistic reasoning -- conditional probability and odds, Bayes' Law, Naive Bayes classifiers, Monte Carlo simulation. Markov chains, Markov decision processes, classical game theory, introduction to information theory. Prerequisites: COMPSCI 187 (or ECE 242) and MATH 132 or consent of instructor. 4 credits.
COMPSCI 250  Introduction to Computation  
INSTRUCTOR(S): David Barrington  
4 Credits  

COMPSCI 305  Social Issues in Computing  
INSTRUCTOR(S): Michelle Trim, Anna Napoleone  
3 Credits  
Through a careful analysis and discussion of a range of computing issues, topics, and policies, we will explore various impacts of computers on modern society. This class satisfies the Junior Year Writing requirement by providing directed practice and specific instruction in a range of writing genres. Students will produce approximately 20-25 pages of polished written work over the course of the semester. Prerequisite: ENGLWRIT 112 or equivalent and COMPSCI 220 (or COMPSCI 230) and COMPSCI 240 (or COMPSCI 250). 3 credits.

COMPSCI 311  Introduction to Algorithms  
INSTRUCTOR(S): Akshay Krishnamurthy  
4 Credits  
This course will introduce you to algorithms in a variety of areas of interest, such as sorting, searching, string-processing, and graph algorithms. You will learn to study the performance of various algorithms within a formal, mathematical framework. You will also learn how to design very efficient algorithms for many kinds of problems. There will be one or more programming assignments as well to help you relate the empirical performance of an algorithm to theoretical predictions. Mathematical experience (as provided by COMPSCI 250) is required. You should also be able to program in Java, C, or some other closely related language. Prerequisite: COMPSCI 250 or MATH 455. 4 credits.

COMPSCI 320  Introduction to Software Engineering  
INSTRUCTOR(S): Gordon Anderson, Neena Thota  
4 Credits  
In this course, students learn and gain practical experience with software engineering principles and techniques. The practical experience centers on a semester-long team project in which a software development project is carried through all the stages of the software life cycle. Topics in this course include requirements analysis, specification, design, abstraction, programming style, testing, maintenance, communication, teamwork, and software project management. Particular emphasis is placed on communication and negotiation skills and on designing and developing maintainable software. Use of computer required. Several written assignments, in-class presentations, and a term project. This course satisfies the IE Requirement. Prerequisite: COMPSCI 220. 4 credits.

COMPSCI 326  Web Programming  
INSTRUCTOR(S): Timothy Richards  
3 Credits  
The World Wide Web was proposed originally as a collection of static documents inter-connected by hyperlinks. Today, the web has grown into a rich platform, built on a variety of protocols, standards, and programming languages, that aims to replace many of the services traditionally provided by a desktop operating system. Topics will include: producing dynamic content using a server-based language, content serving databases and XML documents, session state management, multi-tier web-based architectures, web security, and core technologies including HTTP, HTML5, CSS, JavaScript, and SQL will be emphasized. This course will also study concepts and technologies including AJAX, social networking, mashups, JavaScript libraries (e.g., jQuery), and web security. This course is hands-on and project-based; students will construct a substantial dynamic web application based on the concepts, technologies, and techniques presented during lecture. This course satisfies the IE Requirement. Prerequisites: COMPSCI 220 or COMPSCI 230. 3 credits.

COMPSCI 345  Practice and Applications of Data Management  
INSTRUCTOR(S): David Wemheuer  
3 Credits  
Computing has become data-driven, and databases are now at the heart of commercial applications. The purpose of this course is to provide a comprehensive introduction to the use of data management systems within the context of various applications. Some of the covered topics include application-driven database design, schema refinement, implementation of basic transactions, data on the web, and data visualization. The class will follow a flipped classroom model; students will be required to review materials in preparation for each week and they will work collaboratively on practical problems in class. This course counts as a CS Elective toward the COMPSCI major (BA/BS). Students who have completed COMPSCI 445 are not eligible to take this course without instructor permission. Prerequisite: COMPSCI 187 (or ECE 242). 3 credits.
COMPSCI 365 Digital Forensics
INSTRUCTOR(S): Marc Liberatore 3 Credits
The goal of forensics is to gather artifacts for refinement into evidence that supports or refutes a hypothesis about an alleged crime or policy violation. Done correctly, forensics represents the application of science to law. The techniques can also be abused to thwart privacy. This course is a broad introduction to forensic investigation of digital information and devices. We will cover the acquisition, analysis, and courtroom presentation of information from file systems, operating systems, networks, cell phones, and the like. Students do not need experience with these systems. We will review the use of some professional tools that automate data harvesting, however, the primary goal of the class is to understand why and from where artifacts are recoverable in these systems. Several assignments involve coding forensic tools from scratch. For a small portion of the class, we will cover some relevant issues from the law, privacy, and current events. Thus, the class serves the well-rounded student who is eager to participate in class discussion on a variety of technical and social issues. Prerequisites: COMPSCI 220 or COMPSCI 230; CS majors only. 3 credits.

COMPSCI 370 Introduction to Computer Vision
INSTRUCTOR(S): Subhransu Maji 3 Credits
This introductory computer vision class will address fundamental questions about getting computers to "see" like humans. We investigate questions such as -What is the role of vision in intelligence? -How are images represented in a computer? -How can we write algorithms to recognize an object? -How can humans and computers "learn to see better" from experience? We will write a number of basic computer programs to do things like recognize handwritten characters, track objects in video, and understand the structure of images. Prerequisite: COMPSCI 240 or 383. 3 credits.

COMPSCI 373 Introduction to Computer Graphics
INSTRUCTOR(S): Evangelos Kalogerakis 3 Credits
This course introduces the fundamental concepts of 2D and 3D computer graphics. It covers the basic methods for modeling, rendering, and imaging. Topics include: image processing, digital photography, 2D/3D modeling, 3D graphics pipeline, OpenGL, shading, texture mapping, ray tracing, 3D printing. Throughout the class, we will teach students to learn modern graphics techniques, to model the visual world algorithmically, and to implement algorithms using Java. Students who have taken COMPSCI 473 are not eligible to take this course. Students cannot take COMPSCI 497C after taking this course. Prerequisites: COMPSCI 187 (or ECE 242) and INFO 150 (COMPSCI 190DM or MATH 235 or COMPSCI 240 or equivalent courses from other departments). 3 credits.

COMPSCI 377 Operating Systems
INSTRUCTOR(S): Ahmed Aleyeldin Hassan 4 Credits
In this course we examine the important problems in operating system design and implementation. The operating system provides a well-known, convenient, and efficient interface between user programs and the bare hardware of the computer on which they run. The operating system is responsible for allowing resources (e.g., disks, networks, and processors) to be shared, providing common services needed by many different programs (e.g., file service, the ability to start or stop processes, and access to the printer), and protecting individual programs from one another. The course will start with a brief historical perspective of the evolution of operating systems over the last fifty years, and then cover the major components of most operating systems. This discussion will cover the tradeoffs that can be made between performance and functionality during the design and implementation of an operating system. Particular emphasis will be given to three major OS subsystems: process management (processes, threads, CPU scheduling, synchronization, and deadlock), memory management (segmentation, paging, swapping), file systems, and operating system support for distributed systems. Prerequisites: COMPSCI 230. 4 credits.

COMPSCI 383 Artificial Intelligence
INSTRUCTOR(S): Philip Thomas 3 Credits
The course explores key concepts underlying intelligent systems, which are increasingly deployed in consumer products and online services. Topics include problem solving, state-space representation, heuristic search techniques, game playing, knowledge representation, logical reasoning, automated planning, reasoning under uncertainty, decision theory and machine learning. We will examine the use of these concepts in the design of intelligent agents in the context of several applications. Prerequisites: (COMPSCI 220 or COMPSCI 230) and COMPSCI 240. 3 credits.

COMPSCI 390N Internet of Things
INSTRUCTOR(S): Sunghoon Lee 3 Credits
We are living in a world where everyday objects, such as smartphones, cars, TVs, and even refrigerators, are becoming smarter and constantly connected to each other to build, operate, and manage the physical world. This emerging paradigm, namely the Internet of Things (IoT), has great potential to impact how individuals live and work by providing a source of innovative decision making. The design of the IoT, which is defined as "a internetwork of physical items – each embedded with sensors – that are connected to the Internet", requires the understanding of embedded electronics, software, sensors, network, and data analytics. To prepare our students as forerunners of this future, this course will introduce a wide range of topics in the broad areas of IoT, and provide hands-on experiences via a series of exciting projects. Prerequisite: COMPSCI 187. This course counts as a CS Elective for the CS Major (BA/BS). 3 credits.
COMPSCI 403  Introduction to Robotics: Perception, Mechanics, Dynamics, and Control  
INSTRUCTOR(S): Joydeep Biswas  
3 Credits  
This course covers basic methods and concepts in order to explain how robots work. We will study how they sense things in the world, how you make a robot move, and how robots can make their own decisions. We will study mechanisms (kinematics and dynamics), actuators, sensors, (with a focus on machine vision), signal processing, feedback control theory, machine learning, and path planning. Students will build software systems for simulated robots and logged real robot sensor data, and do experiments with system identification and control, image processing, and path planning to reinforce the material presented in class. Prerequisites: Math 235 (or Math 236) and COMPSCI 220 (or COMPSCI 230). 3 credits.

COMPSCI 445  Information Systems  
INSTRUCTOR(S): Gerome Miklau  
3 Credits  
This course is an introduction to the efficient management of large-scale data. The course includes principles for representing information as structured data, query languages for analyzing and manipulating structured data, and core systems principles that enable efficient computation on large data sets. Classical relational database topics will be covered (data modeling, SQL, query optimization, concurrency control), as well as semi-structured data (XML, JSON), and distributed data processing paradigms (e.g. MapReduce and Spark). Additional application topics may include web application development, data integration, processing data streams, database security and privacy. Prerequisites: COMPSCI 220 (or 230) and COMPSCI 311 and COMPSCI 345. 3 credits.

COMPSCI 446  Search Engines  
INSTRUCTOR(S): David Fisher  
3 Credits  
This course provides an overview of the important issues in information retrieval, and how those issues affect the design and implementation of search engines. The course emphasizes the technology used in Web search engines, and the information retrieval theories and concepts that underlie all search applications. Mathematical experience (as provided by COMPSCI 240) is required. You should also be able to program in Java (or some other closely related language). Prerequisite: COMPSCI 240 or COMPSCI 383, or equivalent. 3 credits.

COMPSCI 453  Computer Networks  
INSTRUCTOR(S): Parviz Kermani  
3 Credits  
Introduction to computer communication networks and protocols. Fundamental concepts in the design and analysis of computer networks. Topics include: layered network architectures, applications, network, programming interfaces, transport, congestion, routing, data link protocols, local area networks, emerging high-speed networks, network security, and wireless networks. Examples drawn from the Internet (e.g., TCP, UDP, and IP) protocol suite. Homework assignments involve programming and written tasks. Prerequisites: Experience programming; COMPSCI 230 (or COMPSCI 377). 3 credits.

COMPSCI 490P  Secure Distributed Systems  
INSTRUCTOR(S): Brian Levine  
3 Credits  
Course Description not on file. 3 credits.

COMPSCI 491G  Seminar - Computer Networking Lab  
INSTRUCTOR(S): Parviz Kermani  
3 Credits  
In this course, students will learn how to put "principles into practice," in a hands-on-networking lab course. The course will cover router, switches and end-system labs in the areas of Single Segment IP Networks, Multiple Segment IP Networks and Static Routing, Dynamic Routing Protocols (RIP, OSPF and BGP), LAN switching, Transport Layer Protocols: UDP and TCP, NAT, DHCP, DNS, and SNMP. Students will also get engaged in evaluating power consumption of network components as an aid in the design of energy efficient (green) networks. This course counts as a CS Elective toward the CS major (BA/BS). Prerequisite: COMPSCI 453. 3 credits.

COMPSCI 497C  Special Topics in Computer Graphics  
INSTRUCTOR(S): Evangelos Kalogerakis  
3 Credits  
This course introduces the fundamental concepts of two-dimensional (2D) and three-dimensional (3D) computer graphics. It covers the basic methods needed to model, render, and animate 3D objects. Topics include raster displays, line drawing, affine and perspective transformations, windows and viewpoints, clipping, visibility, illumination models, reflectance models, radiometry, curves and surfaces, shading, texture mapping, ray tracing, graphic toolkits, animation, and 3D printing. Throughout the class, students will learn algorithmic ways to model the visual world, and write Java programs to implement various computer graphics algorithms. Students are required to complete 5 programming assignments in Java (as in 373), and in addition extra questions in assignments and a course project to receive 400-level credit. Students will also meet with the instructor to discuss special topics in graphics related to the course project. 3 credits.
COMPSCI 501  Formal Language Theory
INSTRUCTOR(S): Neil Immerman 3 Credits
Introduction to formal language theory. Topics include finite state languages, context-free languages, the relationship between language classes and formal machine models, the Turing Machine model of computation, theories of computability, resource-bounded models, and NP-completeness. Prerequisites: COMPSCI 311 or equivalent. It is recommended that students have a 'B-' or better in 311 in order to attempt 501. 3 credits.

COMPSCI 529  Software Engineering Project Management
INSTRUCTOR(S): Gordon Anderson, Neena Thota 3 Credits
The purpose of this course is to provide students with practical experience in the management of software development projects. Students in this course will gain this experience by serving as software development team technical managers for teams of software engineering students in COMPSCI 320. As project managers, the students in COMPSCI 529 will be responsible for: supervising and managing the work of teams of COMPSCI 320 students; interfacing with the other COMPSCI 529 students managing other teams in the course; interfacing with the course instructor, course TA, and course customer. COMPSCI 529 students will be assigned readings in software engineering project management to provide a theoretical basis for their work in this course. But the majority of work in the course will be related to the actual management of assigned development teams. As team managers, COMPSCI 529 students will set goals and schedules for their teams, track and report team progress, negotiate with leaders of other teams and the course customer, and evaluate the work of members of their teams. COMPSCI 529 course assignments may include: written team goals, plans and schedules; periodic reports on team progress; documentation of agreements reached with other team leaders and customers; evaluations of the applicability of theoretical papers to the work of this course. This course will meet at the same times and places as COMPSCI 320. Additional meetings with team members and other students in COMPSCI 529 are also expected to be arranged by mutual agreement. An additional one hour weekly meeting of all of the students in COMPSCI 529 is required. Enrollment in this course is only by permission of the instructor, and is restricted to students who have previously taken COMPSCI 320, and received a grade of A or A-. 3 credits.

COMPSCI 535  Computer Architecture
INSTRUCTOR(S): Charles Weems 3 Credits
The structure of digital computers is studied at several levels, from the basic logic level, to the component level, to the system level. Topics include: the design of basic components such as arithmetic units and registers from logic gates; the organization of basic subsystems such as the memory and I/O subsystems; the interplay between hardware and software in a computer system; the von Neumann architecture and its performance enhancements such as cache memory, instruction and data pipelines, coprocessors, and parallelism. Weekly assignments, semester project, 2 hours exams, final. Prerequisites: COMPSCI 335/391B. 3 credits.

COMPSCI 589  Machine Learning
INSTRUCTOR(S): David Jensen 3 Credits
This course will introduce core machine learning models and algorithms for classification, regression, clustering, and dimensionality reduction. On the theory side, the course will focus on understanding models and the relationships between them. On the applied side, the course will focus on effectively using machine learning methods to solve real-world problems with an emphasis on model selection, regularization, design of experiments, and presentation and interpretation of results. The course will also explore the use of machine learning methods across different computing contexts. Students will complete programming assignments and exams. Python is the required programming language for the course. Prerequisites: COMPSCI 383 and MATH 235. 3 credits.

COMPSCI 590B  Detecting Interference in Networks
INSTRUCTOR(S): Phillipa Gill 3 Credits
This course will cover topics related to the broad issue of detecting and measuring network interference. This will include topics such as traffic differentiation, network neutrality, surveillance, and blocking/censorship of content. The course will focus on network measurement tools and techniques in the context of detecting and observing manipulations and interference with network traffic. When relevant, historical and ethical/legal context will be discussed in relation to these topics. This course counts as a CS Elective toward the CS major (BS/BA) as well as an Any 2 Menu for BS subplans: SECURPRV, NETWORK, SOFTSYS. Undergraduate prerequisite: COMPSCI 453. 3 credits.

COMPSCI 590C  Human Computer Interaction
INSTRUCTOR(S): Eva Hudicka 3 Credits
This course will provide an in-depth introduction to Human Computer Interaction (HCI). The topics will include: HCI history; discussion of human capabilities and limitations (perceptual, cognitive, physical), human error, and human emotions, and their relevance for HCI; generic principles of design and the principles guiding user interface and interaction design; design of WIMP (windows, icons, menus, pointing) and direct-manipulation user interfaces; virtual and augmented reality and novel modes of interaction; approaches to prototyping (storyboarding, paper prototyping, and low- and high-fidelity user interface prototyping); cognitive modeling; usability evaluation; affective HCI and current trends in HCI; as well as ethical considerations. The course will include several brief projects reinforcing selected topics (UI design, cognitive modeling, usability evaluation) and a semester-long major project that will involve the design and development of a mobile device app. This course counts as a CS Elective toward the CS major (BA/BS). Undergraduate prerequisites: COMPSCI 187 (or E&C-ENG 242) and COMPSCI 220 (or COMPSCI 230). 3 credits.
COMPSCI 590D  Algorithms for Data Science
INSTRUCTOR(S): Barna Saha, Marco Serafini  3 Credits
Big Data brings us to interesting times and promises to revolutionize our society from business to government, from healthcare to academia. As we walk through this digitized age of exploded data, there is an increasing demand to develop unified toolkits for data processing and analysis. In this course our main goal is to rigorously study the mathematical foundation of big data processing, develop algorithms and learn how to analyze them. Specific Topics to be covered include: 1) Clustering 2) Estimating Statistical Properties of Data 3) Near Neighbor Search 4) Algorithms over Massive Graphs and Social Networks 5) Learning Algorithms 6) Randomized Algorithms. This course counts as a CS Elective toward the CS major (BS/BA). Undergraduate Prerequisites: COMPSCI 240 and COMPSCI 311. 3 credits.

COMPSCI 590F  Digital Forensics
INSTRUCTOR(S): Marc Liberatore  3 Credits
This course offers a broad introduction to the forensic investigation of digital devices. We cover the preservation, recovery, harvesting, and courtroom presentation of information from file systems, operating systems, networks, database systems, applications, media files, and embedded systems. The primary goal of the class is to understand why and from where information is recoverable in these systems. We also cover relevant issues from criminology, law, and the study of privacy. Students who have completed COMPSCI 365 are not eligible for this course. Graduate students will be expected to read selected current technical and law articles and to implement and analyze state-of-the-art systems. 3 credits.

COMPSCI 590IV  Intelligent Visual Computing
INSTRUCTOR(S): Evangelos Kalogerakis  3 Credits
Intelligent visual computing is an emerging new field that seeks to combine modern trends in machine learning, computer graphics, computer vision to intelligently process, analyze and synthesize 2D/3D visual data. The course will start by covering 2D image and 3D shape representations, classification and regression techniques, and the fundamentals of deep learning. The course will then provide an in-depth background on analysis and synthesis of images and shapes with deep learning, in particular convolutional neural networks, recurrent neural networks, memory networks, auto-encoders, adversarial networks, reinforcement learning methods, and probabilistic graphical models. Students will complete 5 programming assignments in Matlab/Octave and work on a course project related to visual computing with machine learning. This course counts as a CS Elective toward the CS major (BA/BS). 3 credits.

COMPSCI 590M  Introduction to Simulation
INSTRUCTOR(S): Peter Haas  3 Credits
How can we use computers to design systems and, more generally, make decisions, in the face of complexity and uncertainty? Simulation techniques apply the power of the computer to study complex stochastic systems when analytical or numerical techniques do not suffice. It is the most frequently used methodology for the design and evaluation of computer, telecommunication, manufacturing, healthcare, financial, and transportation systems, to name just a few application areas. Simulation is an interdisciplinary subject, incorporating ideas and techniques from computer science, probability, statistics, optimization, and number theory. Simulation models, which embody deep domain expertise, can effectively complement machine-learning approaches. This course will provide the student with a hands-on introduction into this fascinating and useful subject. 3 credits.

COMPSCI 590V  Data Visualization and Exploration
INSTRUCTOR(S): Georges Grinstein  3 Credits
In this course, students will learn the fundamental algorithmic and design principles of visualizing and exploring complex data. The course will cover multiple aspects of data presentation including human perception and design theory; algorithms for exploring patterns in data such as topic modeling, clustering, and dimensionality reduction. A wide range of statistical graphics and information visualization techniques will be covered. We will explore numerical data, relational data, temporal data, spatial data, graphs and text. Hands-on projects will be based on Python or JavaScript with D3. This course counts as a CS Elective toward the CS major (BA/BS). Undergraduate Prerequisite: COMPSCI 220 or 230. No prior knowledge of data visualization or exploration is assumed. This course counts as a CS Elective toward the CS major (BA/BS). 3 credits.

COMPSCI 591NR  Seminar - Neural Networks and Neurodynamics
INSTRUCTOR(S): Robert Kozma  3 Credits
This course covers neural networks from fundamentals to advanced concepts. Topics include feed-forward neural networks, kernel-based approaches, deep learning, recurrent neural networks, Hopfield networks, Kohonen Self-Organized Maps, Grossberg Adaptive Resonance Theory, Helmholtz machines, and space-time neurodynamics, with link to computational neuroscience. Supervised, unsupervised, and reinforcement learning. Machine learning implementations include image processing, speech recognition, gaming, time series prediction, and neurocontrol. The course is self-contained, knowledge of neural networks basics in useful but not required. This course counts as a CS Elective toward the CS major. Prerequisite: COMPSCI 311. 3 credits.
COMPSCI 603  Robotics
INSTRUCTOR(S): Roderic Grupen  3 Credits
An advanced course in robotics that covers mechanisms (kinematics and dynamics), actuators, sensors, feedback control, and signal processing. The target is to provide a general understanding of sensorimotor systems that can be related to machine learning and other disciplines. Relationships to biological systems will be highlighted. Programming exercises will accumulate code for a simulated mobile manipulator and students will pit their robots against those of their classmates. 3 credits.

COMPSCI 611  Advanced Algorithms
INSTRUCTOR(S): Ramesh Sitaraman  3 Credits
Principles underlying the design and analysis of efficient algorithms. Topics to be covered include: divide-and-conquer algorithms, graph algorithms, matroids and greedy algorithms, randomized algorithms, NP-completeness, approximation algorithms, linear programming. Prerequisites: The mathematical maturity expected of incoming Computer Science graduate students, knowledge of algorithms at the level of COMPSCI 311. 3 credits.

COMPSCI 621  Advanced Software Engineering: Analysis and Evaluation
INSTRUCTOR(S): Yuriy Brun  3 Credits
Software has become ubiquitous in our society. It controls life-critical applications, such as air traffic control and medical devices, and is of central importance in telecommunication and electronic commerce. In this course, we will examine state-of-the-art practices for software testing and analysis to verify software quality. We will initially look at techniques for testing and analyzing sequential programs, and then examine the complexity that arises from distributed programs. The students will be required to complete regular homework assignments and exams, and carry out a group research project extending techniques described in class and/or applying them to new domains. No required text. Papers from the open literature will be assigned and made available. Prerequisites: COMPSCI 320, Introduction to Software Engineering (or equivalent course). 3 credits.

COMPSCI 630  Systems
INSTRUCTOR(S): Emery Berger  3 Credits
This class is an in-depth introduction to systems, focusing on principles of system design that cross-cut numerous systems artifacts, including operating systems, databases, runtime systems, and architecture. We will cover all levels of the “system stack”, from chips to distributed systems. This class may be used to satisfy systems core requirements. 3 credits.

COMPSCI 645  Database Design and Implementation
INSTRUCTOR(S): Alexandra Meliou  3 Credits
This course covers the design and implementation of traditional relational database systems as well as advanced data management systems. The course will treat fundamental principles of databases such as the relational model, conceptual design, and schema refinement. We will also cover core database implementation issues including storage and indexing, query processing and optimization, and transaction management. Additionally, we will address challenges in modern networked information systems, including data mining, provenance, data stream management, and probabilistic databases. 3 credits.

COMPSCI 650  Applied Information Theory
INSTRUCTOR(S): Arya Mazumdar  3 Credits
This course will introduce the basic concepts of Information Theory: entropy, relative entropy, mutual information, channel capacity, and rate distortion (data compression). Applications of these concepts will be emphasized. The notions of sparse-graph codes, message passing and belief propagation will also be introduced and studied in detail. Applications in inference algorithms and machine learning will be highlighted; in particular, topics of neural networks, statistical estimation, community detection and clustering will be covered. 3 credits.

COMPSCI 660  Advanced Information Assurance
INSTRUCTOR(S): Amir Houmansadr  3 Credits
This course provides an in-depth examination of the fundamental principles of information assurance. While the companion course for undergraduates is focused on practical issues, the syllabus of this course is influenced strictly by the latest research. We will cover a range of topics, including authentication, integrity, confidentiality of distributed systems, network security, malware, privacy, intrusion detection, intellectual property protection, and more. Prerequisites: COMPSCI 460 or 466, or equivalent. 3 credits.
COMPSCI 677  Distributed and Operating Systems
INSTRUCTOR(S): Prashant Shenoy  3 Credits
This course provides an in-depth examination of the principles of distributed systems in general, and distributed operating systems in particular. Covered topics include processes and threads, concurrent programming, distributed interprocess communication, distributed process scheduling, virtualization, distributed file systems, security in distributed systems, distributed middleware and applications such as the web and peer-to-peer systems. Some coverage of operating system principles for multiprocessors will also be included. A brief overview of advanced topics such as multimedia operating systems and mobile computing will be provided, time permitting. Prerequisites: Students should be able to easily program in a high-level language such as C, have had a course on data structures, be familiar with elements of computer architecture and have had previous exposure to the operating system concepts of processes, virtual memory, and scheduling. A previous course on uniprocessor operating systems (e.g., COMPSCI 377) will be helpful but not required. Lect 2 is on-line. 3 credits.

COMPSCI 682  Neural Networks: A Modern Introduction
INSTRUCTOR(S): Erik Learned-Miller  3 Credits
This course will focus on modern, practical methods for deep learning. The course will begin with a description of simple classifiers such as perceptrons and logistic regression classifiers, and move on to standard neural networks, convolutional neural networks, and some elements of recurrent neural networks, such as long short-term memory networks (LSTMs). The emphasis will be on understanding the basics and on practical application more than on theory. Most applications will be in computer vision, but we will make an effort to cover some natural language processing (NLP) applications as well, contingent upon TA support. The current plan is to use Python and associated packages such as Numpy and TensorFlow. Prerequisites include Linear Algebra, Probability and Statistics, and Multivariate Calculus. All assignments will be in the Python programming language. 3 credits.

COMPSCI 683  Artificial Intelligence
INSTRUCTOR(S): Shlomo Zilberstein  3 Credits
In-depth introduction to Artificial Intelligence focusing on techniques that allow intelligent systems to reason effectively with uncertain information and cope limited computational resources. Topics include: problem-solving using search, heuristic search techniques, constraint satisfaction, local search, abstraction and hierarchical search, resource-bounded search techniques, principles of knowledge representation and reasoning, logical inference, reasoning under uncertainty, belief networks, decision theoretic reasoning, representing and reasoning about preferences, planning under uncertainty using Markov decision processes, multi-agent systems, and computational models of bounded rationality. 3 credits.

COMPSCI 688  Probabilistic Graphical Models
INSTRUCTOR(S): Benjamin Marlin  3 Credits
Probabilistic graphical models are an intuitive visual language for describing the structure of joint probability distributions using graphs. They enable the compact representation and manipulation of exponentially large probability distributions, which allows them to efficiently manage the uncertainty and partial observability that commonly occur in real-world problems. As a result, graphical models have become invaluable tools in a wide range of areas from computer vision and sensor networks to natural language processing and computational biology. The aim of this course is to develop the knowledge and skills necessary to effectively design, implement and apply these models to solve real problems. The course will cover (a) Bayesian and Markov networks and their dynamic and relational extensions; (b) exact and approximate inference methods; (c) estimation of both the parameters and structure of graphical models. Although the course is listed as a seminar, it will be taught as a regular lecture course with programming assignments and exams. Students entering the class should have good programming skills and knowledge of algorithms. Undergraduate-level knowledge of probability and statistics is recommended. 3 credits.

COMPSCI 690B  Detecting Interference in Networks
INSTRUCTOR(S): Phillippa Gill  3 Credits
This course will cover topics related to the broad issue of detecting and measuring network interference. This will include topics such as traffic differentiation, network neutrality, surveillance, and blocking/censorship of content. The course will focus on network measurement tools and techniques in the context of detecting and observing manipulations and interference with network traffic. When relevant, historical and ethical/legal context will be discussed in relation to these topics. 3 credits.

COMPSCI 690IV  Intelligent Visual Computing
INSTRUCTOR(S): Evangelos Kalogerakis  3 Credits
Intelligent visual computing is an emerging new field that seeks to combine modern trends in machine learning, computer graphics, computer vision to intelligently process, analyze and synthesize 2D/3D visual data. The course will start by covering 2D image and 3D shape representations, classification and regression techniques, and the fundamentals of deep learning. The course will then provide an in-depth background on analysis and synthesis of images and shapes with deep learning, in particular convolutional neural networks, recurrent neural networks, memory networks, auto-encoders, adversarial networks, reinforcement learning methods, and probabilistic graphical models. Students will complete 5 programming assignments in Matlab/Octave and work on a course project related to visual computing with machine learning. 3 credits.
COMPSCI 690N  Advanced Natural Language Processing
INSTRUCTOR(S): Brendan O'Connor  3 Credits
This course covers a broad range of advanced level topics in natural language processing. It is intended for graduate students in computer science who have familiarity with machine learning fundamentals. It may also be appropriate for computationally sophisticated students in linguistics and related areas. Topics include probabilistic models of language, computationally tractable linguistic representations for syntax and semantics, and selected topics in discourse and text mining. After completing the course, students should be able to read and evaluate current NLP research papers. Coursework includes homework assignments and a final project. 3 credits.

COMPSCI 690P  Secure Distributed Systems
INSTRUCTOR(S): Brian Levine  1 -3 Credits
Course description not on file. 3 credits.

COMPSCI 691NR  Seminar - Neural Networks and Neurodynamics
INSTRUCTOR(S): Robert Kozma  3 Credits
This course covers neural networks from fundamentals to advanced concepts. Topics include feed-forward neural networks, kernel-based approaches, deep learning, recurrent neural networks, Hopfield networks, Kohonen Self-Organized Maps, Grossberg Adaptive Resonance Theory, Helmholtz machines, and space-time neurodynamics, with link to computational neuroscience. Supervised, unsupervised, and reinforcement learning. Machine learning implementations include image processing, speech recognition, gaming, time series prediction, and neurocontrol. The course is self-contained, knowledge of neural networks basics in useful but not required. 3 credits.

COMPSCI 701  Advanced Topics in Computer Science
INSTRUCTOR(S):  6 Credits
This is a 6 credit reading course corresponding to the master's project. The official instructor is the GPD although the student does the work with and is evaluated by the readers of his or her master's project. 6 credits.

COMPSCI 711  Parallel Algorithms and Architectures
INSTRUCTOR(S): Andrew McGregor  3 Credits
A study of parallel algorithms and architectures, emphasizing theoretical formulations and developments. Two classes of algorithmic problems will be studied. In the realm of "application-oriented algorithms", the development will flow from idealized shared-memory algorithmic paradigms that ignore communication costs, to distributed-memory emulations of shared memory, to distributed-memory algorithmic paradigms. Concepts will be illustrated via important applications such as sorting. In the realm of "systems-oriented algorithms", discussions will center on problems such as task scheduling, load balancing, message routing, and latency hiding. Sources will include research and survey articles, and Leighton's recent book. Each student will take detailed lecture notes on some topic, for distribution to the class. Additionally, each student will prepare an in-depth report on a topic selected in consultation with the instructor. Prerequisite: COMPSCI 611 or equivalent, or consent of the instructor. 3 credits.

COMPSCI 891M  Seminar - Theory of Computation
INSTRUCTOR(S): Ramesh Sitaraman  1 Credits
The theory seminar is a weekly meeting in which topics of interest in the theory of computation - broadly construed - are presented. This is sometimes new research by visitors or local people. It is sometimes work in progress, and it is sometimes recent material of others that some of us present in order to learn and share. This is a one-credit seminar which may be taken repeatedly for credit up to six times. 1 credit.

INFO 203  A Networked World
INSTRUCTOR(S): David Wemhoener  3 Credits
The course will cover the technical foundations of today's communication networks, particularly the Internet. It will also address key social, policy, economic and legal aspects of these networks, their use (and abuse), and their regulation. This course covers computer science topics, but all material will be presented in a way that is accessible to an educated audience with or without a strong technical background. Not intended for Computer Science majors -- students interested in a majors-level treatment of this material should see COMPSCI 453. 3 credits.
INFO 397F  Special Topics - Introduction to Data Science
INSTRUCTOR(S): Gordon Anderson  3 Credits
The terms “data science” and “big data” appear in the news media and in everyday conversations. Moreover, we are told that we live in the “age of information”, where almost every business venture and scientific research initiative collect a massive amount of data which may contain valuable information. This course is an introduction to the concepts and skills involved with the collection, management, analysis, and presentation of large data sets and the data products that result from the work of data scientists. Privacy and ethical issues are discussed. Students will work with data from the financial, epidemiological, educational, and other domains. The course provides many case studies and examples of real-world data that students work with using the R programming language as well as the structured query language (SQL). This course consists of two meetings per week. Each meeting includes a lecture, where conceptual material will be presented, followed by lab time where students receive instruction on the use of software tools and apply the concepts by working on data sets. Readings will be assigned as preparation for each class meeting. Several projects will be assigned during the course. The projects provide students with an opportunity to explore the topics in more depth in a specialized domain. Two midterm exams and one final exam will be given. Grades are determined by a combination of class participation including the in-class lab activities, projects, and exam scores. Software: The R software for statistical analysis (www.r-project.org). This course does not satisfy requirements for the CS major. Prerequisites: COMPSCI 190IN and (COMPSCI 119 or COMPSCI 121).  3 credits.

INFO 397G  Special Topics - Creative Game Design and Development
INSTRUCTOR(S): Joshua Newman  3 Credits
In this class, we will explore, through a series of projects, the fundamental questions of game design. What are the common features of hopscotch, Skyrim, boxing, Farmville, poker, and Tic-Tac-Toe? How do you create an engrossing, challenging, vivid, or surprising environment of play? How do you determine the value of skill, chance, cooperation, and competition in game play? What effect does the social, sexual, gender, political, and economic environment of the game's creation have on the play of the game? This course will introduce students to theoretical structures and demonstrate their implementation through the development of several small physical and digital games, ending with a group digital game project. Students will be evaluated based on class participation, process papers, and the creation of their own games. Not for CS Major/Minor Requirements.  3 credits.

INFOSEC 690F  Fraud Detection
INSTRUCTOR(S): Marc Liberatore  3 Credits
This course provides an introduction to the principles and practice of fraud detection across a variety of problem domains such as money laundering, credit card fraud, telecommunications fraud, and computer and network intrusion. The key topics of this course include defining fraud in various domains; the interactions between fraud prevention and fraud detection; data collection and management; statistical tests and statistical power; methods for statistical fraud detection, including numerical validation, outlier detection, supervised and unsupervised classification methods, and application of Benford’s Law. The course includes homework assignments and exams. The assignments will include practical exercises involving fraud detection on nontrivial datasets using software such as Excel, R, and Python.  3 credits.