

Descriptions —Communication of Courses

902. Communication Research Design II
Spring, 4(4-0)
P: COM 901. R: Open only to graduate students.
 Further study of methods of data collection and analysis. Writing and critiquing research reports.

915. Organizational Communication II
Spring of odd-numbered years. 3(3-0)
P: COM 815; COM 800 or COM 902.
 Organizational communication structure and information processing. The organization's embeddedness in a larger social environment.

921. Micro and Macro Media
Fall of odd-numbered years. 3(3-0)
P: COM 800 or COM 902.
 Perspectives on media processes pertaining to individuals, groups, and large-scale systems. Topics include cognitive processing of media, public opinion and affective responses to media.

922. Interpersonal Communication
Fall, 3(3-0)
P: COM 800 or COM 902.
 Theory and research in interpersonal communication. Role of communication in processes such as interpersonal influence and relationship development.

990. Independent Study
Fall, Spring, Summer. 1 to 3 credits. A student may earn a maximum of 6 credits in all enrollments for this course.
R: Open only to graduate students in Communication. Approval of department.
 Individualized study under faculty direction.

999. Doctoral Dissertation Research
Fall, Spring, Summer. 1 to 24 credits. A student may earn a maximum of 99 credits in all enrollments for this course.
R: Open only to Ph.D. students in Communication.

COLLEGE OF COMMUNICATION ARTS AND SCIENCES CAS

College of Communication Arts and Sciences

192. Special Topics
Fall, Spring, Summer. 1 to 8 credits. A student may earn a maximum of 16 credits in all enrollments for this course.
R: Approval of department.
 Varied topics pertaining to the study of communication processes.

192. Special Topics
Fall, Spring, Summer. 1 to 6 credits. A student may earn a maximum of 16 credits in all enrollments for this course.
R: Open only to graduate students in the College of Communication Arts and Sciences or approval of college.
 Varied topics pertaining to advanced study of communication processes.

192. Doctoral Seminar
Fall, Spring, Summer. 3(3-0) A student may earn a maximum of 15 credits in all enrollments for this course.
R: Open only to Ph.D. students in Mass Media and Communication or approval of college.
 Topics on theoretical and research issues in communication and mass media.

993. Research Internship
Fall, Spring, Summer. 1 credit. A student may earn a maximum of 6 credits in all enrollments for this course.
R: Open only to Ph.D. students in Mass Media.
 Participation in faculty research projects.

999. Doctoral Dissertation Research
Fall, Spring, Summer. 1 to 24 credits. A student may earn a maximum of 99 credits in all enrollments for this course.
R: Open only to Ph.D. students in Mass Media.

COMPUTER SCIENCE CPS

Department of Computer Science College of Engineering

101. Computing Concepts and Competencies
Fall, Spring, Summer. 3(2-2)
 Core concepts in computing including information storage, retrieval, management, and representation. Applications from specific disciplines. Applying core concepts to design and implement solutions to various focal problems, using hardware, multimedia software, communication and networks.
SA: CPS 100, CPS 130

131. Introduction to Technical Computing
Fall, Spring. 3(2-2)
P: MTH 103 or MTH 110 or MTH 116; or MTH 120 or MTH 124 or MTH 132 or concurrently.
 Computing systems and applications. Design and implementation of programs using FORTRAN. Examples from engineering, mathematics and science.

230. Algorithms and Computing
Fall, Spring. 4(3-2)
P: LBS 118 or MTH 120 or MTH 124 or MTH 132.
 Computer systems and problem solving. Software development. Structured design and implementation of algorithms. Procedural and object-oriented programming. Compilation and linking.

260. Discrete Structures in Computer Science
Fall, Spring. 3(3-0)
P: MTH 133.
 Propositional and first order logic. Equivalence, inference. Mathematical induction, diagonalization principle. Set operations, relations, functions. Lattices, Boolean algebras. Truth tables and minimization of Boolean expressions. Applications to CPS.

290. Independent Study in Computer Science
Fall, Spring. 1 credit. A student may earn a maximum of 3 credits in all enrollments for this course.
R: Approval of department; application required.
 Supervised individual study in an area of computer science.

291. Selected Topics in Computer Science
Fall, Spring. 1 to 4 credits. A student may earn a maximum of 8 credits in all enrollments for this course.
R: Approval of department.
 Topics selected to supplement and enrich existing courses and lead to the development of new courses.

320. Computer Organization and Assembly Language Programming
Fall, Spring. 4(3-2)
P: CPS 230, CPS 260. R: Not open to students with credit in EE 331.
 Machine representation of data and instructions. Machine organization, primary storage, registers, arithmetic logic unit, control unit, operations. Assembly language programming, interface to high level languages. Assemblers and loaders.

330. Data Structures and Programming Concepts
Fall, Spring. 4(3-2)
P: CPS 230, CPS 260.
 Data types and structures. Algorithms including searching, sorting and hashing. Program correctness, program analysis. Abstract data types including stacks, queues, and trees. Object-oriented programming, introduction to various program libraries.

360. Automata and Formal Language Theory
Fall, Spring. 3(3-0)
P: CPS 230, CPS 260. R: Open only to Computer Science, Computer Engineering, Computational Mathematics, Electrical Engineering, and LBS Computer Science students.
 Regular languages, regular grammars, finite-state automata, transducers and relationships among them. Context-free languages and grammars. Language recognition, parsers. Properties of formal languages. Turing computability and undecidability.

410. Operating Systems
Fall, Spring. 4(3-2)
P: CPS 330; CPS 320 or EE 331. R: Open only to Computer Science, Computer Engineering, Electrical Engineering, and LBS Computer Science majors.
 History and evolution of operating systems. Process and processor management. Primary and auxiliary storage management. Performance evaluation, security, distributed systems. Case studies of modern operating systems.

420. Computer Architecture
Fall, Spring. 4(3-2)
P: CPS 330; EE 331 or CPS 320, CPS 360. R: Open only to Computer Science, Computer Engineering, Electrical Engineering, and LBS Computer Science majors.
 Digital logic and sequential machine design. Computer organization, control unit and arithmetic logic unit implementation. Input-output, memory organization, parallel operations. Digital system simulation.

422. Computer Networks
Fall, Spring. 4(3-2)
P: STT 351; CPS 320 or EE 331; CPS 410 or concurrently. R: Open only to juniors or seniors in the Computer Science or Computer Engineering or Electrical Engineering or LBS Computer Science major.
 Computer network architectures and models. Medium access control. Physical, data link, network, transport, and session layers. Local-area and wide-area networks.

440. Artificial Intelligence and Symbolic Programming
Fall. 4(3-2)
P: CPS 330, CPS 360. R: Open only to Computer Science, Computer Engineering, and LBS Computer Science majors.
 Machine intelligence. Heuristic programming. Representation and control in LISP and PROLOG. Applications to search, rule-based diagnosis, and parsing.

449. Design of Intelligent Systems (W)
Spring. 4(2-4)
P: CPS 440; CPS 320 or EE 331. R: Open only to seniors or graduate students in a College of Engineering Computer Science major. Completion of Tier 1 writing requirement. Not open to students with credit in CPS 479 or CPS 478.
 Intelligent system applications such as natural language, machine vision, or a diagnostic expert system. Team development, software engineering, project management.

- 450. Translation of Programming Languages**
Spring, 4(3-2)
P: CPS 330, CPS 360; CPS 320 or EE 331. R: Open only to Computer Science, Computer Engineering, and LBS Computer Science majors.
Theory and practice of programming language translation. Languages, grammars and parsing. Lexical, syntactic and semantic analysis. Compile-time error handling. Code optimization and code generation.
- 452. Organization of Programming Languages**
Fall, 3(3-0)
P: CPS 330, CPS 360; CPS 320 or EE 331. R: Open only to Computer Science and LBS Computer Science majors.
Organization of programming languages including language processors, syntax, data types, sequence control, storage management. Comparison of language features from the functional, imperative, logical and object-oriented paradigms.
- 470. Software Engineering**
Fall, Spring, 4(3-2)
P: CPS 330, CPS 360; CPS 320 or EE 331. R: Open only to juniors or seniors in the College of Engineering Computer Science or Computer Engineering major or in the Lyman Briggs School Computer Science major.
Software life cycle including specification, design, coding, testing, and verification of a software product. Stepwise refinement and rapid prototyping. Software portability, reusability and maintenance.
- 472. Computer Graphics**
Spring, 3(2-2)
P: CPS 330, MTH 314. R: Open only to Computer Science and LBS Computer Science majors.
Graphics hardware. Fundamental algorithms. Two- and three-dimensional imaging geometry and transformations. Curve and surface design, rendering, shading, color, and animation.
- 474. Vector and Parallel Programming**
Fall, 3(2-2)
P: CPS 420, MTH 314. R: Open only to Computer Science, Electrical Engineering, Computer Engineering, and LBS Computer Science majors.
Programming of high-performance supercomputers. Hardware, algorithms, numerical accuracy, compilers. Vector, multiple-instruction multiple-data-stream, and single-instruction single-data-stream machines.
- 478. Software Engineering Project (W)**
Spring, 4(2-4)
P: CPS 470 R: Open only to seniors or graduate students in a College of Engineering Computer Science major. Completion of Tier I Writing Requirement. Not open to students with credit in CPS 449 or CPS 479.
Development of a large software system in a team setting. Software development with emphasis on rigorous specification, design, implementation, testing, maintenance, and documentation.
- 479. Software Tools for Concurrent Systems (W)**
Fall, Spring, 4(2-4)
P: CPS 330, CPS 360; CPS 422 or CPS 474. R: Open only to seniors or graduate students in a College of Engineering Computer Science major. Completion of Tier I writing requirement. Not open to students with credit in CPS 449 or CPS 478.
Design, development and application of software tools for parallel and distributed systems. Program development, debugging, performance monitoring, simulation, data and control flow analysis, and visualization.
- 480. Database Systems**
Spring, 4(3-2)
P: CPS 330, CPS 360; CPS 320 or EE 331. R: Open only to Computer Science, Computer Engineering, and LBS Computer Science majors.
Storage of and access to physical databases including indexing, hashing, and range accesses. Data models, query languages, transaction processing, recovery techniques. Object-oriented and distributed database systems. Database design.
- 490. Independent Study in Computer Science**
Fall, Spring, 1 credit. A student may earn a maximum of 3 credits in all enrollments for this course. R: Open only to Computer Science majors. Approval of department; application required.
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- 491. Selected Topics in Computer Science**
Fall, Spring, 1 to 4 credits. A student may earn a maximum of 8 credits in all enrollments for this course.
R: Open only to College of Engineering Computer Science majors. Approval of department.
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- 802. Pattern Recognition and Analysis**
Spring, 4(4-0)
P: CPS 330, MTH 314, STT 441. R: Open only to Computer Science or Electrical Engineering majors.
Algorithms for classifying and understanding data. Statistical and syntactic methods, supervised and unsupervised machine learning. Cluster analysis and ordination. Exploratory data analysis. Methodology for design of classifiers.
- 803. Computer Vision**
Fall, 3(3-0)
P: CPS 330, MTH 314, STT 351. R: Open only to Computer Science or Electrical Engineering majors.
Visual information processing problems. Human and machine vision systems. Image formation and transforms. Encoding, enhancement, edge detection, segmentation. 2D and 3D object description and recognition. Scene analysis. Applications.
- 807. Computer System Performance and Measurement**
Spring of odd-numbered years, 3(3-0) Interdepartmental with Electrical Engineering.
P: CPS 410, STT 441. R: Open only to Computer Science or Electrical Engineering majors.
Queueing network modelling, general analytic techniques, workload characterization, representing specific subsystems, parameterization. Software and hardware monitors, performance measures. Case studies, software packages.
- 808. Modelling and Discrete Simulation**
Fall of even-numbered years, 3(3-0) Interdepartmental with Electrical Engineering.
P: CPS 330, STT 441. R: Open only to Computer Science or Electrical Engineering majors.
Simulation examples, and languages. Mathematical models, petri nets, model validation, random variate generation. Analysis of simulation data. Case studies.
- 809. Algorithms and Their Hardware Implementation**
Spring, 3(3-0) Interdepartmental with Electrical Engineering. Administered by Electrical Engineering.
Arithmetic, signal processing, and image processing algorithms. Array structures: systolic architecture, data flow structure, neural network architecture. Performance analysis.
- 812. Advanced Operating Systems**
Spring, 3(3-0)
P: CPS 410, CPS 420. R: Open only to Computer Science or Electrical Engineering majors.
Parallel and distributed operating systems. Load sharing, scheduling, reliability, recovery, memory management. Distributed file systems, distributed agreement, and object-oriented operating systems.
- 813. Logic Design Principles**
Fall, 3(3-0) Interdepartmental with Electrical Engineering. Administered by Electrical Engineering.
Behavioral modeling. Combinational circuit analysis and design. Sequential-circuit analysis and synthesis. Design for testability. Semicustom and MSI design.
- 814. Formal Methods in Software Development**
Fall of odd-numbered years, 3(3-0)
P: MTH 472. R: Open only to Computer Science or Electrical Engineering majors.
Formal specification languages, integrating verification with development. Design and the implementation of term project.
- 820. Advanced Computer Architecture**
Fall, Spring, 3(3-0) Interdepartmental with Electrical Engineering.
P: CPS 410, CPS 420. R: Open only to Computer Science or Electrical Engineering majors.
Instruction set architecture. Pipelining, vector processors, cache memory, high bandwidth memory design, virtual memory, input and output. Benchmarking techniques. New developments related to single CPU systems.
- 822. Parallel Processing Computer Systems**
Spring, 3(3-0) Interdepartmental with Electrical Engineering.
P: CPS 820. R: Open only to Computer Science or Electrical Engineering majors.
Massively parallel SIMD processors, multiprocessor architectures, interconnection networks, synchronization and communication. Memory and address space management, process management and scheduling. Parallel compilers, languages, performance evaluation.
- 824. Advanced Computer Networks and Communications**
Fall, 3(3-0)
P: CPS 422
Advanced topics in emerging computer networking technologies, including high-speed wide area networks and local area networks, wireless and mobile computing networks, optical networks, and multimedia networking.
- 830. Design and Theory of Algorithms**
Fall, Spring, 3(3-0)
P: CPS 330, CPS 360. R: Open only to Computer Science or Electrical Engineering majors.
Analysis of algorithms. Algorithm design techniques. Efficient algorithms for classical problems. Intractable problems and techniques to handle them.
- 835. Algorithmic Graph Theory**
Fall, 3(3-0)
P: CPS 330, CPS 360, MTH 314. R: Open only to Computer Science or Electrical Engineering majors.
Classical concepts in Graph Theory. Algorithmic aspects of graphs such as finding paths, network flow, spanning trees and matching.
- 838. Design of Parallel Algorithms**
Spring, 3(3-0)
P: CPS 420, CPS 830. R: Open only to Computer Science or Electrical Engineering majors.
Current research topics and issues. Models of parallel computation. Implementation of algorithms on SIMD and MIMD machines. Relationship to VLSI.

