Interactive and intelligent computing is an emerging discipline on the frontier of ways computation impacts the external world. The School of Interactive Computing advances computing-mediated interactions by encompassing fields ranging from artificial intelligence and machine learning to graphics and computer vision to interface design and empirical methods. We don’t just evaluate technology, we create technology that makes interactions better. Much of the research within the School of Interactive Computing produces new artifacts that embody new capabilities or methods. Examples include:

- Individuals working with traditional computers
- Groups of people using ubiquitous computing capabilities throughout various environments
- Researchers visualizing scientific data
- Students developing and altering middle school physics simulations
- Automated intelligent surveillance systems monitoring airport tarmacs
- Robots delivering pharmaceuticals to patients in hospitals

Whether an advance is in robotics, augmented reality, or ubiquitous computing, it is developed in the context of a prototype. The School of Interactive Computing produces practitioners, future innovators and researchers by offering numerous degree programs.

At the undergraduate-level, the School of Interactive Computing is an integral part of the College’s BS in Computer Science, and oversees aspects of Computational Media’s Bachelor’s degree-offered jointly with the School of Literature, Communication and Culture (LMC). The School of Interactive Computing also administers the interdisciplinary Master’s in Human Computer Interaction (HCI) program in which students from the School of Interactive Computing, LMC, and Psychology participate. At the graduate-level the School of Interactive Computing students can pursue Master’s and PhD degrees in Computer Science, and a PhD in Human-Centric Computing—the first of its kind in the nation. The School of Interactive Computing is also developing a Robotics PhD to be offered in conjunction with schools from the College of Engineering.

**Bachelor’s Degrees**

- Bachelor of Science in Computational Media (http://www.catalog.gatech.edu/programs/computational-media-bs)

**Master’s Degrees**

- Master of Science in Computer Science (http://www.catalog.gatech.edu/programs/computer-science-ms)
- Master of Science in Human-Computer Interaction (http://www.catalog.gatech.edu/programs/human-computer-interaction-ms)

**Doctoral Degrees**

- Doctor of Philosophy with a Major in Computer Science (http://www.catalog.gatech.edu/programs/computer-science-phd)
- Doctor of Philosophy with a Major in Human-Computer Interaction (http://www.catalog.gatech.edu/programs/human-centered-computing-phd)

- Doctor of Philosophy with a Major in Robotics (http://www.catalog.gatech.edu/programs/robotics-phd)

**CS 1100. Freshman Leap Seminar. 1 Credit Hour.**
Small group discussions with first year students are led by one or more faculty members and include a variety of foundational, motivational, and topical subjects for computationalist.

**CS 1171. Introductory Computing in MATLAB. 1 Credit Hour.**
For students with a solid introductory computing background needing to demonstrate proficiency in the MATLAB language.

**CS 1301. Introduction to Computing. 3 Credit Hours.**
Introduction to computing principles and programming practices with an emphasis on the design, construction and implementation of problem solutions use of software tools.

**CS 1315. Introduction to Media Computation. 3 Credit Hours.**

**CS 1316. Representing Structure and Behavior. 3 Credit Hours.**

**CS 1331. Introduction to Object Oriented Programming. 3 Credit Hours.**
Introduction to techniques and methods of object-oriented programming such an encapsulation, inheritance, and polymorphism. Emphasis on software development and individual programming skills.

**CS 1332. Data Structures and Algorithms for Applications. 3 Credit Hours.**

Computer data structures and algorithms in the context of object-oriented programming. Focus on software development towards applications.

**CS 1371. Computing for Engineers. 3 Credit Hours.**

**CS 1372. Structured Program Design for Engineers. 3 Credit Hours.**

**CS 1801. Special Topics. 1 Credit Hour.**
Courses of timely interest to the profession, conducted by resident or visiting faculty.

**CS 1802. Special Topics. 2 Credit Hours.**
Courses of timely interest to the profession, conducted by resident visiting faculty.

**CS 1803. Special Topics. 3 Credit Hours.**
Courses of timely interest to the profession, conducted by resident or visiting faculty.

**CS 1804. Special Topics. 4 Credit Hours.**
Courses of timely interest to the profession, conducted by resident or visiting faculty.

**CS 1805. Special Topics. 5 Credit Hours.**
Courses of timely interest to the profession, conducted by resident or visiting faculty.

**CS 2XXX. Computer Sci Elective. 1-21 Credit Hours.**

**CS 2050. Introduction to Discrete Mathematics for Computer Science. 3 Credit Hours.**
CS 2051. Honors - Induction to Discrete Mathematics for Computer Science. 3 Credit Hours.

CS 2110. Computer Organization and Programming. 4 Credit Hours.
An introduction to basic computer hardware, machine language, assembly language, and C programming.

CS 2200. Computer Systems and Networks. 4 Credit Hours.
A broad exposure to computer system structure and networking including software abstractions in operating systems for orchestrating the usage of the computing resources.

CS 2261. Media Device Architectures. 4 Credit Hours.
Controlling the interface between hardware and software in media devices. Machine-level programming (e.g., in C) to create graphics, generate sound, and support user interaction.

CS 2316. Data Manipulation for Science and Industry. 3 Credit Hours.
Reading, manipulating, and exporting data for engineering, business, and scientific applications. Covers GUI's, File I/O, basic SQL, and web scraping. Emphasis on software development.

CS 2335. Software Practicum. 3 Credit Hours.
Methods for solving large programming problems. Techniques for quality assurance, managing programs, working in teams, analyzing problems, and producing effective solutions.

CS 2340. Objects and Design. 3 Credit Hours.
Object-oriented programming methods for dealing with large programs. Focus on quality processes, effective debugging techniques, and testing to assure a quality product.

CS 2345. Advanced Practical Object-Oriented Programming. 4 Credit Hours.
This course presents important programming principles that should be considered when using a non-automatic memory management complex language (such as C++). Templating, generic programming, resource acquisition is initialization (RAII), and smart pointers are a few examples. Credit not awarded for both CS 2345 and ECE 2036.

CS 2600. Knowledge Representation and Processing. 4 Credit Hours.
Introduction to the representation and manipulation of complex symbolic and sub-symbolic information.

CS 2698. Undergraduate Research Assistantship. 1-12 Credit Hours.
Independent research conducted under the guidance of a faculty member.

CS 2699. Undergraduate Research. 1-12 Credit Hours.
Independent research conducted under the guidance of a faculty member.

CS 2701. Startup Lab: Introduction to Technology Ventures. 3 Credit Hours.
Elements of technology venture creation including opportunity identification and validation, ideation, customer discovery, marketing analysis, minimum viable product development, business models, intellectual property, and capital raises. Cross-listed with COE 2701.

CS 2801. Special Topics. 1 Credit Hour.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 2802. Special Topics. 2 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 2803. Special Topics. 3 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 2804. Special Topics. 4 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 2805. Special Topics. 5 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 2XXX. Computer Sci Elective. 1-21 Credit Hours.

CS 3101. Computer Science Ventures. 3 Credit Hours.
Students will learn how computer-science-based ventures are developed. The course is project-based. Students propose, analyze, pitch, design, implement, package and market web 2.0 and virtual-world-based products and services.

CS 3210. Design of Operating Systems. 3 Credit Hours.
Operating systems concepts, including multi-threading, scheduling, synchronization, communication, and access control. Projects will cover design and implementation of several operating systems components.

CS 3220. Computer Structures: Hardware/Software Codesign of a Processor. 3 Credit Hours.
Principles in pipelined processor design, with emphasis on the need for a close interaction between code generation and architecture.

CS 3240. Languages and Computation. 3 Credit Hours.
Interpreters as abstract machines and the tools used to construct them, such as scanners and parsers. An introduction to models of computation as embodied by different programming languages. Limits of and relationships between these models.

CS 3251. Computer Networking I. 3 Credit Hours.
Introduction to problems in computer networking, including error recovery, medium access, routing, flow control, and transport. Emphasis on current best practice. Includes programming of networked applications.

CS 3300. Introduction to Software Engineering. 3 Credit Hours.
Team-based project class to introduce and apply software engineering principles and practices.

CS 3311. Part 1 of a 2 semester project design and implementation sequence conjoined with Tech Communications. 1 Credit Hour.
Part 1 of a 2 semester project design and implementation sequence conjoined with Technical Communications. Prepare requirements, design and project plans. Develop a basic prototype of the desired system. Project is completed in CS 3312-Project Implementation. Credit will not be awarded for CS 3311 and CS 4911.

CS 3312. Part 2 of a 2 semester project design and implementation sequence conjoined with Tech Communications. 2 Credit Hours.
The second part of a 2 semester project design and implementation sequence conjoined with Technical Communications. Implement a project designed in CS 3311. Credit will not be awarded for CS 3312 and CS 4911.

CS 3451. Computer Graphics. 3 Credit Hours.
Geometric constructions; transformations; perception; reflection models; photorealistic; non-photorealistic, and image-based rendering; rendering software and APIs; triangle-mesh processing; graphic acceleration; user-interaction, design and animation.
CS 3510. Design and Analysis of Algorithms. 3 Credit Hours.

CS 3511. Design and Analysis of Algorithms, Honors. 3 Credit Hours.
Techniques of design and analysis of efficient algorithms for standard computational problems. NP-Completeness Project. Credit not allowed for both CS 3511 and CS 3510.

CS 3600. Introduction to Artificial Intelligence. 3 Credit Hours.
An introduction to artificial intelligence and machine learning. Topics include intelligent system design methodologies, search and problem solving, supervised and reinforced learning.

CS 3630. Introduction to Perception and Robotics. 3 Credit Hours.
Covers fundamental problems and leading solutions for computer and robot perception and action from the point of view of autonomous robot navigation.

CS 3651. Prototyping Intelligence Appliances. 4 Credit Hours.
Hands-on course teaching the fundamentals of electronics of electrical and mechanical prototyping.

CS 3743. Analysis of Emerging Technologies. 3 Credit Hours.
Analysis of emerging technologies and their impacts for firm practice, market practice, policy, and society. Credit not allowed for both CS 3743 and MGT 3743.

CS 3750. Human Computer Interface Design and Evaluation. 3 Credit Hours.
Human computer interface is considered in terms of user-system compatibility. Concepts in human factors and interface design are covered in relation to capabilities of both humans and computers. Crosslisted with PSYC 3750.

CS 3790. Introduction to Cognitive Science. 3 Credit Hours.
Multidisciplinary approaches to issues in cognition, including memory, language, problem solving, learning, perception, and action. Crosslisted with PST, PSYC, and ISYE 3790.

CS 3801. Special Topics. 1 Credit Hour.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 3802. Special Topics. 2 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 3803. Special Topics. 3 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 3804. Special Topics. 4 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 3805. Special Topics. 5 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 3XXX. Computer Sci. 1-21 Credit Hours.

CS 4001. Computing, Society, and Professionalism. 3 Credit Hours.

CS 4002. Robots and Society. 3 Credit Hours.

CS 4005. Next-Generation Computing Technologies. 3 Credit Hours.
Students will explore new paradigms in how content is created, distributed, and consumed, with hands-on demos of next-generation computing technologies.

CS 4010. Introduction to Computer Law. 3 Credit Hours.
Provides an introduction to copyrights, patents, trade secrets, trademarks, and commercial law pertaining to computer software and hardware.

CS 4052. Systems Analysis and Design. 3 Credit Hours.
An introductory course on the development life cycle of business information systems. It covers analysis and design tools and methodology. Credit not allowed for both CS 4052 and MGT 4045.

CS 4057. Business Process Analysis and Design. 3 Credit Hours.
Business processes are the mechanisms by which work is organized and performed. This course covers the analysis of business technology. Credit will not be awarded for both CS 4057 and MGT 4057.

CS 4210. Advanced Operating Systems. 3 Credit Hours.
Operating system abstractions and their implementations, multi-threading, efficient inter-address communication, high-level synchronization, introduction to multi-processor and distributed operating systems, real-time systems.

CS 4220. Programming Embedded Systems. 3 Credit Hours.
Design principles, programming techniques, and case studies of embedded real-time systems. Interface techniques and devices. Representations and reasoning about physical processes.

CS 4233. Parallel Computer Architecture. 3 Credit Hours.
The objective of this course is to develop an in-depth understanding of the design, implementation, and evaluation of modern parallel computers. Credit not allowed for both CS 4233 and CS 7110.

CS 4235. Introduction to Information Security. 3 Credit Hours.

CS 4237. Computer and Network Security. 3 Credit Hours.
Fundamental concepts and principles of computer security, operating system and database security, secret key and public key cryptographic algorithms, hash functions, authentication, firewalls and intrusion detection systems, IPSec and VPN, and wireless security.

CS 4240. Compilers, Interpreters, and Program Analyzers. 3 Credit Hours.
Study of techniques for the design and implementation of compilers, interpreters, and program analyzers, with consideration of the particular characteristics of widely used programming languages.

CS 4245. Introduction to Data Mining and Analysis. 3 Credit Hours.
Computational techniques for analysis of large, complex datasets, covering fundamental aspects as well as modern data mining and analysis techniques. Cross-listed with ISYE 4245.

CS 4251. Computer Networking II. 3 Credit Hours.
Principles of computer networks, including medium access, ARQ protocols, routing, congestion avoidance, and control. Emphasis on design options and tradeoffs. Includes significant network application programming.

CS 4255. Introduction to Network Management. 3 Credit Hours.
Introduction to SNMP-based network management. Practical application to network and system management including hands-on lab practice.

CS 4260. Telecommunications Systems. 3 Credit Hours.
Study of telecommunication systems emphasizing functional roles of the various portions of the system and how various functional components support and interact with one another.

CS 4261. Mobile Applications and Services for Converged Networks. 3 Credit Hours.
This course provides an introduction to mobile applications and services with an emphasis on voice and data service integration in modern commercial networks.
CS 4270. Data Communications Laboratory. 3 Credit Hours.
Detailed study of the principles of data transmission systems and their performance, reinforced by laboratory exercises.

CS 4280. Survey of Telecommunications and the Law. 3 Credit Hours.
Overview of telecommunication regulation at the federal, state, and judicial levels; review of FCC policies and restrictions on Bell operating companies under the AT&T Consent Agreement.

CS 4290. Advanced Computer Organization. 3 Credit Hours.

CS 4320. Introduction to Software Processes. 3 Credit Hours.
The course will provide students with an overall context in which software systems are developed from the viewpoint of processes that support development. Software engineering is described as the set of activities developers engage in to create high-quality products within schedule and budget constraints.

CS 4330. Software Engineering Applications. 3 Credit Hours.
Software engineering methods specific to classes of applications or systems, including information systems and embedded, real-time systems.

CS 4342. Software Generation, Testing, and Maintenance. 3 Credit Hours.
Methods and principles for program generation, testing, and managing the evolution of software systems.

CS 4365. Introduction to Enterprise Computing. 3 Credit Hours.

CS 4392. Programming Languages. 3 Credit Hours.

CS 4400. Introduction to Database Systems. 3 Credit Hours.

CS 4420. Database System Implementation. 3 Credit Hours.

CS 4432. Information Systems Design. 3 Credit Hours.
The analysis, design, and implementation of information systems. Topics include requirements analysis, design representations, implementation techniques, and evaluation of systems.

CS 4440. Emerging Database Technologies and Applications. 3 Credit Hours.
The course will cover current developments including distributed, object-oriented, temporal-spatial, Web-based, mobile, and active database technologies, and data warehousing and mining applications.

CS 4452. Human-Centered Computing Concepts. 3 Credit Hours.
Introduction to programming and human-centered principles of computing based on a communications and media computation context. Introduces user interface programming.

CS 4455. Video Game Design and Programming. 3 Credit Hours.

CS 4460. Introduction to Information Visualization. 3 Credit Hours.
Introduction to principles and techniques of informatics visualization, the presentation of primarily abstract data to help people understand, analyze, and make sense of data.

CS 4464. Computational Journalism. 3 Credit Hours.

CS 4470. Introduction to User Interface Software. 3 Credit Hours.
Concepts, techniques, structures, and strategies for implementation of interactive software.

CS 4472. Design of Online Communities. 3 Credit Hours.
Introduction to the design of online communities. Students study an existing community in depth. Credit not allowed for both CS 4472 and CS 6470.

CS 4475. Computational Photography. 3 Credit Hours.
An introductory course on the scientific, technical, perceptual, and aesthetic principles of pictures. Emphasis is on the techniques of image formation, analysis, merging, modification, and their use for depiction of reality on a 2D medium of photographs.

CS 4476. Introduction to Computer Vision. 3 Credit Hours.
Introduction to computer vision including fundamentals of image formation, camera imaging geometry, feature detection and matching, stereo, motion estimation and tracking, image classification and scene understanding. Credit will not be awarded for both CS 4476 and CS 4495 or CS 6476.

CS 4480. Digital Video Special Effects. 3 Credit Hours.
A study of digital multimedia and the analysis and synthesis of digital video. Special attention paid to techniques for generating video special effects.

CS 4495. Computer Vision. 3 Credit Hours.

CS 4496. Computer Animation. 3 Credit Hours.
Motion techniques for computer animation and interactive games (keyframing, procedural methods, motion capture, and simulation) and principles for storytelling, composition, lighting, and interactivity.

CS 4510. Automata and Complexity Theory. 3 Credit Hours.
Computational machine models and their language classes. Undecidability. Resource-bounded computations. Central complexity-theoretic concepts such as complexity classes, reducibility and completeness.

CS 4520. Approximation Algorithms. 3 Credit Hours.
Approximation algorithms for NP-hard optimization problems, design and analysis techniques for such algorithms. Credit not allowed for both CS 4520 and CS 7520.

CS 4530. Randomized Algorithms. 3 Credit Hours.
Efficient randomized algorithms with improved performance over deterministic algorithms, or for NP-hard optimization problems, design and analysis techniques for such algorithms. Credit not allowed for both CS 4530 and CS 7530.

CS 4540. Advanced Algorithms. 3 Credit Hours.
Advanced techniques for designing and analyzing efficient algorithms for combinatorial, algebraic, and number theoretical problems. Credit not allowed for both CS 4540 and CS 6550.

CS 4550. Scientific Data Processing and Visualization. 3 Credit Hours.
Foundations and algorithms underlying the development and application of tools for the efficient transmission, analysis, filtering, and visualization of large scientific data sets.

CS 4560. Verification of Systems. 3 Credit Hours.
Technique for verifying, validating, and testing software and hardware systems. Topics covered will include modeling, abstraction methods, evaluation and certification, and computer-aided verification methods.

CS 4590. Principles and Applications of Computer Audio. 3 Credit Hours.
A well-rounded exploration of digital audio and its importance in current research and applications. Exposes students to the principles, technology, and current research of computer audio.

CS 4605. Mobile and Ubiquitous Computing. 3 Credit Hours.
Investigates the infrastructure required to develop mobile and ubiquitous computing applications and establishes major research themes and experimental practices.

CS 4611. Artificial Intelligence Problem Solving. 3 Credit Hours.
Basic concepts and methods of AI problem solving, knowledge representation, reasoning, and learning.
CS 4613. Knowledge Systems Engineering. 3 Credit Hours.
Techniques for constructing large knowledge-based systems. Advanced symbolic AI techniques. Constraint systems.

CS 4615. Knowledge-Based Modeling and Design. 3 Credit Hours.
Information-processing theories of modeling and design; topics include design decision-making, problem-solving and learning, and knowledge-based modeling and design.

CS 4616. Pattern Recognition. 3 Credit Hours.
An introductory course on pattern classification and decision problems with applications to character recognition, image analysis, and speech recognition.

CS 4622. Case-Based Reasoning. 3 Credit Hours.
Based on human problem-solving, CBR has had many successes in industry and research. Topics include case representation, indexing and retrieval, similarity assessment, adaptation, learning. Credit not allowed for both CS 4622 and CS 7620.

CS 4625. Intelligent and Interactive Systems. 3 Credit Hours.
Explores how human-computer interaction and machine learning can interact to create personalized information environments. Emphasis on current research efforts from both fields.

CS 4632. Advanced Intelligent Robotics. 3 Credit Hours.
Hands-on course in which students program autonomous mobile robots and solve complex tasks for robot teams.

CS 4635. Knowledge-Based Artificial Intelligence. 3 Credit Hours.
Structured knowledge representation; knowledge-based methods of reasoning and learning; problem-solving, modeling and design.

CS 4641. Machine Learning. 3 Credit Hours.
Machine learning techniques and applications. Topics include foundational issues; inductive, analytical, numerical, and theoretical approaches; and real-world applications.

CS 4649. Robot Intelli Planning. 3 Credit Hours.
We investigate algorithms for robots and complex systems that make intelligent decisions. Emphasis on the theoretical and empirical properties of classical, geometric, stochastic/dynamic planning.

CS 4650. Natural Language Understanding. 3 Credit Hours.

CS 4660. Introduction to Educational Technology. 3 Credit Hours.
Introduction to the theory and practice of educational technology. Covers learning theory applicable to educational technology, explains major research findings.

CS 4665. Educational Technology: Design and Evaluation. 3 Credit Hours.
Intensive project class in which students design, implement, and evaluate a piece of educational technology, applying the theory learned in Introduction to Educational Technology.

CS 4670. Computer-Supported Collaborative Learning. 3 Credit Hours.
Research and practice in computer-supported collaborative learning. Review of existing systems and research, as well as evaluation and design methods.

CS 4675. Internet Computing Systems, Services and Applications. 3 Credit Hours.

CS 4685. Pervasive Systems and Networking. 3 Credit Hours.
In-depth study of systems and wireless networking issues in enabling pervasive computing environments and applications using a hand-on approach.

CS 4690. Empirical Methods for User Interface Design and Evaluation. 3 Credit Hours.
Introduction to empirical methods for gathering requirements and evaluating the end-user and usability of software systems.

CS 4698. Undergraduate Research Assistantship. 1-12 Credit Hours.
Independent research conducted under the guidance of a faculty member.

CS 4699. Undergraduate Research. 1-12 Credit Hours.
Independent research conducted under the guidance of a faculty member.

CS 4710. Introduction to Computing Concepts for Bioinformatics. 4 Credit Hours.
Introduction to programming concepts and computing tools such as formal models and algorithms with applications from conceptual biology. May not be used by computer science majors for degree credit.

CS 4725. Information Security Strategies and Policies. 3 Credit Hours.
Information security vulnerabilities and risks; legal, cost, privacy, and technology constraints; derivation of strategies; technical and procedural means of achieving desired results. Credit will not be awarded for both CS 4725 and CS 6725 or MGT 4725 or MGT 6725.

CS 4726. Privacy, Technology, Policy, and Law. 3 Credit Hours.
This course takes a multi-disciplinary approach to privacy, a topic of great interest in the technology, policy, ethics, law, and business realms. Credit will not be awarded for both CS 4726 and MGT 4726 or MGT 6726 or CS 6726.

CS 4731. Game AI. 3 Credit Hours.
Examines the expressive possibilities of artificial intelligence techniques in computer games. Students learn AI programming techniques, and how they strongly interface with game design.

CS 4741. Integrative Management Development-Project Preparation. 3 Credit Hours.
Individual and group-based experiential learning activities to develop integrated human system management skills that prepare students for more successful capstone collaboration and learning. Credit not allowed for both CS 4741 and MGT 4741 or ME 4741.

CS 4742. Integrated Computing and Management Capstone Project. 4 Credit Hours.
Project-based course for students in Computing and Management minor to work in interdisciplinary teams on projects provided by corporate affiliates. Credit not allowed for both CS 4742 and MGT 4742 or ME 4742.

CS 4752. Philosophical Issues in Computation. 3 Credit Hours.
Metaphysical and epistemological issues in the foundations, methods, and implications of computing. Issues include: minds, brains, and machines; representation and language; simulating nature. Crosslisted with PST 4752.

CS 4770. Mixed Reality Experience Design. 3 Credit Hours.
Focuses on informal design, integration of media theory, HCI and technology issues. Significant group design projects.

CS 4791. Integrative Project in Cognitive Science. 3 Credit Hours.
An integrative course in cognitive science focusing on the integration and use of concepts and skills from cognitive science. A different integrative project or set of projects will be taken on each semester; students will contribute on the basis of their background and skill. Crosslisted with PST, PSYC, and ISYE 4791.
CS 4792. Design Project in Cognitive Science. 3 Credit Hours.
Individual project with a cognitive science faculty member, designed as a supplement to the student's senior design project or thesis in their major area. Crosslisted with PST, PSYC, and ISYE 4792.

CS 4793. Integrative Perspectives in Cognitive Science. 3 Credit Hours.
An integrative course in cognitive science which uses a focus topic to deepen interdisciplinary perspective and develop cognitive science knowledge and skills.

CS 4801. Special Topics. 1 Credit Hour.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 4802. Special Topics. 2 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 4803. Special Topics. 3 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 4804. Special Topics. 4 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 4805. Special Topics. 5 Credit Hours.
Courses of timely interest to the profession, conducted by resident or visiting faculty.

CS 4901. Special Problems. 1-21 Credit Hours.
An investigation of significant areas of information in computer science. Guided study and research.

CS 4902. Special Problems. 1-21 Credit Hours.
An investigation of significant areas of information and computer science. Guided study and research.

CS 4903. Special Problems. 1-21 Credit Hours.
An investigation of significant areas of information and computer science. Guided study and research.

CS 4911. Design Capstone Project. 1-21 Credit Hours.

CS 4912. Design Capstone Project. 3 Credit Hours.
Team-based capstone experience allowing students to analyze a problem for a customer and manage the solution development through the full project life cycle.

CS 4980. Research Capstone Project. 1-21 Credit Hours.

CS 4XXX. Computer Sci Elective. 1-21 Credit Hours.

CS 6010. Principles of Design. 3 Credit Hours.
This is an interactive hands-on course that will teach students the principles of design at the individual level.

CS 6035. Introduction to Information Security. 3 Credit Hours.
A broad spectrum of information security: threats, basic cryptography, software vulnerabilities, programming for malice, operating system protections, network security, privacy, data mining, computer crime.

CS 6150. 3 Credit Hours.
Exploring challenges faced by underserved populations and developing countries from a computing perspective.

CS 6210. Advanced Operating Systems. 3 Credit Hours.
Introduction to graduate-level topics in operating systems using research papers, textbook excerpts, and projects. Provides students thorough comprehension of distributed and parallel computer systems.

CS 6230. High-Performance Parallel Computing: Tools and Applications. 3 Credit Hours.
Introduction to MIMD parallel computation, using textbook excerpts, research papers, and projects on multiple parallel machines. Emphasizes practical issues in high-performance computing.

CS 6235. Real-Time System Concepts and Implementation. 3 Credit Hours.
Principles of real-time systems, as occurring in robotics and manufacturing, interactive, and multimedia applications. Reviews and uses real-time operating systems.

CS 6238. Secure Computer Systems. 3 Credit Hours.
Design principles of secure systems, authentication, access control and authorization, discretionary and mandatory security policies, secure kernel design, and secure databases.

CS 6241. Design and Implementation of Compilers. 3 Credit Hours.
Design and implementation of modern compilers, focusing on optimization and code generation.

CS 6245. Compiling for Parallelism. 3 Credit Hours.
Design and implementation of compilers for parallel and distributed computers, focusing on optimization and code generation.

CS 6246. Object-Oriented Systems and Languages. 3 Credit Hours.
Design and implementation of object-oriented systems. Aspect-oriented programming, type systems, OO language implementation (virtual dispatch, GC), OO language design (genericity, reflection, mixins).

CS 6250. Computer Networks. 3 Credit Hours.
Principles and practice of computer networks, including signaling and framing, error control, medium access, routing, congestion control, end-to-end transport, and network APIs.

CS 6255. Principles of Network Management. 3 Credit Hours.
Focus on network, system, and applications management. Principles and practice of various network management standards will be presented. Course includes project assignment.

CS 6260. Applied Cryptography. 3 Credit Hours.

CS 6262. Network Security. 3 Credit Hours.
Design principles of secure network protocols and systems, authentication, integrity, confidentiality, privacy, information hiding, digital watermarking, access control, firewall, intrusion detection, and case studies.

CS 6265. Information Security Laboratory. 3 Credit Hours.
Computer systems and network vulnerabilities, information warfare, network and operating system security techniques, security analysis tools.

CS 6266. Information Security Practicum. 5 Credit Hours.
Capstone independent study placing each student in a commercial, industrial, academic, or government setting where they must solve real-world security problems.

CS 6269. Formal Models and Methods for Information Assurance. 3 Credit Hours.
Logical foundations of high-assurance systems, formal models for access control, authentication, and trust; techniques for constructing high-assurance systems.

CS 6280. Performance Evaluation of Communication Networks. 3 Credit Hours.
Methods for evaluating the performance of communication networks with emphasis on modeling, mathematical analysis, computer simulation, and measurement.
CS 6290. High-Performance Computer Architecture. 3 Credit Hours.

CS 6300. Software Development Process. 3 Credit Hours.
The process of developing software systems. Includes development and assessment of processes, their instantiation in actual product development, and techniques ensuring quality of developed products.

CS 6310. Software Architecture and Design. 3 Credit Hours.
Principles and concepts involved in the design and analysis of large software systems.

CS 6320. Software Requirements Analysis and Specification. 3 Credit Hours.
Methods and principles for determining, documenting, analyzing, and formally specifying requirements for software systems.

CS 6330. Software Generation, Testing, and Maintenance. 3 Credit Hours.
Introduction to methods and principles for programming, testing, and managing the evolution of software systems.

CS 6340. Advanced Topics in Software Analysis and Testing. 3 Credit Hours.
Fundamental principles and advanced techniques for static and dynamic program analysis and software testing. Software reliability, resilience, and trustworthiness.

CS 6365. Intro Enterprise Comput.. 3 Credit Hours.
Survey of basic software concepts and techniques used in mission-critical systems and applications, combined with in-depth study of fundamental principles underlying enterprise computing. Credit not allowed for both CS 6365 and CS 4365.

CS 6390. Programming Language Design. 3 Credit Hours.
Design, structure, and goals of programming languages. Object-oriented, logic, functional, and traditional languages. Semantic models. Parallel programming languages.

CS 6400. Database Systems Concepts and Design. 3 Credit Hours.
Study of fundamental concepts with regard to relational databases. Topics covered include database design, query processing, concurrency control, and recovery. Credit not given for both CS 6400 and CS 6754.

CS 6402. Databases and Information Security. 3 Credit Hours.
Fundamentals of designing and using databases: conceptual data models to database-specific models. SQL, storage structures. Security-related topics include privacy, access control, backup, recovery, SQL injection. Credit not allowed for both CS 6402 and CS 4400.

CS 6411. Object-Oriented Database Models and Systems. 3 Credit Hours.
Study of advanced database concepts as they apply to object-oriented database systems. Topics include semantic data models, object-oriented query languages, tools, and applications.

CS 6421. Temporal, Spatial and Active Databases. 3 Credit Hours.
Study of advanced database concepts for temporal databases with emphasis on storage structure, processing and query languages, as well as active database concepts and implementation.

CS 6422. Database System Implementation. 3 Credit Hours.
Design and implementation of a database system covering: storage manager, query optimizer, transaction manager, and recovery manager. Study of the advantages of different implementation algorithms. Credit not allowed for both CS 6422 and CS 4420.

CS 6430. Parallel and Distributed Database Systems and Applications. 3 Credit Hours.
Study of algorithms and performance in advanced databases. Systems include parallel, distributed, and client-server databases. Applications include data mining and on-line analytical processing.

CS 6440. Information to Health Informatics. 3 Credit Hours.
A broad review of the US health system and the application of informatics to the clinical practice of medicine, digital imaging, public health and bioinformatics.

CS 6451. Introduction to Human-Centered Computing. 3 Credit Hours.
Introduction to the range of issues across the HCC disciplines, including design and research methodologies: cognitive, social, and cultural theories; assessment and evaluation: ethical issues.

CS 6452. Prototyping Interactive Systems. 3 Credit Hours.
Introduction to design, prototyping and implementation of systems for human-centered computing. Focuses on core concepts in computer science and implications for interactive systems.

CS 6455. User Interface Design and Evaluation. 3 Credit Hours.
Examines usability in the software development process with an emphasis on usability, requirements, methodology, design, and evaluation.

CS 6456. Principles of User Interface Software. 3 Credit Hours.
Considers the architectural and algorithmic principles behind the implementation of interactive software systems and the tools that support them.

CS 6457. Video Game Design and Programming. 3 Credit Hours.
Techniques for electronic game design and programming, including graphics, game engines, animation, behavioral control for autonomous characters, interaction, social and interface issues of multi-user play. Credit not allowed for both CS 6457 and CS 4455.

CS 6460. Educational Technology: Conceptual Foundations. 3 Credit Hours.
Introduction to educational technology, with an emphasis on theoretical foundations. Introduces basic philosophies, approaches, and technologies. Analyzes issues surrounding technology’s impact on education.

CS 6465. Computational Journalism. 3 Credit Hours.

CS 6470. Design of Online Communities. 3 Credit Hours.
Design and prototype new social computing systems, as well as analyze social media data.

CS 6474. Social Computing. 3 Credit Hours.

CS 6475. Computational Photography. 3 Credit Hours.
This class explores the impact of computation on the entire workflow of photography, from how light is captured by a camera, to how the images are processed, enhanced, and improved to generate novel photographs.

CS 6476. Introduction to Computer Vision GR. 3 Credit Hours.
Introduction to computer vision including fundamentals of image formation, camera imaging geometry, feature detection and matching, stereo, motion estimation and tracking, image classification and scene understanding. Credit not awarded for both CS 6476 and CS 4495 or CS 4476.

CS 6480. Computer Visualization Techniques. 3 Credit Hours.
Principles, techniques, and practice in data, information, multivariate, and scientific visualization. Includes visualization methods, data structures, examples, and tools.

CS 6485. Visualization Methods for Science and Engineering. 3 Credit Hours.
Algorithms, software, and practical applications of visualization techniques in science, engineering, business, and medicine. Includes data structures, multivariate visualization, interactive visualization, and visual representations and examples. Computer science students cannot receive credit for this course.
CS 6491. Foundations of Computer Graphics. 3 Credit Hours.
Mathematical/physical/perceptual principles and modeling/rendering
techniques used to create, represent, display, and animate models of 3D
shapes and their properties.

CS 6505. Computability, Algorithms, and Complexity. 3 Credit Hours.
Important concepts from computability theory; techniques for designing
algorithms for combinatorial, algebraic, and number-theoretic problems;
basic concepts such as NP-Completeness from computational
complexity theory.

CS 6520. Computational Complexity Theory. 3 Credit Hours.
Introduction to resource-bounded computations, central complexity-
theoretic concepts such as complexity classes, reducibility,
completeness, and intractability.

CS 6550. Design and Analysis of Algorithms. 3 Credit Hours.

CS 6601. Artificial Intelligence. 3 Credit Hours.
Basic concepts and methods of artificial intelligence including both
symbolic/conceptual and numerical/probabilistic techniques.

CS 6670. Distributed Control Algorithms. 3 Credit Hours.
Algorithms for synchronous, asynchronous, and partially synchronous
networks; analysis, control, and implementation of distributed systems
such as robot fleets, animal groups.

CS 6675. Advanced Internet Computing Systems and Applications. 3
Credit Hours.
Survey of basic Internet computing concepts and techniques used in
Internet systems and applications, combined with in-depth study of
fundamental principles underlying Internet computing. Credit not allowed
for both CS 6675 and CS 4675.

CS 6705. Applications of Artificial Intelligence. 3 Credit Hours.
A study of the principles and practice of artificial intelligence in areas
other than computer science, with particular focus on engineering,
science, and business applications. Computer science majors cannot
receive credit for this course.

CS 6725. Information Security Strategies and Policies. 3 Credit Hours.
Information security vulnerabilities and risks; legal, cost, privacy, and
technology constraints; derivation of strategies; technical and procedural
means of achieving desired ends.

CS 6726. Privacy, Technology, Policy, and Law. 3 Credit Hours.
This course takes a multi-disciplinary approach to privacy, a topic of
great interest in the technology, policy, ethics, law, and business realms.
Credit will not be awarded for both CS 6726 and CS 4726 or MGT 4726 or
MGT 6726.

CS 6750. Human-Computer Interaction. 3 Credit Hours.
Describes the characteristics of interaction between humans and
computers and demonstrates techniques for the evaluation of user-
centered systems. Crosslisted with PSYC 6750.

CS 6753. Human-Computer Interaction-Professional Preparation and
Practice. 1 Credit Hour.
Preparation for a professional career in HCI. Speakers. Atlanta-area lab
visits. Career trajectories. Project presentations. Technical, resume and
interviewing skills. Atlanta-area HCI resources. Credit not allowed for both
CS 6753 and PSYC 6753 or LCC 6753.

CS 6754. Engineering Data Base Management Systems. 3 Credit Hours.
Modeling and managing engineering information systems, integration of
design and manufacturing functions in engineering product development,
logical models of engineering product and processes. Credit not given for
CS 6400 and CS 6754. Crosslisted with ME 6754.

CS 6763. Design of Design Environments. 3 Credit Hours.

CS 6764. Geometric Modeling. 3 Credit Hours.
Software development course focusing on 3D geometric constructions
and modeling; emphasizes solid modeling and its role in design.
Crosslisted with COA 6764.

CS 6770. Mixed Reality Experience Design. 3 Credit Hours.
Introduction to the design of Mixed Reality experiences. Focuses on
informal design, integration of media theory, HCI and technology issues.
Significant group design projects.

CS 6780. Medical Image Processing. 3 Credit Hours.
A study of methods for enhancing, analyzing, interpreting, and visualizing
information from two- and three-dimensional data obtained from a variety
of medical image modalities. Crosslisted with ECE and BMED 6780.

CS 6795. Introduction to Cognitive Science. 3 Credit Hours.
Multidisciplinary perspectives on cognitive science. Interdisciplinary
approaches to issues in cognition, including memory, language, problem
solving, learning, perception, and action. Crosslisted with ISYE and
PSYC 6795.

CS 6998. HCI Master's Project. 1-9 Credit Hours.
Final project for students completing a master's degree in the College of

CS 6XXX. Computer Sci Elective. 1-21 Credit Hours.

CS 7000. Master's Thesis. 1-21 Credit Hours.

CS 7001. Overview of Graduate Studies in Computing. 5 Credit Hours.
Research tools including computer systems, as well as fundamental
problem-solving skills, are introduced. Lectures on current computing
research are presented and projects are required. Credit not allowed in a
program of study for a graduate degree.

CS 7110. Parallel Computer Architectures. 3 Credit Hours.

CS 7210. Distributed Computing. 3 Credit Hours.
Fundamental concepts in distributed systems, including global states,
logical clocks, and failure models. Distributed algorithms and their
implementations using advanced distributed programming systems.

CS 7230. Systems Software Design, Implementation, and Evaluation. 3
Credit Hours.
Design, implementation, and evaluation of systems software. Distributed/
parallel applications will be constructed and evaluated using the systems
support that is developed.

CS 7250. Broadband Networking Systems. 3 Credit Hours.
Focus on the data link layer and its relationship to layers below and
above. Gigabit Ethernet, SONTET, fibre channel; media including wireless,
satellite, xDSL, cable.

CS 7260. Internetworking Architectures and Protocols. 3 Credit Hours.
Detailed discussion of the problems and solution techniques that arise
in internetworking. Topics include routing, addressing, quality of service,
and security.

CS 7270. Networked Applications and Services. 3 Credit Hours.
End-to-end functional building blocks and their use in adaptive and
non-adaptive applications, including multimedia: coding, compression,
security, directory services.

CS 7280. Network Science: Methods and Applications. 3 Credit Hours.
Characteristics of real networks in nature and technology, network
measurement methods, network analysis, evolving networks, dynamic
network processes, co-evolution of structure and function.
CS 7290. Advanced Topics in Microarchitecture and organization of high-performance processors. 3 Credit Hours.
Low-level organization and hardware algorithms for the implementation of modern high-performance microprocessors including concept designs and real-world case studies.

CS 7292. Reliability and Security in Computer Architecture. 3 Credit Hours.
Hardware support for process isolation, virtualization, debugging, and protection from side-channel attacks. Faults and failures, error tolerance, error rate budgeting, lifetime reliability of devices.

CS 7450. Information Visualization. 3 Credit Hours.
Study of computer visualization principles, techniques, and tools used for explaining and understanding symbolic, structured, and/or hierarchical information. Includes data and software visualization.

CS 7455. Issues in Human-Centered Computing. 3 Credit Hours.
In-depth focus on theoretical, methodological, conceptual, and technical issues across the HCC disciplines associated with humans (cognitive, biological, socio-cultural); design; ethics; and analysis and evaluation.

CS 7460. Collaborative Computing. 3 Credit Hours.
Introduction to computer-supported collaborative work, workflow automation, and meeting augmentation. The course deals with models, enabling technology, systems, and applications.

CS 7465. Educational Technology: Design and Evaluation. 3 Credit Hours.
Intensive project class in which students design, implement, and evaluate a piece of educational technology, applying the theory learned in Educational Technology: Conceptual Foundations.

CS 7467. Computer-Supported Collaborative Learning. 3 Credit Hours.
Computer-supported collaborative learning is the use of Internet-based technologies to support learning in social settings. Focus on issues of implementation and evaluation.

CS 7470. Mobile and Ubiquitous Computing. 3 Credit Hours.
Investigates the infrastructure required to develop mobile and ubiquitous computing applications and establishes major research themes and experimental practices.

CS 7476. Advanced Computer Vision. 3 Credit Hours.
Advanced topics in computer vision, which includes a deep dive into both the theoretical foundations of computer vision to the practical issues of building real systems that use computer vision. Credit will not be awarded for CS 7476 and CS 7495.

CS 7490. Advanced Computer Graphics. 3 Credit Hours.
Advanced techniques in realistic image synthesis based on the physics of light. Anti-aliasing, textures, surface reflectance, distribution ray tracing, volume rendering, radiosity, and image-based rendering.

CS 7491. 3D Complexity Techniques for Graphics, Modeling, and Animation. 3 Credit Hours.
Multiresolution, compression, collision, morphing, visibility, and computational geometry techniques for accessing, rendering, and animating complex 3D models in engineering, scientific, business, or entertainment applications.

CS 7492. Simulation of Biological Systems. 3 Credit Hours.
Study different computer simulation methods for use in investigating biological systems, including bio-molecules, cells and full organisms.

CS 7495. Computer Vision. 3 Credit Hours.

CS 7496. Computer Animation. 3 Credit Hours.
Motion techniques for computer animation and interactive games (keyframing, procedural methods, motion capture, and simulation) and principles for storytelling, composition, lighting, and interactivity.

CS 7497. Virtual Environments. 3 Credit Hours.
An introduction to virtual reality and virtual environments. Issues covered will include VR technology, software design, 3D human-computer interaction, and applications for VR.

CS 7499. 3D Reconstruction and Mapping in Computer Vision, Robotics, and Augmented Reality. 3 Credit Hours.
In this course we study the principles and algorithms underlying 3D Reconstruction and Mapping in Computer Vision, Robotics, and Augmented Reality.

CS 7510. Graph Algorithms. 3 Credit Hours.

CS 7520. Approximation Algorithms. 3 Credit Hours.
Approximation algorithms for NP-hard optimization problems, design and analysis techniques for such algorithms. Credit not allowed for both CS 7520 and CS 4520.

CS 7525. Algorithmic Game Theory and Economics. 3 Credit Hours.
Algorithmic aspects of game theory covering topics at the intersection of computer science, economics, and game theory with applications to domains such as internet.

CS 7530. Randomized Algorithms. 3 Credit Hours.

CS 7535. Markov Chain Monte Carlo Algorithms. 3 Credit Hours.
This course studies Markov Chain Monte Carlo algorithms, widely-used in a variety of scientific fields, focusing on mathematical techniques for analyzing their convergence rates.

CS 7540. Spectral Algorithms and Representations. 3 Credit Hours.
Spectral methods mathematics and algorithmic insights driving applications with large data sets in domains such as web-search, information-retrieval, and medical diagnosis and prediction.

CS 7545. Theoretical Foundations of Machine Learning. 3 Credit Hours.
This course provides a basic arsenal of powerful mathematical tools for the analysis of learning algorithms, focusing on both statistical and computational aspects.

CS 7560. Theoretical Foundations of Cryptography. 3 Credit Hours.
One-way functions, pseudorandomness, public-key and identity-based cryptography, commitment and zero knowledge.

CS 7610. Modeling and Design. 3 Credit Hours.
Information-processing theories of modeling and design; topics include design decision making, problem solving and learning, and knowledge-based modeling and design.

CS 7611. AI Problem Solving. 3 Credit Hours.
Basic concepts and methods of AI problem solving, knowledge representation, reasoning, and learning.

CS 7612. Artificial Intelligence Planning. 3 Credit Hours.
Symbolic numerical techniques that allow intelligent systems to decide how they should act in order to achieve their goals, including action and plan representation, plan synthesis and reasoning, analysis of planning algorithms, plan execution and monitoring, plan reuse and learning, and applications.

CS 7613. Knowledge Systems Engineering. 3 Credit Hours.
Techniques for constructing large knowledge-based systems. Advanced symbolic AI techniques. Constraint systems.

CS 7615. Knowledge Agents. 3 Credit Hours.
Knowledge-based interactive systems, knowledge-based autonomous agents, agent architectures, learning and adaptation, agent evolution.
CS 7616. Pattern Recognition. 3 Credit Hours.
This course provides an introduction to the theory and practice of pattern recognition. It emphasizes unifying concepts and the analysis of real-world datasets.

CS 7620. Case-Based Reasoning. 3 Credit Hours.

CS 7630. Autonomous Robotics. 3 Credit Hours.
The principles and practice of autonomous robotics including behavior-based design and architectures, adaptive learning and team behavior, and the role of perception within robotic systems.

CS 7631. Autonomous Multi-Robot Systems. 3 Credit Hours.
In-depth examination of the current research on multi-robot systems. Students develop and critically analyze a multi-robot system.

CS 7632. Game Artificial Intelligence. 3 Credit Hours.
An exploration of how artificial intelligence is used in modern digital computer games. Credit will not be awarded for CS 7632 and CS 4731, CS 7632 and LCC 4731 or CS 7632 and LMC 4731.

CS 7633. Human-Robot Interaction. 3 Credit Hours.
Survey of the state of the art in HRI research, introduction to statistical methods for HRI research, research project studio.

CS 7634. AI Storytelling in Virtual Worlds. 3 Credit Hours.
An exploration of how artificial intelligence can enable us to use stories in virtual worlds for the purpose of entertaining, educating, and training human users.

CS 7636. Computational Perception. 3 Credit Hours.
Study of statistical and algorithmic methods for sensing people using video and audio. Topics include face detection and recognition, figure tracking, and audio-visual sensing.

CS 7637. Knowledge-Based AI. 3 Credit Hours.
Structured knowledge representation; knowledge-based methods of reasoning and learning; problem-solving, modeling and design.

CS 7640. Learning in Autonomous Agents. 3 Credit Hours.
An in-depth look at agents that learn, including intelligent systems, robots, and humans. Design and implementation of computer models of learning and adaptation in autonomous intelligent agents.

CS 7641. Machine Learning. 3 Credit Hours.
Machine learning techniques and applications. Topics include foundational issues; inductive, analytical, numerical, and theoretical approaches; and real-world applications.

CS 7645. Numerical Machine Learning. 3 Credit Hours.
This course explores problems in classification/pattern recognition (OCR, speech, vision, fault detection, medical diagnosis), regression/function approximation, robot control, and reinforcement learning.

CS 7646. Machine Learning for Trading. 3 Credit Hours.
Introduces machine learning based trading strategies. Topics: information processing, probabilistic analysis, portfolio construction, generation of market orders, KNN, random forests.

CS 7649. Robot Intelligence: Planning. 3 Credit Hours.
We investigate algorithms for robots and complex systems that make intelligent decisions. Emphasis on the theoretical and empirical properties of classical, geometric, stochastic/dynamic planning.

CS 7650. Natural Language. 3 Credit Hours.
Topics include lexical analysis, parsing, interpretation of sentences, semantic representation, organization of knowledge, inference mechanisms. Newer approaches combining statistical language processing and information retrieval techniques. Credit not allowed for both CS 7660 and CS 4650.

CS 7695. Philosophy of Cognition. 3 Credit Hours.
Examines problems in the foundations of cognition in relation to current issues in the cognitive sciences. Topics include meaning, mental imagery, consciousness, and mind/body problem.

CS 7697. Cognitive Models of Science and Technology. 3 Credit Hours.
Examines how models of reasoning and representation developed in the cognitive sciences can provide a basis for an enriched understanding of scientific theories and research practices in science and technology.

CS 7785. Introduction to Robotics Research. 3 Credit Hours.
Familiarizes students with the core areas of robotics; mechanics, control, perception, AI, and autonomy. Provides an introduction to the mathematical tools required in robotics research.

CS 7790. Cognitive Modeling. 4 Credit Hours.
A hands-on course covering a range of cognitive modeling methodologies. It explores the analysis, development, construction, and evaluation of models of cognitive processing. Crosslisted with ISYE and PSYC 7790.

CS 7999. Preparation for Doctoral Qualifying Exams. 1-21 Credit Hours.

CS 8001. Seminar. 1 Credit Hour.
Group discussion of advanced topics in information and computer science. May not be used by computer science majors for degree credit.

CS 8002. Seminar. 2 Credit Hours.
Group discussion of advanced topics in information and computer science. May not be used by computer science majors for degree credit.

CS 8003. Seminar. 3 Credit Hours.
Group discussion of advanced topics in information and computer science. May not be used by computer science majors for degree credit.

CS 8004. Seminar. 4 Credit Hours.
Group discussion of advanced topics in information and computer science. May not be used by computer science majors for degree credit.

CS 8005. Seminar. 5 Credit Hours.
Group discussion of advanced topics in information and computer science. May not be used by computer science majors for degree credit.

CS 8006. Seminar. 6 Credit Hours.
Group discussion of advanced topics in information and computer science. May not be used by computer science majors for degree credit.

CS 8030. Software Engineering Seminar. 1 Credit Hour.
This seminar provides students with an opportunity to explore contemporary topics in software engineering.

CS 8750. Robotics Research Foundation I. 3 Credit Hours.
Multidisciplinary research course supervised by two robotics faculty from different schools participating in the robotics Ph.D. program.

CS 8751. Robotics Research Foundation II. 3 Credit Hours.
Continuation of AE 8751 (Robotics Research Foundation I).

CS 8795. Colloquium in Cognitive Sciences. 1 Credit Hour.
Reading of research papers by leading cognitive scientists, attendance at their colloquia and meeting with them to discuss research. Crosslisted with ISYE and PSYC 8795.

CS 8801. Special Topics. 1 Credit Hour.
Special topics of current interest. Treatment of new developments in various areas of computing.

CS 8802. Special Topics. 2 Credit Hours.
Special topics of current interest. Treatment of new developments in various areas of computing.
CS 8803. Special Topics. 3 Credit Hours.
Special topics of current interest. Treatment of new developments in various areas of computing.

CS 8804. Special Topics. 4 Credit Hours.
Special topics of current interest. Treatment of new developments in various areas of computing.

CS 8805. Special Topics. 5 Credit Hours.
Special topics of current interest. Treatment of new developments in various areas of computing.

CS 8806. Special Topics. 6 Credit Hours.
Special topics of current interest. Treatment of new developments in various areas of computing.

CS 8893. Special Topics in Cognitive Science. 3 Credit Hours.
Topics of current interest in cognitive science.

CS 8901. Special Problems. 1-21 Credit Hours.
Small-group or individual investigation of advanced topics in computing. Guided study and research.

CS 8902. Special Problems. 1-21 Credit Hours.
Small-group or individual investigation of advanced topics in computing. Guided study and research.

CS 8903. Special Problems. 1-21 Credit Hours.
Small-group or individual investigation of advanced topics in computing. Guided study and research.

CS 8997. Teaching Assistantship. 1-6 Credit Hours.
For graduate students holding graduate teaching assistantships.

CS 8998. Research Assistantship. 1-6 Credit Hours.
For graduate students holding graduate research assistantships.

CS 8999. Doctoral Thesis Preparation. 1-21 Credit Hours.

CS 9000. Doctoral Thesis. 1-21 Credit Hours.