BACHELOR OF SCIENCE IN COMPUTER SCIENCE - THREAD: INTELLIGENCE & SYSTEMS AND ARCHITECTURE

The Threads™ represent partial paths through the curriculum. Thus, a student weaves a degree from these Threads. Students are not forced to make Thread decisions very early in their academic careers; however, they may if they want. We define the Threads so they are flexible enough to allow for a variety of technical and creative experiences. Threads are coherent enough that students develop computing skills even if their focus shifts as they go along.

The Systems and Architecture thread is where many of the practical skills of computing are learned. Like Theory, Systems and Architecture lies at the center of computing. It prepares students to create and evaluate computer architectures, systems, and languages across a variety of paradigms and approaches.

The Intelligence thread is where computing models intelligence. This thread is concerned with computational models of intelligence from top to bottom. To this end, we emphasize designing and implementing artifacts that exhibit various levels of intelligence as well as understanding and modeling natural cognitive agents such as humans, ants, or bees. Students acquire the technical knowledge and skills necessary for expressing, specifying, understanding, creating, and exploiting computational models that represent cognitive processes. It prepares students for fields as diverse as artificial intelligence, machine learning, perception, and cognitive science, as well as for fields that benefit from applications of techniques from those fields.

Wellness
APPH 1040 Scientific Foundations of Health 2
or APPH 1050 The Science of Physical Activity and Health

Core A - Essential Skills
ENGL 1101 English Composition I 3
ENGL 1102 English Composition II 3
MATH 1552 Integral Calculus 4

Core B - Institutional Options
CS 1301 Introduction to Computing 1 3

Core C - Humanities
Any HUM (http://www.catalog.gatech.edu/academics/undergraduate/core-curriculum/core-area-c) 6

Core D - Science, Math, & Technology
PHYS 2211 Introductory Physics I 1 4
Lab Science 2 4
MATH 1551 Differential Calculus 2
MATH 1554 Linear Algebra 4 4

Core E - Social Sciences
Select one of the following: 3
HIST 2111 The United States to 1877
HIST 2112 The United States since 1877

INTA 1200 American Government in Comparative Perspective
POL 1101 Government of the United States
PUBP 3000 American Constitutional Issues
PSYC 1101 General Psychology 3
Any SS (http://www.catalog.gatech.edu/academics/undergraduate/core-curriculum/core-area-e) 6

Core F - Courses Related to Major
Lab Science 2 4
CS 1100 Freshman Leap Seminar 1
CS 1331 Introduction to Object Oriented Programming 1 3
CS 1332 Data Structures and Algorithms for Applications 1 3
CS 2050 Introduction to Discrete Mathematics for Computer Science 1 3
or CS 2051 Honors - Induction to Discrete Mathematics for Computer Science
MATH 2550 Introduction to Multivariable Calculus 4 2

Major Requirements
CS 2340 Objects and Design 1 3
CS 4001 Computing, Society, and Professionalism 1 3
or CS 4002 Robots and Society

Junior Design Options (Capstone)
Junior Design Option 1,3 6

Concentration
CS 2110 Computer Organization and Programming 1 4
CS 2200 Computer Systems and Networks 1 4
CS 3210 Design of Operating Systems 1 3
CS 3220 Computer Structures: Hardware/Software Codesign of a Processor 1 3
CS 3510 Design and Analysis of Algorithms 1 3
or CS 3511 Design and Analysis of Algorithms, Honors
ECE 2031 Digital Design Laboratory 1 2
CS 3600 Introduction to Artificial Intelligence 1 3
Select one of the following: 1 3
CS 3630 Introduction to Perception and Robotics
CS 3790 Introduction to Cognitive Science
PSYC 3040 Sensation and Perception
Select six credit hours of the following: 1 6
CS 4495 Computer Vision
CS 4635 Knowledge-Based Artificial Intelligence
CS 4641 Machine Learning
CS 4649 Robot Intell Planning
CS 4650 Natural Language Understanding
CS 4731 Game AI
CS 4510 Automata and Complexity Theory 1 3
or CS 3240 Languages and Computation
CS 3300 Introduction to Software Engineering 1 3
or CS 4240 Compilers, Interpreters, and Program Analyzers
Select one of the following: 1 3
CS 4210 Advanced Operating Systems
CS 4220 Programming Embedded Systems
CS 4290 Advanced Computer Organization
Other Required Courses

MATH 3012  Applied Combinatorics  3
Select one of the following:  3
  MATH 3215  Introduction to Probability and Statistics
  MATH 3670  Probability and Statistics with Applications
  CEE 3770  Statistics and Applications
  ISYE 3770  Statistics and Applications
  or ISYE 202 Probability with Applications
  & ISYE 202 and Basic Statistical Methods

Free Electives

Free Electives  5

Total Credit Hours  126

Pass-fail only allowed for Free Electives (max 6 credit hours), CS 1100, and CS 1171 (if required).

1. Minimum grade of C required.
2. Two of three lab sciences MUST be a sequence.
3. Junior Design Options are as follows (students must pick one option and may not change):
   - Option 1 - LMC 3432, LMC 3431, CS 3311, CS 3312.
   - Option 2 - CS 4699 or LMC 4699 (4 credit hours), LMC 4701, LMC 4702.
   - Option 3 - ECE VIP courses (ECE 3811, ECE 3812, ECE 4811, ECE 4812) and LMC 3403.

Six credits of the Junior Design option are used as Major Requirements and the overage credits of research/VIP (5 credit hours/2 credit hours) may be used as free electives. Students completing VIP for their junior design requirement will be required to complete at least four semesters of VIP. (VIP 1 + VIP 2 + VIP 3) (for a total of 5 credit hours) + VIP 4 (3 credit hours) = 8 hours of VIP credit. VIP 4 must be taken after 90 credit hours at the 4000 level and be on the same project as 2 of VIP 1-3s.

To complete the Research Option in the College of Computing, students must:

1. Complete at least nine units of undergraduate research
   a. Over at least two, preferably three terms
   b. Research may be for either pay or credit;
2. Write an undergraduate thesis/report of research on their findings;
3. Take
   a. LMC 4701: Undergraduate Research Proposal Writing (taken during the first or second semester of research)
   b. LMC 4702: Undergraduate Research Thesis Writing (taken during the thesis writing semester).

Research Classes

The following classes count toward fulfillment of the Research Option:

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS 2699</td>
<td>Undergraduate Research (Freshman and Sophomore)</td>
<td>1-12</td>
</tr>
<tr>
<td>CS 4699</td>
<td>Undergraduate Research (Junior and Senior)</td>
<td>1-12</td>
</tr>
<tr>
<td>CS 4980</td>
<td>Research Capstone Project</td>
<td>1-21</td>
</tr>
<tr>
<td>CS 2698</td>
<td>Undergraduate Research Assistantship (Freshman and Sophomore)</td>
<td>1-12</td>
</tr>
<tr>
<td>CS 4698</td>
<td>Undergraduate Research Assistantship (Junior and Senior)</td>
<td>1-12</td>
</tr>
</tbody>
</table>

To get credit toward completion of the Research Option for research for pay, students must be registered for the appropriate audit-only, research for pay class (CS 2698 or 4698). If work on research for pay begins after the close of registration and the student has not signed up for the appropriate class, unfortunately it is not possible to get credit toward the Research Option for work that term.

A research project will also fulfill the capstone design requirement if the student registers for CS 4980 for one of the research terms. This is typically done the last semester of research, while taking LMC 4702.

Completion of the Research Option is noted on the student’s transcript. For more information, see www.urop.gatech.edu (http://www.urop.gatech.edu).

Contact Us

General Research Option Information (http://www.catalog.gatech.edu/academics/special-academic-programs/undergraduate-research-opportunities-program)