COMPUTER SCIENCE

College of Science and Engineering
Interim Dean: Dr. Carmen Domingo

Department of Computer Science
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Chair: William Tsunyuk Hsu
Undergraduate Advisors: Dujmovic, Kulkarni, Puder, Wong, Yang, Yue
Graduate Coordinators: Yang
Graduate Advisors: Okada, Yoon

Program Scope
The primary mission of the Department of Computer Science is to prepare students for careers as software professionals, and for graduate studies in Computer Science and related fields. The department offers a broad curriculum covering the major areas of the computing discipline, integrated with soft skills such as teamwork and written/oral communication; students also gain experience working on group projects. Students are exposed to the fundamentals of computing architecture and computing theory, and focus their studies on the areas of software and systems development. Faculty work directly with students to help them develop the skills and knowledge of computing professionals.

Department faculty are committed to teaching excellence. They remain current in the rapidly changing field of computing technology through continuing research and publications, direct consultation with local industries, and seminar programs that bring top researchers and industry leaders to campus to speak on current developments in the field. The Supervised Industrial Research Program, Practicum option, and other mechanisms provide opportunities for graduate students to complement their academic learning with real-world experience.

The department has an additional commitment to sharing its knowledge and skills with the rest of the University community, with local schools, and with community-based organizations in the Bay Area.

The Bachelor of Science program stresses a basic foundation in mathematics and physics, and a thorough study of the fundamentals of the discipline: software development, computer architecture, operating systems, programming languages, algorithms, and the theoretical foundations of computer science. A wide variety of elective courses such as mobile development, web/internet applications, bioinformatics, database systems, artificial intelligence, computer graphics, game development, and software engineering allow students to specialize in selected areas. Ethical and social issues of computing are discussed throughout the curriculum. Senior courses include group projects to better prepare students for future job markets. Courses are updated or added regularly to provide necessary training in the latest software technologies.

The Master of Science in Computer Science prepares students for a wide variety of careers in computing or related industries as well as for advanced study toward Ph.D. degrees. Our program combines a solid and practical curriculum with high-quality research and project-based activities. In addition to a general core covering the breadth of the computing discipline, students may focus on software engineering in globally distributed environments, computing applications for biotechnology and the life sciences, data mining/big data, and business applications.

Our faculty maintain active publication records, with significant funding from government agencies (NSF, NIH, Department of Labor, etc.) and industry (Genentech, Microsoft, IBM, Arista Networks, Mozilla, etc.). Students are actively involved in research projects, write papers, attend conferences, and participate in funding proposals. SF State’s Center for Computing for Life Sciences (http://cs.sfsu.edu/ccls/index.html) and several specialized laboratories provide research and project focus, as well as opportunities to collaborate with faculty and students from other SF State departments and industry. A new Entrepreneurship Program and Developers Prize supports the development of student projects into business or non-profit ventures.

Computing Facilities
Central Facilities
• A network of Mac, Linux, and PC servers supported by SF State Information Technology Services
• A Linux server (unixlab) supported by SF State Information Technology Services, used for Computer Science classes
• Workstation labs in the SF State J. Paul Leonard Library and around campus

General Undergraduate Computing Facilities
• Intel servers (Windows and Linux)
• Workstation laboratories with Mac, Windows, and Linux desktops

Specialized Centers, Laboratories, and Computing Resources
• Center for Computing for Life Sciences (including Amazon cloud servers and 40-node DELL cluster)
• Multimedia and Visualization Laboratory
• Biocomputing and Media Research Group
• Biomedical Image and Data Analysis Lab
• Virtual Computing: VMware GSX Server, Microsoft VirtualPC Server
• High-Performance Computing server with NVIDIA Tesla and Titan GPUs

Career Alternatives
• Mobile application developer
• Web and internet application developer
• Game developer
• Bioinformatics Developer
• Data science/data mining developer
• Software Engineer
• Quality assurance engineer
• Manager of software development teams
• Systems programmer/administrator
• Computer network specialist
• System security and/or performance manager
• Application software designer
• Database designer/programmer/administrator
• Programmer in scientific or business applications
**San Francisco State University Bulletin 2018-2019**

**Computer Science**

**Professor**

JOZO J. DUJMOVIC (1994), Professor of Computer Science; B.S. (1964), M.S. (1973), Ph.D. (1976), University of Belgrade, Yugoslavia.

WILLIAM TSUN-YUK HSU (1992), Professor of Computer Science; B.S. (1983), M.S. (1985), Purdue University; Ph.D. (1992), University of Illinois.

BARRY A. LEVINE (1981), Professor of Computer Science; B.S. (1970), University of Illinois; M.S. (1974), California State University, Chico; Ph.D. (1979), Oregon State University.

DRAGUTIN PETKOVIC (2003), Professor of Computer Science; B.S. (1976), M.S. (1979), University of Belgrade, Yugoslavia; Ph.D. (1983), University of California, Irvine.

ARNO PUDER (2008), Professor of Computer Science; Diploma (1993), University of Kaiserslautern, Germany; Ph.D. (1997), University of Frankfurt, Germany

RAHUL SINGH (2004), Professor of Computer Science; M.S.E., Moscow Power Engineering Institute; M.S., Ph.D. (1999), University of Minnesota.

C. S. (JAMES) WONG (1990), Professor of Computer Science; B.S. (1984), University of Toronto; M.S. (1986), Southwest Texas State University; Ph.D. (1990), The University of Texas, Dallas.

HUI YANG (2006), Associate Professor of Computer Science; B.S. (1992), Yonsei University (Korea); M.S. (1966), Ph.D., (2000), University of Southern California.

**Associate Professor**

KAZUNORI OKADA (2006), Associate Professor of Computer Science; B.E. (1992), Nagoya University, Japan; M.S. (1996), Ph.D. (2001), University of Southern California.

HUI YANG (2006), Associate Professor of Computer Science; B.S. (1993), Huazhong University, China; M.S. (2002), Ph.D. (2006), Ohio State University.

**Assistant Professor**

ANAGHA K. KULKARNI (2013), Assistant Professor of Computer Science; B.E. (2001), University of Pune, India; M.S. (2006), University of Minnesota; Ph.D. (2013), Carnegie Mellon University.

HAO YUE (2015), Assistant Professor of Computer Science; B.Engr. (2009), Xidian University (China); Ph.D. (2015), University of Florida.

**Adjunct Professor**

JOHN HODGES (2000), Adjunct Professor of Computer Science; B.S. (1976), M.S. (1978), University of Michigan; Ph.D. (1993), University of California, Los Angeles.

**Lecturers**

Baldwin, Hasan, Kriese, Pico, Rhodes, Roberts, Shaikh, Sladek, Souza, Tomasevich, Wall, Westerman

**Major**

- Bachelor of Science in Computer Science (bulletin.sfsu.edu/colleges/science-engineering/computer-science/bs-computer-science)

**Minor**

- Minor in Computer Science (bulletin.sfsu.edu/colleges/science-engineering/computer-science/minor-computer-science)
- Minor in Computing Applications (bulletin.sfsu.edu/colleges/science-engineering/computer-science/minor-computing-applications)

**Masters**

- Master of Science in Computer Science (bulletin.sfsu.edu/colleges/science-engineering/computer-science/ms-computer-science)

**CSC 101 Computers for Everyone (Units: 3)**

Comprehensive and basic overview of computers and their use for everyday tasks such as information retrieval, Internet, writing, presentations, communication, Web publishing, e-commerce, entertainment, computation. No prior knowledge required.

**CSC 110 Computational Thinking and Quantitative Reasoning (Units: 3)**

Prerequisites: Category I or II placement for QR/Math, or satisfactory completion of ELM requirement, or MATH 70 or ESM 70 with a grade of C or better. Students with Category III or IV placement for QR/Math or students who have not passed MATH 70 or ESM 70 with a C or better must be concurrently enrolled in MATH 112.

Basic building blocks of programming and Computational Thinking practices, including Analyzing the Effects of Computation, Creating Computational Artifacts, Using Abstractions and Models, Analyzing Problems and Artifacts, Communicating Processes and Results, Working Effectively in Teams. Mathematical models and information retrieval from real-world data sets will be used as vehicles to practice programming and computation thinking.

**Course Attributes:**

- B4: Math/QR

**CSC 203 JAVA Programming (Units: 3)**

Prerequisite: CSC 210 or consent of instructor.

JAVA language and object oriented programming. Use of inheritance, polymorphism, exception handling and libraries; JAVA applets and GUI development using Swing.

**CSC 206 Python Programming (Units: 3)**

Prerequisite: CSC 210 or consent of instructor.

Python language programming, with basic principles of interpretative languages. The use of basic Python constructs and standard libraries (e.g. networking, regular expressions, GUI). Simple apps such as WWW, games.

**CSC 208 C++ for Java Programmers (Unit: 1)**

Prerequisites: Java programming courses or consent of instructor.

Hands-on exercises in C++ programming. Emphasize features common to C++ and Java and features unique to C++. (CR/NC grading only)

**CSC 210 Introduction to Computer Programming (Units: 3)**

CSC 211 Introduction to Software Lab (Unit: 1)
Hands-on exercises in programming, and use of basic SW development tools. Covers procedural, object oriented, C++, and JAVA programming. Strongly recommended for CSC 210 students, and others needing hands-on experience; concurrent enrollment in CSC 210 recommended. Students are encouraged to bring their own laptops. May be repeated for a total of 3 units. (CR/NC grading only)

CSC 220 Data Structures (Units: 3)
Prerequisites: CSC 210, or CSC 309, or CSC 306 with grades of C or better.
Linear and non-linear data structures in Java, including lists, stacks, queues, trees, tables, and graphs. Recursion, iteration over collections, sorting, searching, Big O notation and hash table.

CSC 230 Discrete Mathematical Structures for Computer Science (Units: 3)
Prerequisites: CSC 210, MATH 227 (may be taken concurrently), with grades of C or better.
Review of set algebra, relations and functions; permutations; propositional logic; proof techniques; introduction to graph theory; infinite sets; applications to computer science.

CSC 256 Machine Structures (Units: 3)
Prerequisite: CSC 230 with a grade of C or better.
Digital logic circuits; data representation; assembly language programming; subroutine linkage; machine language encoding; interrupt/exception handling; memory system concepts; CPU organization and performance.

CSC 300GW Ethics, Communication and Tools for Software Development - GWAR (Units: 3)
Prerequisites: Restricted to upper-division Computer Science majors and minors; CSC 210, ENG 214 or equivalent with a grade of C or better.
Privacy, security, legal and ethical issues in Software development. Communication relevant to SW development (reports, contracts, requirements, documentation, collaboration, e-mail, presentations). Study and use of basic tools for SW development and collaboration. (ABC/NC grading only)

Course Attributes:
- Graduation Writing Assessment

CSC 306 An Interdisciplinary Approach to Computer Programming (Units: 3)
Prerequisite: Upper division standing or consent of instructor.
Basics of programming for interdisciplinary problem-solving. Topics include basic building blocks of programming (variable, control statement, iterative statement, array, function, and abstraction) and problem-solving approaches. Use App Inventor and Java.

CSC 307 An Interdisciplinary Approach to Web Programming (Units: 3)
Prerequisite: Upper division standing or consent of instructor.
Basics of WWW engineering relevant to studies in interdisciplinary problem-solving. Topics include basics of developing web and database applications, HTML, PHP, Python, SQL, MySQL database.

CSC 309 Computer Programming for Scientists and Engineers (Units: 3)
Prerequisite: MATH 226 or consent of instructor.
Procedural programming for scientific applications. Good programming practices and basic numerical and nonnumerical algorithms for scientists and engineers.

CSC 317 Introduction to Web Software Development (Units: 3)
Prerequisite: CSC 220 or consent of instructor.
Introduction to UNIX and creating web pages, reading and processing user input submitted through web pages; client side and server side programming; connecting a web page to a database; building e-commerce site or Internet Application.

CSC 340 Programming Methodology (Units: 3)
Prerequisites: CSC 220, CSC 230, MATH 227, with grades of C or better; concurrent enrollment in CSC 412 recommended.
Advanced data structures and algorithms for manipulation in C++; emphasis on design and implementation; practical applications; algorithms for sorting, searching, and graphs.

CSC 412 Advanced Software Lab (Unit: 1)
Prerequisites: CSC 220; concurrent enrollment in CSC 340 recommended.
Hands-on exercises in advanced programming, software development tools and web technologies. Students are encouraged to bring their own laptops. May be repeated for a total of 2 units. (Plus-minus letter grade only)

CSC 413 Software Development (Units: 3)
Prerequisites: CSC 340, CSC 412 with grades of C or better.
Modern software applications. Object-oriented techniques: encapsulation, inheritance, and poly-morphism as mechanism for data design and problem solution. Software design, debugging, testing, and UI design. Software maintenance. Software development tools. Extra fee required. (Plus-minus letter grade only)

CSC 415 Operating System Principles (Units: 3)
Prerequisites: MATH 324, PHYS 230, CSC 256, CSC 340, with grades of C or better.
Operating system concepts: concurrent processes, basic synchronization techniques, deadlock, memory management, file systems, security, networks, distributed processing. Extra fee required.

CSC 510 Analysis of Algorithms I (Units: 3)
Prerequisites: CSC 340, MATH 324, with grades of C or better.

CSC 520 Theory of Computing (Units: 3)
Prerequisites: CSC 220, CSC 230, MATH 325, with grades of C or better.

CSC 600 Programming Languages (Units: 3)
Prerequisite: CSC 413 with a grade of C or better.
Concepts for high-level programming languages. Procedural, logic, functional, and object-oriented programming paradigms. Comparative study of several languages and an introduction to grammars and parsing techniques. Extra fee required.
CSC 615 UNIX Programming (Units: 3)
Prerequisite: CSC 415 with a grade of C or better or consent of instructor.
Programming in a UNIX environment. Topics include regular expressions; utilities such as awk, sed, grep, csh, sh, ksh; system calls such as signals, sockets, POSIX IPC, and POSIX threads; kernel internal structures. Extra fee required. (Plus-minus letter grade only)

CSC 620 Natural Language Technologies (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.
Natural language parsing technology and grammars. Elements of computational semantics, discourse structure, and generation. Survey of related topics such as information retrieval, question-answering, machine translation, speech processing. Extra fee required. (Plus-minus letter grade only)

CSC 621 Biomedical Imaging & Analysis (Units: 3)
Prerequisites for CSC 821: Graduate standing; CSC 510, MATH 325, with grades of C or better or consent of instructor.
Prerequisites for CSC 621: CSC 510, MATH 325, with grades of C or better.
Introduction to medical and biological imaging, imaging physics, 3D, image formats, visualization. Basic digital image processing and analysis, filtering, registration, segmentation, quantification, performance evaluation. (Plus-minus letter grade only)

CSC 630 Computer Graphics Systems Design (Units: 3)
Prerequisites: CSC 340, MATH 325, with grades of C or better.
Graphics system design and display hardware architecture. Overview of device-independent graphic systems, 2 & 3 dimensional viewing pipelines, hidden line and surface removal algorithms, raster graphics techniques, and color space models. Web page design and Flash exercises for introduction to animation and multimedia. Course fee required. (Plus-minus letter grade only)

CSC 631 Multiplayer Game Develop (Units: 3)
Prerequisite: CSC 413 or consent of instructor.
Computer graphics and network characteristics of multiplayer games. Design and development of a game as a team project.

CSC 637 Software Techniques for Computer Music (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.

CSC 641 Computer Performance Evaluation (Units: 3)
Prerequisite: CSC 415 or consent of instructor.
Computer performance analysis problems related to system design, selection, and tuning. Modeling using stochastic and operational queuing models. Workload characterization, design, and performance measurement methods. Design of simulation models for computer systems. Extra fee required. (Plus-minus letter grade only)

CSC 642 Human-Computer Interaction (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.
The design, implementation, and evaluation of human/computer interfaces. Topics include interface devices, interface metaphors, interaction styles, User Centered Design, testing, and quality assessment. Extra fee required.

CSC 644 Computer Measurements (Units: 3)
Prerequisites: CSC 413, CSC 415.
Software measurement and experimentation tools. Data collection and analysis. Web measurements. Benchmarking and design of benchmarks. Use of software monitors. Extra fee required. (Plus-minus letter grade only)

CSC 645 Computer Networks (Units: 3)
Prerequisite: CSC 415 with a grade of C or better.
Computer network design, evaluation, and testing. Computer network standards and implementation. Hardware/software design and compatibility issues. Extra fee required. (CSC 745/CSC 645 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 648 Software Engineering (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.
Practical methods and tools for SW engineering, including organizational teamwork.

CSC 650 Secure Networked Systems (Units: 3)
Prerequisites: CSC 415 with a grade of C or better or consent of instructor.
Analysis, planning, construction, and operation of secure networked computing systems: security for environments within Internet, encryption, assets, risk, authentication, trust, controls, defense, routers, firewalls, law, ethics. Extra fee required.

CSC 651 System Administration (Units: 3)
Prerequisites: CSC 413, CSC 415, with grades of C or better.
User administration. Operating system installation, tuning, and control. Network administration. Security management. Performance tuning and management. Extra fee required. (ABC/NC grading only)

CSC 656 Computer Organization (Units: 3)
Prerequisite: CSC 415 (may be taken concurrently) or consent of instructor.

CSC 658 Programming Cafe (Units: 3)
Prerequisites: CSC 413 with a grade of C or better or consent of instructor.
Extensive programming practice to advance programming skills and processes; pair programming exercises; code review techniques and practice.
CSC 664 Multimedia Systems (Units: 3)
Prerequisite: CSC 413 with a grade of C or better.
Comprehensive topics in multimedia such as basics of image and video processing, compression, multimedia databases, standard, synchronization, formats in perspective of systems and algorithms. Extra fee required. (Plus-minus letter grade only)
(CSC 864/CSC 664 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 665 Artificial Intelligence (Units: 3)
Prerequisite: CSC 413 with a grade of C or better.
Overview of algorithms and approaches central to artificial intelligence. Study of fundamental concepts needed to attain human-level intelligence in computer systems, and gain experience in working with these concepts through assignments and programming exercises. Topics include problem-solving methods, heuristic search, game playing; agent architectures; machine learning; and various topics selected from knowledge representation, symbolic reasoning, computational models of virtual humans, neural networks, and genetic algorithms. Learn how to research, assess, and review advances in the field, and to consider the application of artificial intelligence techniques to real-world problems. Extra fee required.

CSC 667 Internet Application Design and Development (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.
Fundamental technologies on which WWW is based. Extra fee required.
(CSC 867/CSC 667 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 668 Advanced Object Oriented Software Design and Development (Units: 3)
Prerequisites: Senior or graduate standing; CSC 413 with a grade of C or better, or consent of instructor.
Object oriented analysis and design utilizing UML, design patterns, frameworks and toolkits; Agile software design processes. Development of a mid-size programming project working in teams. (Plus-minus letter grade only)
(CSC 868/CSC 668 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 671 Neural Networks (Units: 3)
Prerequisite: CSC 510 with a grade of C or better.
Artificial neural networks: associative memories, learning, search, databases, fuzzy set techniques, pattern recognition, and adaptive processing.
(CSC 871/CSC 671 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 675 Introduction to Database Systems (Units: 3)
Prerequisite: CSC 413 with a grade of C or better.
(CSC 775/CSC 675 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)
CSC 745 Computer Networks (Units: 3)
Prerequisite: CSC 415 with a grade of C or better.

Computer network design, evaluation, and testing. Computer network standards and implementation. Hardware/software design and compatibility issues. Extra fee required.

(CSC 745/CSC 645 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 746 High-Performance Computing (Units: 3)
Prerequisite: CSC 656 with a grade of B or better or consent of instructor.


CSC 775 Introduction to Database Systems (Units: 3)
Prerequisite: CSC 413 with a grade of C or better.


(CSC 775/CSC 675 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 780 Application Development for Mobile Devices (Units: 3)
Prerequisite: Restricted to senior or graduate students in Computer Science; CSC 415 with a grade of B or better; or consent of instructor.

Introduction to and comparison of different popular mobile application frameworks; conceptual and hands-on experience in writing mobile applications using native and cross-platform tools. (Plus-minus letter grade only)

CSC 810 Analysis of Algorithms II (Units: 3)
Prerequisites: Passing score on GET or concurrent enrollment in SCI 614, CSC 415 with a grade of B or better.


CSC 820 Natural Language Technologies (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.

Natural language parsing technology and grammars. Elements of computational semantics, discourse structure, and generation. Survey of related topics such as information retrieval, question-answering, machine translation, speech processing. Extra fee required. (Plus-minus letter grade only)

(CSC 820/CSC 620 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 821 Biomedical Imaging & Analysis (Units: 3)
Prerequisites for CSC 821: Graduate standing; CSC 510, MATH 325, with grades of C or better or consent of instructor.
Prerequisites for CSC 621: CSC 510, MATH 325, with grades of C or better.

Introduction to medical and biological imaging, imaging physics, 3D, image formats, visualization. Basic digital image processing and analysis, filtering, registration, segmentation, quantification, performance evaluation. (Plus-minus letter grade only)

(CSC 821/CSC 621 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 825 Advanced Automata Theory (Units: 3)
Prerequisite: CSC 520 or equivalent.

Advanced topics in theoretical computer science and their application to a broad range of areas including bioinformatics, compilers, data and image compression, natural language processing, networking and Web applications. Extra fee required. (Plus-minus letter grade only)

CSC 830 Advanced Computer Graphics (Units: 3)
Prerequisite: CSC 630 or consent of instructor.

Roster graphics principles and scanning algorithms, pixel fill algorithms, anti-aliasing, clipping, hidden line, and surface display, rendering of surfaces and fractal techniques. Extra fee required.

CSC 831 Multiplayer Game Develop (Units: 3)
Prerequisite: CSC 413 or consent of instructor.

Computer graphics and network characteristics of multiplayer games. Design and development of a game as a team project.

(CSC 831/CSC 631 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 835 Distributed Systems (Units: 3)
Prerequisite: CSC 415 with a grade of B or better or consent of instructor.

Introduction to the concepts and design of distributed systems. Includes term project in using current middleware technologies. Extra fee required.

CSC 837 Advanced Sound Synthesis (Units: 3)
Prerequisite: CSC 637 with a grade of B or better or consent of instructor.

Current algorithms and practices in sound synthesis and timbral control for music, sound effects, and interactive environments. Design of real-time software synthesis systems. Extra fee required.

CSC 840 Software Metrics and Quality Assurance (Units: 3)
Prerequisite: CSC 648 or consent of instructor.


CSC 841 Computer Performance Evaluation (Units: 3)
Prerequisite: CSC 415 or consent of instructor.

Computer performance analysis problems related to system design, selection, and tuning. Modeling using stochastic and operational queuing models. Workload characterization, design, and performance measurement methods. Design of simulation models for computer systems. Extra fee required. (Plus-minus letter grade only)

(CSC 841/CSC 641 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 842 Advanced Human-Computer Interaction (Units: 3)
Prerequisite: Classified standing in graduate program.

Design, implementation, evaluation of human/computer interfaces. Topics include those covered in CSC 642; however, emphasis is placed on HCI with respect to culminating experience work. Extra fee required. (Plus-minus letter grade only)
CSC 845 Advanced Computer Networks (Units: 3)
Prerequisites: CSC 415 and CSC 645, or consent of instructor.
Design and implementation of networking protocols and technologies in wireless and mobile networks. Introduction to emerging design, algorithms, protocols, and applications in wireless and mobile networks. Extra fee required.

CSC 846 Systems Architecture (Units: 3)
Prerequisite: CSC 656 with a grade of B or better or consent of instructor.
Principles of computer systems architecture with an emphasis on hardware/software interactions for large applications and design for performance. Extra fee required. (Plus-minus letter grade only)

CSC 847 Cloud and Distributed Computing: Concepts and Applications (Units: 3)
Prerequisites: Restricted to senior Computer Science majors and graduate Computer Science students; CSC 415* with a grade of C or better; or consent of the instructor.
Infrastructure as a service, platform as a service, and software as a service; enabling techniques behind cloud computing including virtualization, multi-tenancy, and service-oriented architecture; cloud storage options such as NoSQL databases; emerging technologies such as containers and Kubernetes; parallel/distributed computing platforms including MapReduce and Apache Spark; hands-on experience on public clouds such as the Amazon Cloud and Google Cloud. (Plus-minus letter grade only)

CSC 848 Software Engineering (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.
Practical methods and tools for SW engineering, including organizational teamwork.
(CSC 848/CSC 648 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 849 Search Engines (Units: 3)
Prerequisite: CSC 413 or consent of instructor.
Introduction to the internals of modern search engines. Methods and tools for representation, storage, organization of, and access to textual data. (Plus-minus letter grade only) Extra fee required.

CSC 850 Compiler Design (Units: 3)
Prerequisites: CSC 413 with a grade of B or better and consent of the instructor.
Design and implementation of compilers including lexical scanners, top down and bottom up parsers, precedence grammars, symbol table manipulation, LR (k) grammars, semantics routines, and code generators.

CSC 856 Advanced Computer Architecture (Units: 3)
Prerequisites: Satisfaction of Written English Proficiency Level I or concurrent enrollment in SCI 614, CSC 656 with a grade of B or better, or consent of instructor.

CSC 857 Bioinformatics Computing (Units: 3)
Prerequisites: Graduate standing in science program; CSC 858; or consent of instructor.
Broad range of topics in computational biology as practiced in the life science industry and leading research organizations. Provides computational background required to participate in R&D. Extra fee required.

CSC 858 Foundations of Biotechnology and Life Sciences (Units: 3)
Prerequisite: Graduate standing in science program in the College of Science and Engineering.
Covers foundations in biotechnology and life sciences. Prepare for further study and careers in biotechnology and computational life sciences R&D and industry. Students do not need background in life sciences or biology.

CSC 864 Multimedia Systems (Units: 3)
Prerequisite: CSC 413 with a grade of C or better.
Comprehensive topics in multimedia such as basics of image and video processing, compression, multimedia databases, standard, synchronization, formats in perspective of systems and algorithms. Extra fee required. (Plus-minus letter grade only)
(CSC 864/CSC 664 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 867 Internet Application Design and Development (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.
Fundamental technologies on which WWW is based. Extra fee required.
(CSC 867/CSC 667 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 868 Advanced Object Oriented Software Design and Development (Units: 3)
Prerequisites: Senior or graduate standing; CSC 413 with a grade of C or better; or consent of instructor.
Object oriented analysis and design utilizing UML, design patterns, frameworks and toolkits; Agile software design processes. Development of a mid-size programming project working in teams. (Plus-minus letter grade only)
(CSC 868/CSC 668 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 869 Data Mining (Units: 3)
Prerequisites: CSC 510, CSC 675, with grades of C or better, or consent of instructor.
Knowledge discovery process; basic data mining concepts; key mining algorithms, data mining in practical domains such as bioinformatics. (Plus-minus letter grade only)

CSC 870 Computational Discrete Geometry (Units: 3)
Prerequisites: CSC 210, CSC 230, MATH 325, or consent of instructor.
Comprehensive overview of basic topics in computational discrete geometry: generating functions, complexity theory, convex hull, nearest-neighbor problems, efficient algorithms, etc.
(This course is offered as MATH 870 and CSC 870. Students may not repeat the course under an alternate prefix.)
CSC 871 Neural Networks (Units: 3)
Prerequisite: CSC 510 with a grade of C or better.
Artificial neural networks: associative memories, learning, search, databases, fuzzy set techniques, pattern recognition, and adaptive processing.
(CSC 871/CSC 671 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 872 Pattern Analysis and Machine Intelligence (Units: 3)
Prerequisites: CSC 510, CSC 520, with grades of C or better, or consent of instructor.

CSC 874 Topics in Big Data Analysis (Units: 3)
Prerequisites: Graduate standing; CSC 510 or equivalent or consent of instructor.
Introduction to current topics in data sciences and big data analysis. (Plus-minus letter grade only)

CSC 875 Advanced Topics in Database Systems (Units: 3)
Prerequisite: CSC 675 with a grade of C or better.
Advanced aspects of selected topics in database systems. Topics depend on availability of staff and facilities. May be repeated for a total of 6 units when topics vary.

CSC 876 Soft Computing and Decision Support Systems (Units: 3)
Prerequisite: CSC 810 or consent of the instructor.

CSC 890 Graduate Seminar (Units: 3)
Prerequisite: Consent of the instructor or graduate adviser.
Topic to be specified in Class Schedule. May be repeated when topics vary. The 1 unit version is offered each semester as a graduate research seminar that students must complete prior to CSC 895/CSC 898. (Plus-minus letter grade only)

CSC 893 Supervised Industrial Research (Unit: 1)
Prerequisite: Consent of instructor.
Supervised computer science employment in software research and development area. Objectives are career development and occupational experience. May be repeated for a total of 3 units. Subsequently, may be repeated on CR/NC basis. Must be approved by graduate adviser. (Plus-minus letter grade, CR/NC, RP)

CSC 895 Applied Research Project (Units: 3)
Prerequisite: Consent of instructor and approval of Advancement to Candidacy (ATC) for the MS in CS and Culminating Experience (CE) forms by Graduate Studies. Advancement to candidacy and Proposal for Culminating Experience Requirement forms must be approved by the Graduate Division before registration. (CR/NC grading only)

CSC 897 Research (Units: 3-6)
Prerequisite: Consent of Computer Science Department.
Independent and original investigation under supervision of a faculty member. May be repeated for a total of 6 units. (Plus-minus letter grade, CR/NC, RP)

CSC 898 Master’s Thesis (Units: 3)
Prerequisites: Consent of instructor and graduate adviser and approval of Advancement to Candidacy (ATC) for the Master of Science in Computer Science and Culminating Experience (CE) forms by Graduate Studies. Advancement to Candidacy (ATC) and Proposal for Culminating Experience Requirement forms must be approved by the Graduate Division before registration. (CR/NC grading only)

CSC 899 Independent Study (Units: 1-3)
Prerequisites: Approval of department and instructor.
Special study of a particular problem under the direction of a faculty member. The student must present a written, detailed report of the work accomplished to the staff of the department. May be repeated for a total of 6 units. (AB/NC only)