
Computer Science

In the College of Sciences

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Faculty

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Marie A. Roch, Ph.D., Assistant Professor of Computer Science
William A. Root, M.S., Staff Scientist

Associateships

Graduate teaching associateships in computer science are available to a limited number of qualified students. Application blanks and additional information may be secured from the chair of the Department of Computer Science.

General Information

The Department of Computer Science offers graduate study leading to the Master of Science degree in computer science. The areas in which courses are offered include software, systems, architecture, artificial intelligence, and computer science theory.

Master's level research projects are available in the following areas of computer science: distributed systems, multiprocessing, operating systems, graphics, neural networks, formal languages, numerical methods, robotics, signal processing, and computational complexity. Specialized laboratories exist for microprocessor architecture, graphics, and robotics and intelligent machines.

Admission to Graduate Study

All students must satisfy the general requirements for admission to the University with classified graduate standing, as described in Part Two of this bulletin.

Students applying for admission should electronically submit the University application available at www.csmentor.edu.

The following materials should be submitted as a complete package directly to the Department of Computer Science:

- (1) Two sets of official transcripts (in sealed envelopes);
- (2) GRE General Test score;
- (3) TOEFL score (if required).

Refer to section on Admission to Postbaccalaureate and Graduate Study in this bulletin for further details.

Mail or deliver your complete admissions package to:
Department of Computer Science
(Attention: Graduate Adviser)
San Diego State University
5500 Campanile Drive
San Diego, CA 92182-7720

Advancement to Candidacy

All students must satisfy the general requirements for advancement to candidacy as described in Part Two of this bulletin. In addition, the student must have passed a qualifying examination in their area of research.

Specific Requirements for the Master of Science Degree in Computer Science

(Major Code: 07011)

In addition to meeting the requirements for classified graduate standing and the basic requirements for the master's degree as described in Part Two of this bulletin, the student must meet the following departmental requirements:

1. Complete a minimum of 30 units of 500-, 600-, and 700-level courses selected with the approval of the adviser. One to three units of Computer Science 798 may be added to the 30 minimum units required, when used for an internship or practical training. All programs must include at least 24 units chosen from computer science and mathematics. Programs must also satisfy the following requirements:
 - a. At least 15 units of graduate (600-700) courses (excluding 797, 798, 799A).
 - b. At least one course from each of the following:
 - Programming and Formal Languages: Computer Science 520, 524, 532, 535, 620A, 620B, 632.
 - Operating Systems and Architecture: Computer Science 571, 572, 574, 576, 670, 672, 674.
 - Algorithms and Complexity: Computer Science 562, 564, 660, 662, 664.
 - Applications and Other Topics: Computer Science 514, 550, 551, 553, 555, 556, 557, 558, 559, 561, 566, 578, 580, 635, 650, 651, 656, 657, 700; Mathematics 525, 542, 626, 693A, 693B.
2. With departmental approval, students may select Plan A (thesis), and must complete 799A in accordance with departmental and University regulations. An oral examination on the subject of the thesis is required. Students selecting Plan B must pass written comprehensive examinations as determined by the department.

Courses Acceptable on Master's Degree Program in Computer Science (cs)

UPPER DIVISION COURSES

501. Computational Software (3)

Prerequisites: Computer Science 106 and 310.

Design and implementation of software for computational science. Makefiles in UNIX environment, efficient Fortran and 00 programming, use of common application libraries, file and source code management, software documentation, construction of libraries and applications. Designed for computational science students. Computer science majors must obtain adviser approval.

503. Scientific Database Techniques (3)

Prerequisites: Computer Science 205, 310, and Mathematics 245. Fundamental data models for handling scientific data, including flat file, indexed compressed files, relational databases, and object oriented databases, and their associated query technologies; e.g. file formats, input/output libraries, string searching, structured query language, object-oriented structured query language, hypertext markup language/common gateway interface, and other specialized interfaces. Designed for computational science students. Computer science majors must obtain adviser approval. See Computer Science 514.

505. Parallel Computing (3)

Prerequisite: Computer Science 310. Recommended: Computer Science 501.

Motivations and methods of high performance computing. Modern computer architecture characteristics, uniprocessor programming and tuning, shared and distributed memory programming techniques, benchmarking. Designed for computational science students. Computer science majors must obtain consent of adviser.

514. Database Theory and Implementation (3)

Prerequisites: Computer Science 310 and Mathematics 245.

Database systems architecture. Storage structures and access techniques. Relational model, relational algebra and calculus, normalization of relations, hierarchical and network models. Current database systems.

520. Advanced Programming Languages (3)

Prerequisites: Computer Science 237, 310, and 320.

Object oriented programming, concurrent programming, logic programming. Implementation issues.

524. Compiler Construction (3)

Prerequisites: Computer Science 237, 310, and 320.

Syntactical specification of languages. Scanners and parsers. Precedence grammars. Run-time storage organization. Code generation and optimization.

530. Systems Programming (3) I, II

Prerequisites: Computer Science 237 and 310.

Design and implementation of system software. Relationship between software design and machine architecture. Topics from assemblers, loaders and linkers, macro processors, compilers, debuggers, editors. Introduction to software engineering and review of programming fundamentals and object oriented concepts. Large project in object oriented programming is required. Not acceptable for the M.S. degree in computer science.

532. Software Engineering (3)

Prerequisites: Computer Science 320 and 530.

Theory and methodology of programming complex computer software. Analysis, design, and implementation of programs. Team projects required.

535. Object-Oriented Programming and Design (3)

Prerequisites: Computer Science 310 and 320.

Basic concepts of object-oriented programming; classes, objects, messages, data abstraction, inheritance, encapsulation. Object-oriented design methodology.

550. Artificial Intelligence (3)

Prerequisites: Computer Science 108 and either Mathematics 245 or 523.

Heuristic approaches to problem solving. Systematic methods of search of the problem state space. Theorem proving by machine. Resolution principle and its applications.

551. User Interface Environments (3)

Prerequisites: Computer Science 310 and 320.

Design of user-machine interfaces in interactive systems. Problems faced by user of an interactive system; basic issues and principles involved in design and implementation of good and friendly user-machine graphical interfaces.

553. Neural Networks (3)

Prerequisites: Computer Science 320 and Mathematics 254.

Principles of neural networks, their theory and applications.

555. Raster Computer Graphics (3)

Prerequisite: Computer Science 551.

Bit map graphics, algorithms to connect between different formats and enhancement of pictures.

556. Robotics: Mathematics, Programming, and Control (3)

Prerequisites: Computer Science 320, Mathematics 254, knowledge of the C programming language.

Robotic systems including manipulators, actuators, sensors, and controllers. Algebraic methods for spatial description of solid objects, manipulator kinematics and control. Robot programming languages and robot programming systems.

557. Computer Control Systems (3)

Prerequisites: Computer Science 310 and Mathematics 254.

Analysis and programming of real-time computer control systems, implementation of digital controllers including programming, intelligent control systems and fuzzy control.

558. Computer Simulation (3)

Prerequisites: Computer Science 310 and Statistics 550.

Methodology of simulation for discrete and continuous dynamic systems. State-of-the-art programming techniques and languages. Statistical aspects of simulation. Students will design, program, execute, and document a simulation of their choice.

559. Computer Vision (3)

Prerequisites: Computer Science 310 and Mathematics 254.

Algorithms and computer methods for processing of images. Visual perception as a computational problem, image formation, characterization of images, feature extraction, regional and edge detection, computer architectures for machine vision.

560. Algorithms and Their Analysis (3) I, II

Prerequisite: Computer Science 310.

Algorithms for solving frequently occurring problems. Analysis techniques and solutions to recurrence relations. Searching and sorting algorithms. Graph problems (shortest paths, minimal spanning trees, graph search, etc.). NP complete problems. Not acceptable for the M.S. degree in Computer Science.

561. Multimedia Systems (3)

Prerequisite: Computer Science 551.

System aspects of multimedia authoring, browsing, and database subsystem; digital representation for different media; audio and video; operating system support for continuous media applications; architectures; design and implementation of multimedia support systems; use of multimedia technology in software engineering.

562. Automata Theory (3)

Prerequisite: Mathematics 245 or 521A.

Definition of finite automata. Classification of finite automaton definable languages. Minimization of finite automata. Nondeterministic finite automata. Sequential machines with output. Regular sets and expressions. Introduction to grammars.

564. Introduction to Computability (3)

Prerequisite: Mathematics 245 or 523.

Definition of algorithm by abstract (Turing) machines. Universal Turing machines. Primitive recursive and recursive functions. The equivalence of the computational power of Turing machines and recursive functions. Limitations and capabilities of computing machines; the halting problem.

566. Queuing Theory (3)

Prerequisites: Computer Science 108 and Statistics 550.

Performance prediction of computer networks and other systems (e.g., inventory control, customer service lines) via queuing theory techniques. Operational analysis.

570. Operating Systems (3) I, II

Prerequisites: Computer Science 310, 370, and knowledge of the C programming language.

File systems, processes, CPU scheduling, concurrent programming, memory management, protection. Relationship between the operating system and underlying architecture. Not acceptable for the M.S. degree in Computer Science.

571. UNIX Network Administration (3)

Prerequisite: Computer Science 470.

Network administration for UNIX workstations and servers. File server, mail server, boot server, and Web server. TC/IP administration, routing, subnetting, and NIS plus data base.

572. Microprocessor Architecture (3)

Prerequisites: Computer Science 370 and knowledge of the C programming language.

Architecture of state-of-the-art microprocessor. Internal pipeline, internal cache, external cache, and memory management. Programming a uniprocessor. Communication among computers in a distributed environment. Architecture and programming of a multiprocessor system.

574. Computer Security (3)

Prerequisites: Computer Science 310; Mathematics 245; Statistics 550; and credit or concurrent registration in Computer Science 570.

Principles of computer security and application of principles to operating systems, database systems, and computer networks. Topics include encryption techniques, access controls, and information flow controls.

575. Supercomputing for the Sciences (3)

Prerequisite: Extensive programming background in Fortran or C.

Interdisciplinary course, intended for all science and engineering majors. Advanced computing techniques developed for supercomputers. Overview of architecture, software tools, scientific computing and communications. Hands-on experience with CRAY.

576. Computer Networks and Distributed Systems (3)

Prerequisite: Credit or concurrent registration in Computer Science 570.

Local area networks and wide area networks; mechanisms for interprocess communication; rules for distribution of data and program functions.

578. ATM Networking (3)

Prerequisite: Computer Science 576.

Asynchronous transfer mode communication networks, including fundamental concepts, technologies, architectures, infrastructures, and interoperability of legacy technologies. Review of basic communication and networking concepts, including transmission media, multiplexing, link control protocols, and wide area networks.

580. Client-Server Programming (3)

Prerequisites: Computer Science 570 and knowledge of an object-oriented programming language. Recommended: Computer Science 576.

Client-server model, networking protocols for client-server programs, algorithmic issues in client-server programs, client-server protocols, implementing client-server applications.

581. Computational Linguistics (3)

(Same course as Linguistics 581.)

Prerequisites: Computer Science 320 or Linguistics 571; Linguistics 570 or Mathematics 245.

Basic concepts in computational linguistics including regular expressions, finite-state automata, finite-state transducers, weighted finite-state automata, and n-gram language models. Applications to phonology, orthography, morphology, syntax. Probabilistic models. Statistical techniques for speech recognition.

596. Advanced Topics in Computer Science (1-4) I, II

Prerequisite: Consent of instructor.

Selected topics in computer science. May be repeated with the approval of the instructor. See Class Schedule for specific content.

Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor's degree. Maximum credit of six units of 596 applicable to a bachelor's degree. Maximum combined credit of six units of 596 and 696 applicable to a 30-unit master's degree.

For additional courses useful to computer scientists, see:

Mathematics 541.	Introduction to Numerical Analysis and Computing
Mathematics 542.	Introduction to Numerical Solutions of Differential Equations
Mathematics 561.	Applied Graph Theory
Mathematics 579.	Combinatorics

GRADUATE COURSES

(Classified graduate standing is expected for all graduate courses.)

620A. Formal Languages and Syntactic Analysis I (3)

Prerequisites: Computer Science 310, 320 or 520, and 562.

Regular, context-free, context-sensitive, and general grammars. Corresponding machine model recognizers. Chomsky and Greibach normal forms. Closure, decidability and undecidability properties.

620B. Formal Languages and Syntactic Analysis II (3)

Prerequisite: Computer Science 620A.

Properties of deterministic context-free languages. Backtrack and matrix based general parsing techniques. LL(k) and LR(k) based parser generators. Precedence grammars.

632. Advanced Software Engineering (3)

Prerequisite: Computer Science 532.

Theoretical and practical concepts associated with the specification, design, testing, and maintenance of large software systems. Use of automated tools in engineering such systems.

635. Advanced Object-Oriented Design and Programming (3)

Prerequisites: Computer Science 535 and knowledge of an object-oriented programming language.

Advanced topics in object-oriented programming and design, code reuse, building class libraries, quality of objects, coupling, cohesion, design patterns, distributed objects.

650. Seminar in Artificial Intelligence (3)

Prerequisite: Computer Science 550.

General problem-solving programs, expert problem solving, game-playing programs, pattern recognition and natural language processing. Understanding vision, manipulation, computer decision. May be repeated with new content with approval of graduate adviser. Maximum credit six units applicable to a master's degree.

651. Advanced Multimedia Systems (3)

Prerequisite: Computer Science 561.

System aspects of multimedia authoring, browsing, and database subsystems. Formal models for hypermedia documents. Conversion of flat text into hypertext. Artificial intelligence in hypermedia systems. Architectures, design, and implementation of multimedia support systems. Use of multimedia technology in software engineering.

656. Advanced Robotics (3)

Prerequisite: Computer Science 556.

Computer-based techniques for low-, medium-, and high-level robot control including sequential and parallel schemes for robot dynamics, robot programming and robot task planning.

657. Intelligent Systems and Control (3)

Prerequisites: Computer Science 535 and 560 or Computer Science 530.

Genetic and evolutionary algorithms, genetic programming and applications, fuzzy logic and approximate reasoning, rule-based inference engines, intelligent path planning and applications to robotics, dynamic systems and their simulations using Simulink, conventional control and intelligent control, intelligent agents, autonomous and multi-agent systems.

660. Combinatorial Algorithms and Data Structures (3)

Prerequisite: Computer Science 560.

Algorithm design techniques. Network flow and matching. Complexity analysis. NP-completeness, reductions among NP-complete problems. Approximation algorithms for NP-complete problems such as the traveling salesman problem.

662. Theory of Parallel Algorithms (3)

Prerequisites: Computer Science 560 and Mathematics 254.

Models for parallel computation. Parallel algorithms for several common problems including sorting, searching, graph problems, and matrix problems. Complexity of parallel algorithms. Lower bounds on parallel complexity.

664. Theory of Computability (3)

Prerequisite: Computer Science 562 or 564.

Turing machines and other formal models of computation. Recursive function theory. The Ackermann function. Solvable and unsolvable problems.

670. Advanced Operating Systems (3)

Prerequisite: Computer Science 570.

Survey of advanced operating systems including distributed systems. Associated design issues. Case studies.

672. Microcomputer Software (3)

Prerequisite: Computer Science 572.

Design and implementation of a real time operating system for a state-of-the-art microprocessor. Applications of the operating system.

674. Advanced Computer Architecture (3)

Prerequisite: Computer Science 572.

Advanced computer architecture, including parallel and distributed architecture, and accompanying software and algorithmic issues.

683. Emerging Technologies (3)

Prerequisite: See Class Schedule for prerequisites.

Emerging technologies in computing. Issues and concepts underlying new technology. Hands on experience. May be repeated with new content. See Class Schedule for specific content. Maximum credit six units applicable to a master's degree.

689. Scientific Visualization (3)

Prerequisites: Computer Science 555 and Mathematics 254.

Cognitive principles governing effective design and analysis of data representations, design strategies for enhancing dimensionality and information density of visual portrayals of information; survey of and practice in use of available software tools for visualization.

696. Selected Topics in Computer Science (3)

Prerequisite: Consent of instructor.

Intensive study in specific areas of computer science. May be repeated with new content. See Class Schedule for specific content. Maximum combined credit of six units of 596 and 696 applicable to a 30-unit master's degree.

700. Applications of Computer Science (3)

Prerequisite: Classified graduate standing in mathematics or computer science.

Topic to be chosen from such applications as theorem proving, simulation, learning theory, graphics definition languages. May be repeated with new content. See Class Schedule for specific content. Maximum credit six units applicable to a master's degree.

790. Practicum in Teaching of Computer Science (1) Cr/NC

Prerequisite: Award of graduate teaching associateship in computer science.

Supervision in teaching computer science. Lecture writing, style of lecture presentation and alternatives, test and syllabus construction, and grading system. Not applicable to an advanced degree. Required for first semester GTA's. Maximum credit four units applicable to a master's degree.

797. Research (1-3) Cr/NC/RP

Prerequisite: Six units of graduate level computer science courses.

Research in computer science. Maximum credit six units applicable to a master's degree.

798. Special Study (1-3) Cr/NC/RP

Prerequisite: Consent of staff; to be arranged with department chair and instructor.

Individual study. Maximum credit six units applicable to a master's degree.

799A. Thesis or Project (3) Cr/NC/RP

Prerequisites: An officially appointed thesis committee and advancement to candidacy.

Preparation of a project or thesis for the master's degree.

799B. Thesis or Project Extension (0) Cr/NC

Prerequisite: Prior registration in Thesis or Project 799A with an assigned grade symbol of RP.

Registration required in any semester or term following assignment of RP in Course 799A in which the student expects to use the facilities and resources of the university; also student must be registered in the course when the completed thesis or project is granted final approval.

Drama

Refer to "Theatre Arts" in this section of the bulletin.