COMPUTER SCIENCE (Div III)
Chair: Professor Stephen Freund

- Jeannie R Albrecht, Professor of Computer Science
- Duane A. Bailey, A. Barton Hepburn Professor of Computer Science
- Daniel W. Barowy, Assistant Professor of Computer Science
- Marina Barsky, Visiting Associate Professor of Computer Science
- Rohit Bhattacharya, Assistant Professor of Computer Science
- Stephen N. Freund, Chair & John B. McCoy and John T. McCoy Professor of Computer Science
- Iris Howley, Assistant Professor of Computer Science; on leave 2021-2022
- Bill K. Jannen, Assistant Professor of Computer Science; on leave 2021-2022
- Samuel McCauley, Assistant Professor of Computer Science
- Kelly A. Shaw, Associate Professor of Computer Science
- Shikha Singh, Assistant Professor of Computer Science
- Aaron M. Williams, Assistant Professor of Computer Science

Computers and computation are pervasive in our society. They play enormously important roles in areas as diverse as education, science, business, and the arts. Understanding the nature of computation and exploring the great potential of computers are the goals of the discipline of computer science. A sample of the areas of research investigated by the Williams Department of Computer Science alone illustrates the vast range of topics that are of interest to computer scientists and computing professionals today. This includes: the use of computer-generated graphic images in the arts and as a tool for visualization in the sciences and other areas; the protocols that make transmission of information over the Internet possible; the design of revolutionary new computer languages that simplify the process of constructing complex programs for computers; the development of machine learning algorithms that can extract useful and even novel information from data that is too complex for humans to analyze; algorithms that can solve problems that were previously too hard to solve in a reasonable amount of time, just by giving up a little bit of optimality in the solution; the investigation of machine architectures and specific hardware aimed at making computing fast.

The department recognizes that students’ interests in computer science will vary widely. The department attempts to meet these varying interests through: (1) the major; (2) a selection of courses intended for those who are interested primarily in an introduction to computer science; (3) recommended course sequences for the non-major who wants a more extensive introduction to computer science in general or who seeks to develop some specific expertise in computing for application in some other discipline.

MAJOR

The goal of the major is to provide an understanding of algorithmic problem solving as well as the conceptual organization of computers and complex programs running on them. Emphasis is placed on the fundamental principles of computer science, building upon the mathematical and theoretical ideas underlying these principles. The introductory and core courses build a broad and solid base for understanding computer science. The more advanced courses allow students to sample a variety of specialized areas including graphics, artificial intelligence, computer architecture, networks, compiler design, human computer interaction, distributed systems, and operating systems. Independent study and honors work provide opportunities for students to study and conduct research on topics of special interest.

The major in Computer Science equips students to pursue a wide variety of career opportunities. It can be used as preparation for a career in computing, for graduate school, or to provide important background and techniques for the student whose future career will extend outside of computer science.

MAJOR REQUIREMENTS

Required Courses in Computer Science

A minimum of 8 courses is required in Computer Science, including the following:

Introductory Courses
- Computer Science 134 Introduction to Computer Science
- Computer Science 136 Data Structures and Advanced Programming
Core Courses

- Computer Science 237 Computer Organization
- Computer Science 256 Algorithm Design and Analysis
- Computer Science 334 Principles of Programming Languages
- Computer Science 361 Theory of Computation

Elective Courses

Two or more electives (bringing the total number of Computer Science courses to at least 8) chosen from 300- or 400-level courses in Computer Science. Computer Science courses with 9 as the middle digit (reading, research, and thesis courses) will normally not be used to satisfy the elective requirements. Students may petition the department to waive this restriction with good reason.

Required Courses in Mathematics

Any Mathematics or Statistics course at the 200-level or higher except for MATH 200

Required Proficiency in Discrete Mathematics

Students must demonstrate proficiency in discrete mathematics by either passing the departmental Discrete Mathematics Proficiency Exam or by earning a grade of C- or better in MATH 200. This requirement must be met by the end of the sophomore year.

The Discrete Mathematics Proficiency Exam may be taken at most twice and cannot be taken beyond the sophomore year. The exam may not be used to fulfill the requirement for a student who has taken the course pass/fail or who has received a letter grade below C- in Math 200.

Students considering pursuing a major in Computer Science are urged to take Computer Science 134 and to begin satisfying their mathematics requirements early. Note in particular that the Discrete Mathematics Proficiency requirement is a prerequisite for many advanced courses.

Students who take Computer Science 102T, 103, 107, or 109 may use that course as one of the two electives required for the major in Computer Science. Computer Science 102T, 103, 107, 109, and 134 are not open to students who have taken a Computer Science course numbered 136 or higher.

To be eligible for admission to the major, a student must have completed at least two Computer Science courses, including Computer Science 136, as well as fulfilled the Discrete Mathematics Proficiency Requirement by the end of the sophomore year. A Mathematics course at the 200-level or higher (except for MATH 200) must be completed by the end of the junior year. Students are urged to have completed two of the four core courses (Computer Science 237, 256, 334, and 361) by the end of the sophomore year and must normally have completed at least three out of the four core courses by the end of the junior year.

We encourage students to be intellectually engaged in our field beyond the formal structure of courses. As such, all computer science majors must attend at least twenty Computer Science colloquia. Juniors and seniors are encouraged to attend at least five during each semester they are present on campus. Prospective majors in their first and second years are also encouraged to attend. A student studying away on a program approved by the International Education and Study Away Office will receive four colloquium credits for each semester away, up to a total of eight credits.

With the advance permission of the department, two appropriate mathematics or statistics courses may be substituted for one Computer Science elective. Appropriate mathematics classes are those numbered 300 or above, and appropriate statistics courses are those numbered 200 or above. Other variations in the required courses, adapting the requirements to the special needs and interests of the individual student, may be arranged in consultation with the department.

LABORATORY FACILITIES

The Computer Science Department maintains five departmental computer laboratories for students taking Computer Science courses, as well as a lab that can be configured for teaching specialized topics such as robotics. The workstations in these laboratories also support student and faculty research in computer science.

THE DEGREE WITH HONORS IN COMPUTER SCIENCE

The degree with honors in Computer Science is awarded to students who have demonstrated outstanding intellectual achievement in a program of study extending beyond the requirements of the regular major. The principal considerations in recommending a student for the degree with honors will be: mastery of core material, ability to pursue independent study of computer science, originality in methods of investigation, and creativity in research.

Honors study is highly recommended for those students with strong academic records in computer science who wish to attend graduate school, pursue high-level industrial positions in computing, or who would simply like to experience research in computer science.

Prospective honors students are urged to consult with their departmental advisor at the time of registration in the spring of the sophomore or at the beginning of the junior year to arrange a program of study that could lead to the degree with honors. Such a program normally consists of Computer Science 493 and 494 and a WSP of independent research under the guidance of a Computer Science faculty member, culminating in a thesis that is
judged acceptable by the department. The program produces a significant piece of written work and often includes a major computer program. All honors candidates are required to give an oral presentation of their research in the Computer Science Colloquium in early spring semester.

Students considering honors work should obtain permission from the department before registering in the fall of the senior year. Formal admission to candidacy occurs at the beginning of the spring semester of the senior year and is based on promising performance in the fall semester and winter study units of honors work. Recommendations for the degree with honors will be made for outstanding performance in the three honors courses. Highest honors will be recommended for students who have displayed exceptional ability, achievement, or originality.

INTRODUCTORY COURSES

Computer Science 134 provides an introduction to computer science with a focus on developing computer programming skills. These skills are essential to most upper-level courses in the department. As a result, Computer Science 134 together with Computer Science 136, are required as a prerequisite to most advanced courses in the department. Those students intending to take several Computer Science courses are urged to take 134 early.

Those students interested in learning more about exciting new ideas in computer science, but not necessarily interested in developing extensive programming skills, should consider Computer Science 102 The Socio-Techno Web, 103 Electronic Textiles, 107 Creating Games, or 109 The Art and Science of Computer Graphics.

Students with significant programming experience should consider electing Computer Science 136 (see “Advanced Placement” below). Students are always welcome to contact a member of the department for guidance in selecting a first course.

COMPUTER SCIENCE 134
Introduction to Computer Science covers fundamental concepts in the design, implementation and testing of computer programs including loops, conditionals, functions, elementary data types and recursion. There is a strong focus on constructing correct, understandable and efficient programs in a structured language such as Java or Python.

STUDY ABROAD
Study abroad can be a wonderful experience. Students who hope to take computer science courses while abroad should discuss their plans in advance with the chair of the department or the departmental study away advisor. Students who plan to study away but do not expect to take courses toward the major should work with the department to create a plan to ensure that they will be able to complete the major. While study abroad is generally not an impediment to completing the major, students should be aware that certain computer science courses must be taken in a particular sequence and that not all courses are offered every semester (or every year). Students who wish to discuss their plans are invited to meet with any of the faculty in Computer Science.

FAQ
Students MUST contact departments/programs BEFORE assuming study away credit will be granted toward the major or concentration.

Can your department or program typically pre-approve courses for major/concentration credit?
Yes, in some cases, if appropriate course information is available in advance (e.g. syllabi and/or course descriptions), though students should be sure to contact the department.

What criteria will typically be used/required to determine whether a student may receive major/concentration credit for a course taken while on study away?
Course title and description, and complete syllabus, including readings and assignments.

Does your department/program place restrictions on the number of major/concentration credits that a student might earn through study away?
Yes. Typically no more than two CSCI courses and one Math course.

Does your department/program place restrictions on the types of courses that can be awarded credit towards your major?
No.

Are there specific major requirements that cannot be fulfilled while on study away?
No.

Are there specific major requirements in your department/program that students should be particularly aware of when weighing study away options? (Some examples might include a required course that is always taught in one semester, laboratory requirements.)
Yes. Many CSCI electives are not taught every year. Students should develop a plan to complete all major requirements and discuss them with the department prior to going abroad.
Give examples in which students thought or assumed that courses taken away would count toward the major or concentration and then learned they wouldn’t:

Students must have courses pre-approved prior to going abroad to ensure they meet the curricular goals and standards of the department.

ADVANCED PLACEMENT

Students with an extensive background in computer science are urged to take the Advanced Placement Examination in Computer Science. A score of 4 or better on the AP Computer Science A exam is normally required for advanced placement in Computer Science 136.

Students who wish to be placed in Computer Science 136 but who have not taken the Advanced Placement Examination should consult with the department. Such students should have had a good course in computer science using a structured language such as Java or Python.

PLANS OF STUDY FOR NON-MAJORS

The faculty in Computer Science believes that students can substantially enrich their academic experience by completing a coherent plan of study in one or more disciplines outside of their majors. With this in mind, we have attempted to provide students majoring in other departments with options in our department’s curriculum ranging from two-course sequences to collections of courses equivalent to what would constitute a minor at institutions that recognize such a concentration. Students interested in designing such a plan of study are invited to discuss their plans in detail with a member of the faculty. To assist students making such plans, we include some suggestions below.

Students seeking to develop an extensive knowledge of computer science without majoring in the department are encouraged to use the major requirements as a guide. In particular, the four core courses required of majors are intended to provide a broad knowledge of topics underlying all of computer science. Students seeking a concentration in Computer Science are urged to complete at least two of these courses followed by one of our upper-level electives. Such a program would typically require the completion of a total of five Computer Science courses in addition to the Discrete Mathematics Proficiency requirement.

There are several sequences of courses appropriate for those primarily interested in developing skills in programming for use in other areas. For general programming, Computer Science 134 followed by 136 and 256 will provide students with a strong background in algorithm and data structure design together with an understanding of issues of correctness and efficiency. Students of the Bioinformatics program are encouraged to take Computer Science 134 at a minimum, and should also consider Computer Science 136 and 256. The sequence of courses Computer Science 109 and 134 would provide sufficient competence in computer graphics for many students interested in applying such knowledge either in the arts or sciences.

There are, of course, many other alternatives. We encourage interested students to consult with the department chair or other members of the department’s faculty.

GENERAL REMARKS

Divisional Requirements

All Computer Science courses may be used to satisfy the Division III distribution requirement.

Alternate Year Courses

Computer Science 102T, 103, 107, 109, 315, 319, 326, 331, 333, 336T, 337T, 338, 339, 356T, 357, 358, 371, 373, 374T, 375, 376, 432, and 434T are each usually offered every other year. All other Computer Science courses are normally offered every year.

Course Numbering

The increase from 100, through 200 and 300, to 400 indicates in most instances an increasing level of maturity in the subject that is expected of students. Within a series, numeric order does not indicate the relative level of difficulty of courses. Rather, the middle digit of the course number (particularly in upper-level courses) generally indicates the area of computer science covered by the course.

Course Descriptions

Brief descriptions of the courses in Computer Science can be found below. More detailed information on the offerings in the department is available at http://www.cs.williams.edu/.

Courses Open on a Pass-Fail Basis

Students taking a Computer Science course on a pass-fail basis must meet all the requirements set for students taking the course on a graded basis.

With the permission of the department, any course offered by the department may be taken pass-fail (with the exception of tutorials), though courses graded with the pass-fail option may not be used to satisfy any of the major or honors requirements. However, with the permission of the department, courses taken in the department beyond those requirements may be taken on a pass-fail basis.
CSCI 102 (F) The Socio-Techno Web (QFR)

This course introduces many fundamental concepts in computer science by examining the social aspects of computing. As more and more people use the technologies and services available via the Internet, online environments like Facebook, Amazon, Google, Twitter, and blogs are flourishing. However, several of the problems related to security, privacy, and trust that exist in the real world transfer and become amplified in the virtual world created by the ubiquity and pervasiveness of the Internet. In this course, we will investigate how the social, technological, and natural worlds are connected, and how the study of networks sheds light on these connections. Topics include the structure of the Social Web and networks in general; issues such as virtual identity, personal and group privacy, trust evaluation and propagation, and online security; and the technology, economics, and politics of Web information and online communities. No background in computer science or programming is required or expected.

Class Format: groups of three or four
Requirements/Evaluation: tutorial discussions, presentations, problem sets and labs, a midterm exam, and a final project or paper
Prerequisites: none
Enrollment Limit: 18
Enrollment Preferences: first-year students and sophomores who have not previously taken a computer science course
Expected Class Size: 18
Grading: no pass/fail option, no fifth course option
Distributions: (D3) (QFR)
Not offered current academic year

CSCI 103 (F) Electronic Textiles (QFR)

Digital data is being infused throughout the entire physical world, escaping the computer monitor and spreading to other devices and appliances, including the human body. Electronic textiles, or eTextiles, is one of the next steps toward making everything interactive and this course aims to introduce learners to the first steps of developing their own wearable interactive technology devices. After completing a series of introductory eTextiles projects to gain practice in necessary sewing, circuitry, and programming skills, students will propose and design their own eTextiles projects, eventually implementing them with sewable Arduino components, and other found electronic components as needed. The scope of the project will depend on the individual's prior background, but can include everything from a sweatshirt with light-up turn signals for bicycling, to a wall banner that displays the current air quality of the room, to a stuffed animal that plays a tune when the lights go on, to whatever project you can conceivably accomplish with sewable Arduino inputs, outputs, and development board in a semester context. This class will introduce students to introductory computer programming, circuitry, and sewing with the goal of creating novel wearable artifacts that interact with the world.

Class Format: interspersed with hands-on activities in a computer lab
Requirements/Evaluation: weekly homework assignments and a final project
Prerequisites: none
Enrollment Limit: 20
Enrollment Preferences: students who have not previously taken a CSCI course
Expected Class Size: 20
Grading: yes pass/fail option, yes fifth course option
Materials/Lab Fee: a fee of $85 will be added to term bill to cover Lilypad Arduino components (Protosnap Plus Kit, battery holders switched and not-switched, sets of LEDs, temperature sensor, vibe board, tri-color LED), alligator test leads, and fabric scissors
Distributions: (D3) (QFR)
Quantitative/Formal Reasoning Notes: The course will teach students the basics of computer programming through projects in which quantitative/formal reasoning skills are practiced and evaluated.
Not offered current academic year

CSCI 134 (F)(S) Introduction to Computer Science (QFR)

This course introduces students to the science of computation by exploring the representation and manipulation of data and algorithms. We organize and transform information in order to solve problems using algorithms written in a modern object-oriented language. Topics include organization of data using objects and classes, and the description of processes using conditional control, iteration, methods and classes. We also begin the study of abstraction, self-reference, reuse, and performance analysis. While the choice of programming language and application area will vary in different
offerings, the skills students develop will transfer equally well to more advanced study in many areas. In particular, this course is designed to provide the programming skills needed for further study in computer science and is expected to satisfy introductory programming requirements in other departments.

**Requirements/Evaluation:** weekly programming projects, weekly written homeworks, and two examinations.

**Prerequisites:** none, except for the standard prerequisites for a (QFR) course; previous programming experience is not required

**Enrollment Limit:** 36 (12/lab)

**Enrollment Preferences:** if the course is over-enrolled, enrollment will be determined by lottery

**Expected Class Size:** 36

**Grading:** yes pass/fail option, yes fifth course option

**Unit Notes:** students with prior experience with object-oriented programming should discuss appropriate course placement with members of the department

**Distributions:** (D3) (QFR)

**Quantative/Formal Reasoning Notes:** This course includes regular and substantial problem sets, labs, and/or projects in which quantitative/formal reasoning skills are practiced and evaluated.

**Attributes:** COGS Interdepartmental Electives

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Fall 2021
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LEC Section: 01  MWF 10:00 am - 10:50 am  Jeannie R Albrecht

LEC Section: 02  MWF 9:00 am - 9:50 am  Shikha Singh

LAB Section: 03  M 1:10 pm - 2:25 pm  Shikha Singh

LAB Section: 04  T 1:10 pm - 2:25 pm  Jeannie R Albrecht

LAB Section: 05  M 1:10 pm - 2:25 pm  Kelly A. Shaw

LAB Section: 06  M 2:35 pm - 3:50 pm  Kelly A. Shaw

LAB Section: 07  T 1:10 pm - 2:25 pm  Kelly A. Shaw

LAB Section: 08  T 2:35 pm - 3:50 pm  Kelly A. Shaw

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Spring 2022
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LEC Section: 01  MWF 10:00 am - 10:50 am  Jeannie R Albrecht

LEC Section: 02  MWF 9:00 am - 9:50 am  Rohit Bhattacharya

LAB Section: 03  M 1:10 pm - 2:25 pm  Rohit Bhattacharya

LAB Section: 04  T 1:10 pm - 2:25 pm  Jeannie R Albrecht

LAB Section: 05  M 1:10 pm - 2:25 pm  Stephen N. Freund

LAB Section: 06  M 2:35 pm - 3:50 pm  Stephen N. Freund

LAB Section: 07  T 1:10 pm - 2:25 pm  Stephen N. Freund

LAB Section: 08  T 2:25 pm - 3:50 pm  Stephen N. Freund

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**CSCI 136  (F)(S)  Data Structures and Advanced Programming  (QFR)**

This course builds on the programming skills acquired in Computer Science 134. It couples work on program design, analysis, and verification with an introduction to the study of data structures. Data structures capture common ways in which to store and manipulate data, and they are important in the construction of sophisticated computer programs. Students are introduced to some of the most important and frequently used data structures: lists, stacks, queues, trees, hash tables, graphs, and files. Students will be expected to write several programs, ranging from very short programs to more elaborate systems. Emphasis will be placed on the development of clear, modular programs that are easy to read, debug, verify, analyze, and modify.

**Requirements/Evaluation:** programming and written assignments, quizzes, examinations

**Prerequisites:** CSCI 134 or equivalent; fulfilling the Discrete Mathematics Proficiency requirement is recommended, but not required

**Enrollment Limit:** 60 (12/lab)

**Enrollment Preferences:** if the course is over-enrolled, enrollment will be determined by lottery
Expected Class Size: 60

Grading: yes pass/fail option, no fifth course option

Distributions: (D3) (QFR)

Quantative/Formal Reasoning Notes: This course include regular and substantial problem sets, labs, and/or projects in which quantitative/formal reasoning skills are practiced and evaluated.

Attributes: BIGP Courses

Fall 2021
LEC Section: 01 MWF 9:00 am - 9:50 am Duane A. Bailey
LEC Section: 02 MWF 10:00 am - 10:50 am Duane A. Bailey
LEC Section: 03 MWF 11:00 am - 11:50 am Aaron M. Williams
LAB Section: 04 R 9:55 am - 11:10 am Duane A. Bailey
LAB Section: 05 R 1:10 pm - 2:25 pm Duane A. Bailey
LAB Section: 06 R 2:35 pm - 3:50 pm Aaron M. Williams
LAB Section: 07 W 1:10 pm - 2:25 pm Aaron M. Williams
LAB Section: 08 W 2:35 pm - 3:50 pm Duane A. Bailey

Spring 2022
LEC Section: 01 MWF 9:00 am - 9:50 am Daniel W. Barowy
LEC Section: 02 MWF 10:00 am - 10:50 am Samuel McCauley
LEC Section: 03 MWF 11:00 am - 11:50 am Samuel McCauley
LAB Section: 04 R 9:55 am - 11:10 am Samuel McCauley
LAB Section: 05 R 1:10 pm - 2:25 pm Samuel McCauley
LAB Section: 06 R 2:35 pm - 3:50 pm Daniel W. Barowy
LAB Section: 07 R 1:10 pm - 2:25 pm Daniel W. Barowy
LAB Section: 08 R 2:35 pm - 3:50 pm Samuel McCauley

CSCI 237 (F)(S) Computer Organization (QFR)
This course studies the basic instruction set architecture and organization of a modern computer. It provides a programmer's view of how computer systems execute programs, store information, and communicate. Over the semester the student learns the fundamentals of translating higher level languages into assembly language, and the interpretation of machine languages by hardware. At the same time, a model of computer hardware organization is developed from the gate level upward.

Requirements/Evaluation: weekly programming assignments and/or problem sets, quizzes, midterm and final exams

Prerequisites: CSCI 136

Enrollment Limit: 12 per lab

Enrollment Preferences: current or expected Computer Science majors

Expected Class Size: 24

Grading: no pass/fail option, no fifth course option

Distributions: (D3) (QFR)

Quantative/Formal Reasoning Notes: The course will consist of programming assignments and problem sets in which quantitative/formal reasoning skills are practiced and evaluated.

Fall 2021
LEC Section: 01 MWF 12:00 pm - 12:50 pm Kelly A. Shaw
LAB Section: 02 R 9:55 am - 11:10 am Kelly A. Shaw
LAB Section: 03 R 11:20 am - 12:35 pm Kelly A. Shaw
CSCI 256  (F)(S)  Algorithm Design and Analysis  (QFR)

This course investigates methods for designing efficient and reliable algorithms. By carefully analyzing the structure of a problem within a mathematical framework, it is often possible to dramatically decrease the computational resources needed to find a solution. In addition, analysis provides a method for verifying the correctness of an algorithm and accurately estimating its running time and space requirements. We will study several algorithm design strategies that build on data structures and programming techniques introduced in Computer Science 136. These include greedy, divide-and-conquer, dynamic programming, and network flow algorithms. Additional topics of study include algorithms on graphs and strategies for handling potentially intractable problems.

Requirements/Evaluation: Problem sets, midterm and final examinations
Prerequisites: CSCI 136 and fulfillment of the Discrete Mathematics Proficiency requirement
Enrollment Limit: 24
Enrollment Preferences: Preference will be given to students who need the class in order to complete the major. Ties will be broken by seniority (seniors first, then juniors, etc.).
Expected Class Size: 24
Grading: no pass/fail option, no fifth course option
Distributions: (D3) (QFR)
Quantative/Formal Reasoning Notes: This course will have weekly problem sets in which students will formally prove statements about the behavior and performance of algorithms. In short, the course is about applying abstract and mathematical reasoning to the study of algorithms and computation.

Fall 2021
LEC Section: 01    MWF 11:00 am - 11:50 am    Marina Barsky
LEC Section: 02    MWF 12:00 pm - 12:50 pm    Marina Barsky

Spring 2022
LEC Section: 01    MWF 12:00 pm - 12:50 pm

CSCI 315  (F)  Computational Biology
Cross-listings: CSCI 315  PHYS 315

Secondary Cross-listing
This course will provide an overview of Computational Biology, the application of computational, mathematical, statistical, and physical problem-solving techniques to interpret the rapidly expanding amount of biological data. Topics covered will include database searching, DNA sequence alignment, clustering, RNA structure prediction, protein structural alignment, methods of analyzing gene expression, networks, and genome assembly using techniques such as string matching, dynamic programming, hidden Markov models, and expectation-maximization.

Requirements/Evaluation: weekly Python programming assignments, code reviews, problem sets, a few quizzes and a final project
Prerequisites: programming experience (e.g., CSCI 136), mathematics (PHYS/MATH 210 or MATH 150), and physical science (PHYS 142 or 151, or CHEM 151 or 153 or 155), or permission of instructor
Enrollment Limit: 10
Enrollment Preferences: based on seniority
Expected Class Size: 8
CSCI 319 (S) Integrative Bioinformatics, Genomics, and Proteomics Lab (QFR)

Secondary Cross-listing

What can computational biology teach us about cancer? In this lab-intensive experience for the Genomics, Proteomics, and Bioinformatics program, computational analysis and wet-lab investigations will inform each other, as students majoring in biology, chemistry, computer science, mathematics/statistics, and physics contribute their own expertise to explore how ever-growing gene and protein data-sets can provide key insights into human disease. In this course, we will take advantage of one well-studied system, the highly conserved Ras-related family of proteins, which play a central role in numerous fundamental processes within the cell. The course will integrate bioinformatics and molecular biology, using database searching, alignments and pattern matching, and phylogenetics to reconstruct the evolution of gene families by focusing on the gene duplication events and gene rearrangements that have occurred over the course of eukaryotic speciation. By utilizing high throughput approaches to investigate genes involved in the inflammatory and MAPK signal transduction pathways in human colon cancer cell lines, students will uncover regulatory mechanisms that are aberrantly altered by siRNA knockdown of putative regulatory components. This functional genomic strategy will be coupled with independent projects using phosphorylation-state specific antisera to test our hypotheses. Proteomic analysis will introduce the students to de novo structural prediction and threading algorithms, as well as data-mining approaches and Bayesian modeling of protein network dynamics in single cells. Flow cytometry and mass spectrometry may also be used to study networks of interacting proteins in colon tumor cells.

Class Format: two afternoons of lab, with one hour of lecture, per week. In most weeks, we will meet one day for lecture discussions.

Requirements/Evaluation: lab participation, several short homework assignments, one lab report, a programming project, and a grant proposal

Prerequisites: BIOL 202; students who have not taken BIOL 202 but have taken BIOL 101 and a CSCI course, or CSCI/PHYS 315, may enroll with permission of instructor. No prior computer programming experience is required.

Enrollment Limit: 12

Enrollment Preferences: seniors, then juniors, then sophomores

Expected Class Size: 12

Grading: yes pass/fail option, yes fifth course option

Unit Notes: does not satisfy the distribution requirement for the Biology major

Distributions: (D3) (QFR)

This course is cross-listed and the prefixes carry the following divisional credit:
MATH 319 (D3) CHEM 319 (D3) BIOL 319 (D3) PHYS 319 (D3) CSCI 319 (D3)

Quantative/Formal Reasoning Notes: Through lab work, homework sets and a major project, students will learn or further develop their skills in programming in Python, and about the basis of Bayesian approaches to phylogenetic tree estimation.

Attributes: BIGP Courses BIMO Interdepartmental Electives

Not offered current academic year

CSCI 326 (S) Software Methods (QFR)

Sophisticated software systems play a prominent role in many aspects of our lives, and while programming can be a very creative and exciting process, building a reliable software system of any size is no easy feat. Moreover, the ultimate outcome of any programming endeavor is likely to be incomplete, unreliable, and unmaintainable unless principled methods for software construction are followed. This course explores those methods. Specific topics include: software processes; specifying requirements and verifying correctness; abstractions; design principles; software architectures; concurrent scalable systems design; testing and debugging; and performance evaluation.
CSCI 331  (F) Introduction to Computer Security  (QFR)
This class explores common vulnerabilities in computer systems, how attackers exploit them, and how systems engineers design defenses to mitigate them. The goal is to be able to recognize potential vulnerabilities in one's own software and to practice defensive design. Hands-on experience writing assembly language and C code to inspect and modify the low-level operation of running programs is emphasized. Finally, regular reading and writing assignments round out the course to help students understand the cultural and historical background of the computer security "arms race."

Class Format: This course has twice-weekly lecture meetings as well as a weekly lab meeting.

Requirements/Evaluation: weekly reading responses, lab assignments, midterm exam, and final project
Prerequisites: CSCI 136 and CSCI 237
Enrollment Limit: 24(12/lab)
Enrollment Preferences: upper-level students
Expected Class Size: 24
Grading: no pass/fail option, no fifth course option
Distributions: (D3) (QFR)
Quantative/Formal Reasoning Notes: This course include regular and substantial problem sets and labs in which quantitative/formal reasoning skills are practiced and evaluated.

Fall 2021
LEC Section: 01  MR 2:35 pm - 3:50 pm  Daniel W. Barowy
LAB Section: 02  W 1:10 pm - 2:25 pm  Daniel W. Barowy
LAB Section: 03  W 2:35 pm - 3:50 pm  Daniel W. Barowy

CSCI 333  (S) Storage Systems  (QFR)
This course will examine topics in the design, implementation, and evaluation of storage systems. Topics include the memory hierarchy; ways that data is organized (both logically and physically); storage hardware and its influence on storage software designs; data structures; performance models; and system measurement/evaluation. Readings will be taken from recent technical literature, and an emphasis will be placed on identifying and evaluating design trade-offs.

Class Format: Lecture content will be through asynchronously viewed video modules. Two scheduled conference sections will each meet twice per week. They will be used for synchronous conference meetings that include discussions, activities, and programming tasks. One conference section will be in-person and one will be remote. Students should sign up for the lecture section and one conference section.

Requirements/Evaluation: programming assignments, quizzes, midterm examination, and a final project
Prerequisites: CSCI 136; CSCI 237 or permission of instructor
Enrollment Limit: 40
Enrollment Preferences: current Computer Science majors, students with research experience or interest
Expected Class Size: 40
Grading: yes pass/fail option, no fifth course option
Distributions: (D3) (QFR)
Quantative/Formal Reasoning Notes: This course will have students develop quantitative/formal reasoning skills through problem sets and
CSCI 334  (F)(S)  Principles of Programming Languages  (QFR)
This course examines the concepts and structures governing the design and implementation of programming languages. It presents an introduction to the concepts behind compilers and run-time representations of programming languages; features of programming languages supporting abstraction and polymorphism; and the procedural, functional, object-oriented, and concurrent programming paradigms. Programs will be required in languages illustrating each of these paradigms.

Requirements/Evaluation:  weekly problem sets and programming assignments, a midterm examination, and a final examination
Prerequisites:  CSCI 136
Enrollment Limit:  24
Enrollment Preferences:  current or expected Computer Science majors
Expected Class Size:  24
Grading:  yes pass/fail option, no fifth course option
Distributions:  (D3)  (QFR)
Quantitative/Formal Reasoning Notes:  This course include regular and substantial problem sets and labs in which quantitative/formal reasoning skills are practiced and evaluated.

Fall 2021
LEC Section:  01    TR 9:55 am - 11:10 am    Stephen N. Freund
Spring 2022
LEC Section:  01    TR 9:55 am - 11:10 am    Daniel W. Barowy

CSCI 336  (F)  Computer Networks  (QFR)
This course explores the design and implementation of computer networks. Topics include wired and wireless networks; techniques for efficient and reliable encoding and transmission of data; addressing schemes and routing mechanisms; resource allocation for bandwidth sharing; and security issues. An important unifying themes is the distributed nature of all network problems. We will examine the ways in which these issues are addressed by current protocols such as TCP/IP and 802.11 WiFi.

Class Format:  groups of three or four
Requirements/Evaluation:  problem sets, programming assignments, and midterm and final examinations
Prerequisites:  CSCI 136 and 237
Enrollment Limit:  18
Enrollment Preferences:  current or expected Computer Science majors
Expected Class Size:  18
Grading:  no pass/fail option, no fifth course option
Distributions:  (D3)  (QFR)
Not offered current academic year

CSCI 337  (S)  Digital Design and Modern Architecture  (QFR)
This tutorial course considers topics in the low-level design of modern architectures. Course meetings will review problems of designing effective architectures including instruction-level parallelism, branch-prediction, caching strategies, and advanced ALU design. Readings will be taken from recent technical literature. Labs will focus on the development of custom CMOS circuits to implement projects from gates to bit-sliced ALUs. Final group projects will develop custom logic demonstrating concepts learned in course meetings.

Class Format:  groups of three or four
Requirements/Evaluation:  microprocessor design projects, participation in tutorial meetings, and examinations
Prerequisites:  CSCI 237
CSCI 338  (F)  Parallel Processing  (QFR)
This course explores different parallel programming paradigms used for writing applications on today's parallel computer systems. The course will introduce concurrency (i.e. multiple simultaneous computations) and the synchronization primitives that allow for the creation of correct concurrent applications. It will examine how a variety of systems organize parallel processing resources and enable users to write parallel programs for these systems. Covered programming paradigms will include multiprogramming with processes, message passing, threading in shared memory multiprocessors, vector processing, graphics processor programming, transactions, MapReduce, and other forms of programming for the cloud. Class discussion is based on assigned readings. Assignments provide students the opportunity to develop proficiency in writing software using different parallel programming paradigms.

Requirements/Evaluation: homework assignments, programming projects, and up to two exams
Prerequisites: CSCI 136 or equivalent programming experience, and CSCI 237, or permission of instructor

CSCI 339  (S)  Distributed Systems  (QFR)
This course studies the key design principles of distributed systems, which are collections of independent networked computers that function as single coherent systems. Covered topics include communication protocols, processes and threads, naming, synchronization, consistency and replication, fault tolerance, and security. Students also examine some specific real-world distributed systems case studies, including Google and Amazon. Class discussion is based on readings from the textbook and research papers. The goals of this course are to understand how large-scale computational systems are built, and to provide students with the tools necessary to evaluate new technologies after the course ends.

Requirements/Evaluation: weekly homework assignments, midterm exam, 3 major programming projects, and a final project
Prerequisites: CSCI 237

CSCI 356  (F)  Advanced Algorithms  (QFR)
This course explores advanced concepts in algorithm design, algorithm analysis and data structures. Areas of focus will include algorithmic complexity, randomized and approximation algorithms, geometric algorithms, and advanced data structures. Topics will include combinatorial
algorithms for packing, and covering problems, algorithms for proximity and visibility problems, linear programming algorithms, approximation schemes, hardness of approximation, search, and hashing.

**Class Format:** this class will follow the meeting structure of a tutorial, with groups of three or four

**Requirements/Evaluation:** weekly problem sets, several small programming projects, weekly paper summaries, and a small, final project

**Prerequisites:** CSCI 256; CSCI 361 is recommended but not required

**Enrollment Limit:** 10

**Enrollment Preferences:** current or expected Computer Science majors

**Expected Class Size:** 10

**Grading:** no pass/fail option, no fifth course option

**Distributions:** (D3) (QFR)

**Quantitative/Formal Reasoning Notes:** This class has regular and substantial problem sets in which quantitative/formal reasoning skills are practiced and evaluated.

*Not offered current academic year*

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**CSCI 357 (S) Algorithmic Game Theory (QFR)**

This course focuses on topics in game theory and mechanism design from a computational perspective. We will explore questions such as: how to design algorithms that incentivize truthful behavior, that is, where the participants have no incentive to cheat? Should we let drivers selfishly minimize their commute time or let a central algorithm direct traffic? Does Arrow's impossibility result mean that all voting protocols are doomed? The overarching goal of these questions is to understand and analyze selfish behavior and whether it can or should influence system design. Students will learn how to model and reason about incentives in computational systems both theoretically and empirically. Topics include types of equilibria, efficiency of equilibria, auction design and mechanism design with money, two-sided markets and mechanism design without money, incentives in computational applications such as P2P systems, and computational social choice.

**Requirements/Evaluation:** weekly problem sets and/or programming assignments, two midterm exams, and a final project.

**Prerequisites:** CSCI 256

**Enrollment Limit:** 24

**Enrollment Preferences:** current or expected Computer Science majors

**Expected Class Size:** 24

**Grading:** no pass/fail option, no fifth course option

**Distributions:** (D3) (QFR)

**Quantitative/Formal Reasoning Notes:** The course will consist problem sets and programming assignments in which quantitative/formal reasoning skills are practiced and evaluated.

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**Spring 2022**

**LEC Section: 01**  MR 2:35 pm - 3:50 pm  Shikha Singh

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**CSCI 358 (F) Applied Algorithms (QFR)**

This course is about bridging the gap between theoretical running time and writing fast code in practice. The course is divided into two basic topics. The first is algorithmic: we will discuss some of the most useful tools in a coder's toolkit. This includes topics like randomization (hashing, filters, approximate counters), linear and convex programming, similarity search, and cache-efficient algorithms. Our goal is to talk about why these efficient algorithms make seemingly difficult problems solvable in practice. The second topic is applications: we will discuss how to implement algorithms in an efficient way that takes advantage of modern hardware. Specific topics covered will include blocking, loop unrolling, pipelining, as well as strategies for performance analysis. Projects and assessments will include both basic theoretical aspects (understanding why the algorithms we discuss actually work), and practical aspects (implementing the algorithms we discuss to solve important problems, and optimizing the code so it runs as quickly as possible).

**Requirements/Evaluation:** Over the course of each week, there will be either an assignment or a mini-midterm. Assignments and mini-midterms have similar structure, with both a coding and problem set component, but mini-midterms will be weighted more heavily and must be completed individually. There will also be a take home final at the end of the year.
Prerequisites: CSCI 256 and CSCI 237
Enrollment Limit: 24
Enrollment Preferences: current or expected Computer Science majors
Expected Class Size: 24
Grading: no pass/fail option, no fifth course option
Distributions: (D3) (QFR)
Quantative/Formal Reasoning Notes: The course will consist of programming assignments and problem sets in which quantitative/formal reasoning skills are practiced and evaluated.

Fall 2021
LEC Section: 01    MR 1:10 pm - 2:25 pm    Samuel McCauley

CSCI 361 (F)(S) Theory of Computation (QFR)
Cross-listings: MATH 361 CSCI 361
Primary Cross-listing
This course introduces a formal framework for investigating both the computability and complexity of problems. We study several models of computation including finite automata, regular languages, context-free grammars, and Turing machines. These models provide a mathematical basis for the study of computability theory--the examination of what problems can be solved and what problems cannot be solved--and the study of complexity theory--the examination of how efficiently problems can be solved. Topics include the halting problem and the P versus NP problem.
Class Format: Lecture content will be delivered through asynchronously viewed video modules. Conference sections meeting twice per week will be used for synchronous discussions. Students should sign up for lecture and one conference section.
Requirements/Evaluation: online multiple choice and short answer questions, weekly problem sets in groups, a research project, and a final examination
Prerequisites: CSCI 256 or both a 300-level MATH course and permission of instructor
Enrollment Limit: 24(12/con)
Enrollment Preferences: current or expected Computer Science majors
Expected Class Size: 24
Grading: no pass/fail option, no fifth course option
Distributions: (D3) (QFR)
This course is cross-listed and the prefixes carry the following divisional credit:
MATH 361 (D3) CSCI 361 (D3)
Quantative/Formal Reasoning Notes: This course include regular and substantial problem sets in which quantitative/formal reasoning skills are practiced and evaluated.
Attributes: COGS Interdepartmental Electives

Fall 2021
LEC Section: 01    ASYN    Aaron M. Williams
CON Section: 02    TF 1:10 pm - 2:25 pm    Aaron M. Williams
CON Section: 03    MR 1:10 pm - 2:25 pm    Aaron M. Williams

Spring 2022
LEC Section: 01    ASYN    Aaron M. Williams
CON Section: 02    TF 1:10 pm - 2:25 pm    Aaron M. Williams
CON Section: 03    MR 1:10 pm - 2:25 pm    Aaron M. Williams

CSCI 370 Machine Learning: Algorithms and Applications (QFR)
The course introduces students to the fascinating field of Machine Learning. Machine Learning is a subset of Artificial Intelligence which studies learning algorithms - the algorithms that once set up make it possible for a machine to learn on its own without being explicitly instructed. The first half of the course (Algorithms) covers basic Machine Learning algorithms and the Math behind them: Stochastic Optimizations, Decision Trees, Memory-based Reasoning, Bayesian Belief Networks, Clustering, Associations, and Neural Nets. We will follow the logic behind these algorithms and implement them in pure Python. Students are expected to have some background in Statistics and Linear Algebra, however all the required Math fundamentals will be provided in the form of short primers. The second part (Applications) is fully dedicated to solving real-life predictive problems in a series of extensive Data Science labs. We will use the implementation of the ML algorithms from the sklearn Python library. This exploratory activity culminates in an open-ended student project inspired by student interests. Students will be exposed to applications of Machine Learning to Science, Humanities and real-life. By the end of the course they will acquire a toolbox for exploring a modern world full of digital data and making their own discoveries. The ambitious far-reaching implicit objective includes developing interest in Math as a discovery tool, learning how to handle ambiguity, and better understanding and formalizing mental models of learning.

**Requirements/Evaluation:** Regular problem sets and/or programming labs; weekly quizzes; and a final project.

**Prerequisites:** Math 150/151, CSCI 256, and some fluency in the Python programming language. Recommended: MATH 250 and STAT 201 or above. This class cannot be taken by students who have completed CSCI 374.

**Enrollment Limit:** 24

**Enrollment Preferences:** current or expected Computer Science majors.

**Expected Class Size:** 24

**Grading:**

**Distributions:** (D3) (QFR)

**Quantitative/Formal Reasoning Notes:** This course includes regular and substantial assignments in which quantitative/formal reasoning skills are practiced and evaluated.

**Not offered current academic year**

**CSCI 373 (S) Artificial Intelligence (QFR)**

Artificial Intelligence (AI) has become part of everyday life, but what is it, and how does it work? This course introduces theories and computational techniques that serve as a foundation for the study of artificial intelligence. Potential topics include the following: Problem solving by search, Logic, Planning, Constraint satisfaction problems, Uncertainty and probabilistic reasoning, Bayesian networks, and Automated Learning.

**Requirements/Evaluation:** several programming projects in the first half of the semester and a larger project spanning most of the second half of the semester; reading responses and discussion; midterm examination

**Prerequisites:** CSCI 136 and (CSCI 256 or permission of instructor)

**Enrollment Limit:** 24

**Enrollment Preferences:** current or expected Computer Science majors

**Expected Class Size:** 24

**Grading:** no pass/fail option, no fifth course option

**Distributions:** (D3) (QFR)

**Attributes:** COGS Interdepartmental Electives

**Not offered current academic year**

**CSCI 374 (S) Machine Learning (QFR)**

This tutorial examines the design, implementation, and analysis of machine learning algorithms. Machine Learning is a field that derives from Artificial Intelligence, Statistics, and others, and aims to develop algorithms that will improve a system's performance. Improvement might involve acquiring new factual knowledge from data, learning to perform a new task, or learning to perform an old task more efficiently or effectively. This tutorial will cover examples of supervised learning algorithms (including Bayesian approaches, support vector machines, and neural networks -- both deep and traditional), unsupervised learning algorithms (including k-means and expectation maximization), and possibly reinforcement learning algorithms (such as Q learning and temporal difference learning). It will also introduce methods for the evaluation of learning algorithms, as well as topics in computational learning theory and ethics.

**Class Format:** Though this course will be offered remotely by the instructor, pairs of students on campus may choose to meet in person for their tutorial sessions. If so, a classroom will be scheduled for them by the instructor.
Requirements/Evaluation: presentations, problem sets, programming exercises, empirical analyses of algorithms, critical analysis of current literature; the final two weeks are focused on a project of the student's design.

Prerequisites: CSCI 136 and CSCI 256 or permission of instructor

Enrollment Limit: 10

Enrollment Preferences: Computer Science majors

Expected Class Size: 10

Grading: no pass/fail option, no fifth course option

Distributions: (D3) (QFR)

Quantative/Formal Reasoning Notes: This course heavily relies on discrete mathematics, calculus, and elementary statistics. Students will be proving theorems, among many other mathematically oriented assignments. Additionally, they will be programming, which involves analytical and logical thinking.

Attributes: COGS Interdepartmental Electives

Not offered current academic year

CSCI 375  (F)  Natural Language Processing  (QFR)
Natural language processing is a branch of computer science that studies methods for analyzing and generating written or spoken human language. It is a rapidly developing field that has given rise to many useful applications including search engines, speech recognizers, and automated personal assistants. Potential topics include information retrieval, information extraction, question answering, and language models.

Requirements/Evaluation: exams, problem sets, and programming projects

Prerequisites: CSCI 136 and (CSCI 256 or permission of instructor)

Enrollment Limit: 24

Expected Class Size: 24

Grading: no pass/fail option, no fifth course option

Distributions: (D3) (QFR)

Not offered current academic year

CSCI 376  (F)  Human-Computer Interaction

Cross-listings: STS 376  CSCI 376

Primary Cross-listing
Human-Computer Interaction (HCI) principles are practiced in the design and evaluation of most software, greatly impacting the lives of anyone who uses interactive technology and other products. There are many ways to design and build applications for people, so what methods can increase the likelihood that our design is the most useful, intuitive, and enjoyable? This course provides an introduction to the field of human-computer interaction, through a user-centered approach to designing and evaluating interactive systems. HCI draws on methods from computer science, the social and cognitive sciences, and interaction design. In this course we will use these methods to: ideate and propose design problems, study existing systems and challenges, explore design opportunities and tradeoffs, evaluate and improve designs, and communicate design problems and solutions to varying audiences.

Requirements/Evaluation: course projects, in-class group work/participation, and exams

Prerequisites: CSCI 136

Enrollment Limit: 24

Enrollment Preferences: current or expected Computer Science majors

Expected Class Size: 24

Grading: no pass/fail option, no fifth course option

Distributions: (D3)

This course is cross-listed and the prefixes carry the following divisional credit:
STS 376 (D2) CSCI 376 (D3)

Not offered current academic year
CSCI 377 (S) Human Work in Computational Systems  (QFR)

Cross-listings:  CSCI 377  STS 375

Primary Cross-listing

As far as we know, the technological singularity has not yet arrived. Therefore, humans remain a part of our current computation pipeline. However, the role humans play varies greatly: self-driving cars aim to have human involvement only in development and emergencies, whereas educational tools are built for constant human involvement. In this course, we broadly explore human work within computational systems through topics such as crowdsourcing, educational technology, citizen science, human computation, open-source software, micro-labor markets, and online gaming. Students should expect broad exposure to a wide variety of human computing topics and group projects on building and evaluating computational systems that use human work.

Class Format: Lectures will be held on Wednesday and Friday each week. Conference sections will each meet once per week. Students should sign up for the lecture section and one conference.

Requirements/Evaluation:  Course projects, in-class group work/participation, weekly written homework assignments/readings.

Prerequisites:  CSCI 136

Enrollment Limit:  20

Enrollment Preferences:  Preference for current CS majors

Expected Class Size:  20

Grading:  yes pass/fail option,  no fifth course option

Materials/Lab Fee:  $75 for purchase of software and work on crowdsourcing platforms.

Distributions:  (D3) (QFR)

This course is cross-listed and the prefixes carry the following divisional credit:
CSCI 377 (D3) STS 375 (D3)

Quantative/Formal Reasoning Notes:  This course includes regular homework and projects in which quantitative/formal reasoning skills are practiced and evaluated.

Not offered current academic year

CSCI 378 (S) Human Artificial Intelligence Interaction

Cross-listings:  STS 378  CSCI 378

Primary Cross-listing

Artificial intelligence (AI) is already transforming society and every industry today. In order to ensure that AI serves the collective needs of humanity, we as computer scientists must guide AI so that it has a positive impact on the human experience. This course is an introduction to harnessing the power of AI so that it benefits people and communities. We will cover a number of general topics such as: agency and initiative, AI and ethics, bias and transparency, confidence and errors, human augmentation and amplification, trust and explainability, and mixed-initiative systems. We explore these topics via readings and projects across the AI spectrum, including: dialog and speech-controlled systems, computer vision, data science, recommender systems, text summarization, and UI personalization, among others.

Class Format: There is no scheduled time for lectures. They will be available for asynchronous viewing. Each conference section will meet once per week, on either Tuesday or Wednesday. Students should sign up for lecture and one conference.

Requirements/Evaluation:  homework, programming assignments, group work, participation, and quizzes

Prerequisites:  CSCI 136, and at least one of CSCI 237, 256, or 334

Enrollment Limit:  20(8/conf)

Enrollment Preferences:  current or expected Computer Science majors

Expected Class Size:  20

Grading:  yes pass/fail option,  no fifth course option

Distributions:  (D3)

This course is cross-listed and the prefixes carry the following divisional credit:
STS 378 (D2) CSCI 378 (D3)
CSCI 379  (F)(S)  Causal Inference  (QFR)
Does X cause Y? If so, how? And what is the strength of this causal relation? Seeking answers to such causal (as opposed to associational) questions is a fundamental human endeavor; the answers we find can be used to support decision-making in various settings such as healthcare and public policy. But how does one tease apart causation from association--early in our statistical education we are taught that "correlation does not imply causation." In this course, we will re-examine this phrase and learn how to reason with confidence about the validity of causal conclusions drawn from messy real-world data. We will cover core topics in causal inference including causal graphical models, unsupervised learning of the structure of these models, expression of causal quantities as functions of observed data, and robust/efficient estimation of these quantities using statistical and machine learning methods. Concepts in the course will be contextualized via regular case studies.

Requirements/Evaluation:  Problem sets, programming exercises, empirical analyses, case studies, and a final project.
Prerequisites:  CSCI 136, and either CSCI 256 or STAT 201/202.

Enrollment Limit:  24
Enrollment Preferences:  Computer science majors and prospective majors.
Expected Class Size:  24
Grading:  no pass/fail option,  no fifth course option
Distributions:  (D3)  (QFR)

Quantitative/Formal Reasoning Notes:  This course heavily relies on discrete mathematics, algorithms, and elementary statistics. There will be regular assignments requiring rigorous quantitative or formal reasoning.
Attributes:  COGS Interdepartmental Electives

Fall 2021
LEC Section: 01    TF 1:10 pm - 2:25 pm     Rohit Bhattacharya

Spring 2022
LEC Section: 01    TF 1:10 pm - 2:25 pm     Rohit Bhattacharya

CSCI 397  (F)  Independent Reading: Computer Science
Directed independent reading in Computer Science.

Requirements/Evaluation:  To be determined by supervising faculty member.
Prerequisites:  permission of department
Enrollment Limit:  none
Enrollment Preferences:  none
Expected Class Size:  NA
Grading:  yes pass/fail option,  yes fifth course option
Distributions:  (D3)

Fall 2021
IND Section: 01    TBA     Stephen N. Freund

CSCI 398  (S)  Independent Reading: Computer Science
Directed independent reading in Computer Science.

Requirements/Evaluation:  To be determined by supervising faculty member.
Prerequisites:  permission of department
Enrollment Limit:  none
Enrollment Preferences:  none
CSCI 432 (S) Operating Systems (QFR)
This course explores the design and implementation of computer operating systems. Topics include historical aspects of operating systems development, systems programming, process scheduling, synchronization of concurrent processes, virtual machines, memory management and virtual memory, I/O and file systems, system security, os/architecture interaction, and distributed operating systems.

Requirements/Evaluation: several implementation projects that will include significant programming, as well as written homework, and up to two exams
Prerequisites: CSCI 237 and either CSCI 256 or 334
Enrollment Limit: 24
Enrollment Preferences: current or expected Computer Science majors
Expected Class Size: 24
Grading: no pass/fail option, no fifth course option
Distributions: (D3) (QFR)
Quantitative/Formal Reasoning Notes: The course will consist of substantial problem sets and/or programming assignments in which quantitative/formal reasoning skills are practiced and evaluated.

CSCI 434 (S) Compiler Design (QFR)
This tutorial covers the principles and practices for the design and implementation of compilers and interpreters. Topics include all stages of the compilation and execution process: lexical analysis; parsing; symbol tables; type systems; scope; semantic analysis; intermediate representations; run-time environments and interpreters; code generation; program analysis and optimization; and garbage collection. The course covers both the theoretical and practical implications of these topics. Students will construct a full compiler for a simple object-oriented language.
Class Format: groups of three or four
Requirements/Evaluation: presentations, problem sets, a substantial implementation project, and two exams
Prerequisites: CSCI 237 and 256 CSCI 334 is recommended, but not required
Enrollment Limit: 10
Enrollment Preferences: current or expected Computer Science majors
Expected Class Size: 10
Grading: no pass/fail option, no fifth course option
Distributions: (D3) (QFR)
Not offered current academic year

CSCI 441 (F) Information Theory and Applications
Cross-listings: MATH 441 CSCI 441 STAT 441
Secondary Cross-listing
What is information? And how do we communicate information effectively? This course will introduce students to the fundamental ideas of Information Theory including entropy, communication channels, mutual information, and Kolmogorov complexity. These ideas have surprising connections to a fields as diverse as physics (statistical mechanics, thermodynamics), mathematics (ergodic theory and number theory), statistics and machine learning (Fisher information, Occam's razor), and electrical engineering (communication theory).

Requirements/Evaluation: Weekly homeworks, midterm(s), final exam.

Prerequisites: Math/Stat 341; Math 150 or 151; or permission of instructor.

Enrollment Limit: 30

Enrollment Preferences: Seniors; mathematics and statistics majors.

Expected Class Size: 25

Grading: yes pass/fail option, yes fifth course option

Distributions: (D3)

This course is cross-listed and the prefixes carry the following divisional credit:
MATH 441 (D3) CSCI 441 (D3) STAT 441 (D3)

Fall 2021
LEC Section: 01 MR 2:35 pm - 3:50 pm Richard D. De Veaux, Mihai Stoiciu

CSCI 493 (F) Research in Computer Science
This course provides highly-motivated students an opportunity to work independently with faculty on research topics chosen by individual faculty. Students are generally expected to perform a literature review, identify areas of potential contribution, and explore extensions to existing results. The course culminates in a concise, well-written report describing a problem, its background history, any independent results achieved, and directions for future research.

Requirements/Evaluation: class participation, presentations, and the final written report

Prerequisites: none

Enrollment Limit: none

Enrollment Preferences: open to senior Computer Science majors with permission of instructor

Expected Class Size: NA

Grading: yes pass/fail option, yes fifth course option

Unit Notes: this course (along with CSCI 31 and CSCI 494) is required for students pursuing honors, but enrollment is not limited to students pursuing honors

Distributions: (D3)

Fall 2021
HON Section: 01 TBA Stephen N. Freund

CSCI 494 (S) Senior Thesis: Computer Science
Computer Science thesis; this is part of a full-year thesis (493-494).

Requirements/Evaluation: class participation, presentations, and the final written report

Prerequisites: CSCI 493

Enrollment Limit: none

Enrollment Preferences: open to senior Computer Science majors with permission of instructor

Expected Class Size: NA

Grading: yes pass/fail option, yes fifth course option

Distributions: (D3)
CSCI 497  (F)  Independent Reading: Computer Science
Directed independent reading in Computer Science.

Requirements/Evaluation: To be determined by supervising faculty member.
Prerequisites: permission of department
Enrollment Limit: none
Enrollment Preferences: none
Expected Class Size: NA
Grading: yes pass/fail option, yes fifth course option
Distributions: (D3)

Spring 2022
IND Section: 01   TBA   Stephen N. Freund

CSCI 498  (S)  Independent Reading: Computer Science
Directed independent reading in Computer Science.

Requirements/Evaluation: To be determined by supervising faculty member.
Prerequisites: permission of department
Enrollment Limit: none
Enrollment Preferences: none
Expected Class Size: NA
Grading: yes pass/fail option, yes fifth course option
Distributions: (D3)

Fall 2021
IND Section: 01   TBA   Stephen N. Freund

CSCI 10  (W)  Unix and Software Tools
This course serves as a guided introduction to the Unix operating system and a variety of software tools. Students in this course will work on Unix workstations, available in the Department's laboratory. By the end of the course, students will be familiar with Unix and will be able to use Git as a collaborative tool. As a final project, students will work together in teams to explore an API of their choice. The exact topics to be covered may vary depending upon the needs and desires of the students. The course is designed for individuals who understand basic program development techniques as discussed in an introductory programming course (Computer Science 134 or equivalent), but who wish to become familiar with a broader variety of computer systems and programming languages. This course is not intended for students who have completed a course at the 200 level or above. Morning classes.

Requirements/Evaluation: final project or presentation
Prerequisites: CSCI 134 or equivalent programming experience
Enrollment Limit: 10
Enrollment Preferences: preference will be given to students who have not yet completed a CSCI course at the 200 level or above
Grading: pass/fail only

Unit Notes: Lida graduated from Williams in 2002 as a double major in Computer Science and Psychology. She returned to Williamstown in 2014 and
spent 4 years working in Alumni Relations before joining the staff of the Computer Science Department in 2019 where I provide instructional support for the introductory courses.

Materials/Lab Fee: none

Winter 2022
LEC Section: 01  TBA  Lida P. Doret

CSCI 13 (W) Designing for People
Cross-listings: CSCI 13  PSYC 13

Primary Cross-listing

Many innovative products and entrepreneurial endeavors fail because they are not sensitive to the attitudes and behaviors of the people who interact with them. The fields of Human Factors and Design Thinking combine aspects of psychology with software development, behavioral economics, architecture, and other fields, to create products and processes that provide an easy, enjoyable, efficient and safe user experience. The course will provide students with a theoretical framework for analyzing usability, as well as practical experience with iterative design techniques, prototyping, and user testing and feedback. Students will demonstrate their understanding of Human Factors theory through short presentations and participation in class discussion. Students will work in small groups to identify a usability problem and design a solution which they will evaluate by heuristic analysis and a usability test with 8-10 human test subjects.

Requirements/Evaluation: short paper and final project or presentation
Prerequisites: none
Enrollment Limit: 15
Enrollment Preferences: instructor seeks a diverse group of students with interests in design, psychology, human-computer interaction, and other fields
Grading: pass/fail only
Unit Notes: Rich Cohen '82 has designed communications, social networking and education applications used by over 100 million people and has conducted usability research on five continents.

Materials/Lab Fee: none
This course is cross-listed and the prefixes carry the following divisional credit:
CSCI 13 PSYC 13

Winter 2022
LEC Section: 01  TBA  Rich Cohen

CSCI 14 (W) Game Development Internship at EphSoft (January 3rd–February 2nd, 1986)

EphSoft is hiring 20 interns to jump start its return to the video game marketplace! We hope to offer a fun but competitive environment, with top-performing interns being renewed, or offered full-time jobs, at the end of the month-long position. At EphSoft, every employee contributes to the game design and development process in their own way, and the most important qualification is enthusiasm. Specific skills are: Programming. Experience in BASIC or an assembly language is preferred. Other low-level languages like C and Forth are assets. Higher-level languages like FORTRAN, COBOL, and ALGOL may be beneficial. Graphics. Digital artists and painters for in-game graphics and box-art. Sound. Classic musical training and/or experience composing with square waves. Playtesting. Experienced video game players are encouraged to apply. Applicants must be able to consistently score 25,000+ in Pac-Man, or complete Super Mario Bros. Technical writing. Manuals and press releases. Physical media. Cassette duplication and EPROM burning. We currently have a number of games prototyped in the cross-platform environment Pico-8. To solidify our cash position, we are interested in quickly porting some of these games to contemporary video game and computer platforms, including the Commodore 64, Panasonic JR-200, Intellivision, and Famicom Data Recorder. For future growth, we continue to monitor the marketplace, and design and prototype new games. EphSoft was founded in 1981 in Williamstown, MA. It developed games for a variety of platforms until closing in March 1984 due to the collapse of the video game market. EphSoft is positioned to return to successful operations in early 1986.

Requirements/Evaluation: final project or presentation
Prerequisites: none
Enrollment Limit: 30
Enrollment Preferences: students will send a cover letter to EphSoft manager (Aaron Williams)
Grading: pass/fail only
Materials/Lab Fee: $10

Winter 2022
LEC Section: 01   TBA   Aaron M. Williams

CSCI 15 (W) Exploring Bias in Computing
This course will explore bias in computing at several levels with a focus on how data and technology intersect with and have an impact on different identities in computing. It will examine how bias towards different identities (such as gender, race, ethnicity, socio-economic status, ability, and sexual identity) impacts individuals working in the computing field. It will also examine how these biases can be embedded in data, algorithms, predictive models, and physical products. Students will learn about these topics through readings, video lessons, documentaries and group discussions. The final assessment will be a 10-page paper on a related topic. No background in computer science or programming is required or expected.

Requirements/Evaluation: 10-page paper
Prerequisites: none
Enrollment Limit: 18
Enrollment Preferences: students who have not taken a computer science course should have priority
Grading: pass/fail only
Materials/Lab Fee: none

Winter 2022
LEC Section: 01   TBA   Kelly A. Shaw

CSCI 23 (W) Introduction to Research and Development in Computing
An independent project is completed in collaboration with a member of the Computer Science Department. The projects undertaken will either involve the exploration of a research topic related to the faculty member's work or the implementation of a software system that will extend the students design and implementation skills. It is expected that the student will spend 20 hours per week working on the project. At the completion of the project, each student will submit a 10-page written report or the software developed together with appropriate documentation of its behavior and design. In addition, students will be expected to give a short presentation or demonstration of their work. Students must consult with the instructor before the beginning of the Winter Study registration period to determine details of projects that might be undertaken.

Requirements/Evaluation: short paper and final project or presentation, final project or presentation
Prerequisites: permission of instructor
Enrollment Limit: 30
Enrollment Preferences: preference given to sophomores and juniors
Grading: pass/fail only
Materials/Lab Fee: none

Winter 2022
RSC Section: 01   TBA   Stephen N. Freund

CSCI 28 (W) Product Management and Solution Design
Cross-listings: ECON 28  CSCI 28
Secondary Cross-listing
In this course, students will work in small teams to design a software product that solves a problem of their choosing. To support this endeavor, we will examine, critique, and apply methodologies intended to solve these problems, including those developed by Marty Cagan, Steve Blank, Don Norman,
Steve Krug and Eric Ries. Students will learn to act as effective product managers, achieving alignment between business, technology, and UI/UX design. Such alignment is crucial given that technology projects often fail not because of the quality of technical engineering but due to misalignment in these three areas. Google Glass failed to account for its price tag, fashion, and the privacy panic. The initial Obamacare website failed to address management issues and predict the volume of website visitors. Flexcube failed to update and incorporate users into the design of their product, resulting in a $500 M UX mistake for Citi bank. These organizations did not identify the right problem, or did not build the right solution. The underlying conflict is IT teams like to be told what to build, but users often do not know what they want or how to express it. We will learn how product managers and their interdisciplinary teams can bridge that gap.

Requirements/Evaluation: final project or presentation

Prerequisites: none

Enrollment Limit: 12

Enrollment Preferences: students will be asked to submit a letter describing why they are interested in the course and what they hope to get out of it

Grading: pass/fail only

Unit Notes: Allan joined DataArt in 2014 through the acquisition of AW Systems, where he was a founding partner, and instrumental in developing the Solution Design Framework Methodology, a process designed to guide large-scale/complex technology projects to success. Allan now heads DataArt's Solution Design consulting group as well as their product management competency.

Materials/Lab Fee: $6

This course is cross-listed and the prefixes carry the following divisional credit:

ECON 28  CSCI 28

Attributes: EXPE Experiential Education Courses

Winter 2022

LEC Section: 01 TBA Allan Wellenstein

CSCI 31 (W) Senior Thesis: Computer Science

To be taken by students registered for Computer Science 493-494.

Class Format: independent study

Grading: pass/fail only

Winter 2022

HON Section: 01 TBA Stephen N. Freund

CSCI 99 (W) Independent Study: Computer Science

Open to upperclass students. Students interested in doing an independent project (99) during Winter Study must make prior arrangements with a faculty sponsor. The student and professor then complete the independent study proposal form available online. The deadline is typically in late September. Proposals are reviewed by the pertinent department and the Winter Study Committee. Students will be notified if their proposal is approved prior to the Winter Study registration period.

Class Format: independent study

Grading: pass/fail only

Distributions: (D3)

Winter 2022

IND Section: 01 TBA Stephen N. Freund