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, 107, or 109 may use that course as one of the two electives required for the major in Computer Science. Those who count Computer Science 109 toward the major must select an elective different from Computer Science 371 (Computational Graphics) if they want elective credit. Computer Science 102T, 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 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.

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.

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 three 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, 107 Creating Games, or 109 The Art and Science of Computer
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. The department offers a family of courses listed under the CSCI 134 heading. Each course provides an introduction to computer science, but the particular topic or programming language employed may vary. Students may only take a single course with the CSCI 134 heading.

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. 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.

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 taught only every other 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 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. For students requiring more expertise in the techniques of computer graphics, Computer Science 136 and 371 could be added to form a four-course sequence.

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, 107, 109, 315, 319, 326, 331, 333, 336T, 337T, 339, 356T, 371, 372, 373, 374T, 375, 376, 432, and 434T are each normally 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 11 (W)  Hour of Code

Knowledge of computing fundamentals empowers people with a unique set of problem-solving skills. These skills are currently in high demand and are expected to remain so in the foreseeable future. Yet computer science isn't just a useful skill--it's also a limitless canvas for expressing one's own creativity. Computer science is interesting and fun! Hour of Code is a one-hour, hands-on workshop that introduces young students to computer science. Not surprisingly, mastery of computer science takes a bit longer than one hour. Therefore, the goal of Hour of Code is simply to demystify computer programming. A typical workshop blends self-paced activities with in-class tutorials. The best Hour of Code experience inspires participants to pursue further study in computer science on their own time. The first half of this winter study course exposes you to elementary programming, the nuts and bolts of pedagogy, and prepares you to run an Hour of Code workshop. The second half puts your training into practice: you will organize and run an Hour of Code workshop in a Berkshire-area middle school. No prior computer science knowledge is required. The only prerequisite is a love of technology and an enthusiasm for working with young learners.

Class Format: afternoons

Requirements/Evaluation: final project

Prerequisites: none
Enrollment Limit: 20
Enrollment Preferences: 1/2 CS students; 1/2 non-CS students, with preference to first- or second-year students
Materials/Lab Fee: $35
Attributes: EXPE Experiential Education Courses

Winter 2019
LEC Section: 01 MTWR 1:00 pm - 3:50 pm Daniel W. Barowy

CSCI 12 (W) Stained Glass Tiling: Quasicrystals and Geometric Solids, Building an Invisibility Cloak
In this course students learn geometric drawing, design, and the traditional craft skills needed to build a stained glass window. Each student will make a single panel of stained glass from a mosaic of transparent colored glass tiles. Students will learn how to cut glass; to paint and print on glass with kiln-fired enamels; to assemble, solder, patinate and frame a stained glass window. Instructional sessions on the use of tools and safe handling of materials are included where necessary. Exhibition of work on the last day of Winter Study is mandatory. All students must participate in setting up a group exhibition of work, and tidying the lab at the end of Winter Study. This course is time-consuming. More information may be found at https://coombscriddle.wordpress.com/2016/03/28/stained-glass-tiling-the-process/
Adjunct Instructor Bio: Debora Coombs’ stained glass windows are exhibited and commissioned internationally. She is a Fellow of the British Society of Master Glass Painters with a Masters degree from London's Royal College of Art and 35 years of experience in the design, fabrication and teaching of stained glass. Contact: (802) 423-5640, debora@coombscriddle.com Photos: http://www.coombscriddle.com and http://coombscriddle.wordpress.com
Class Format: mornings, 15 hours per week. Students must be willing and able to put in an additional 5-10 hours per week outside of class
Requirements/Evaluation: creativity and effort demonstrated throughout; quality of finished panel and final presentation; teamwork whilst mounting exhibition; attendance; formal public exhibit
Prerequisites: no previous experience in art or geometry is necessary, however, ideal applicants will have an interest in art or mathematics, patience, good hand skills and want to spend at least 20-25 hours per week working on their project
Enrollment Limit: 10
Enrollment Preferences: preference to seniors and those who express an early or specific interest
Materials/Lab Fee: $260
Attributes: EXPE Experiential Education Courses

Winter 2019
LEC Section: 01 TBA Debora Coombs

CSCI 14 (W) Creative Dynamics
Crosslistings: MATH14 / CSCI14
Secondary Crosslisting
Broadly defined, a dynamical system is an object whose future state can be calculated from its current state. Examples include ordinary and partial differential equations, discrete dynamics, cellular automata, billiards, spatial games, coupled/synchronized systems, agent models, evolutionary/selective dynamics, graph dynamics, Markov chains, and many more. The instructor will give a survey of such systems, and students will be free to imagine, create, and compute their own systems with an emphasis on graphical presentation of results.
Class Format: mornings
Requirements/Evaluation: grading will be based on class participation, presentation of results, and a final project
Prerequisites: solid computer programming skills in some language with good support for graphics
Enrollment Limit: 15
Enrollment Preferences: computational skills, math background, and enthusiasm; students will be asked to submit a brief description of their qualifications
Materials/Lab Fee: none
CSCI 16 (W) Introduction to Tech Entrepreneurship

This course provides an introduction to the fundamental aspects of building a technology startup. It's one thing to make software--and it's another to build a successful software company. You will learn how to develop product/market fit, how to build an MVP (minimum viable product), how to market products on a budget, organizing and running a team, shipping software, and the different types of corporate structures. You'll learn from a range of successful entrepreneurs and industry experts, through their writings as well as short guest appearances (via video calls) during classroom sessions. Students will create a demo and 5-minute pitch (pitch deck optional) by the end of the course. For the product demo, students can choose to produce either working code, a technical white paper, or design mockups/wireframes. Students will be graded on the quality of the product demo and pitch. Attendance and participation will also be taken into account for final grades. Students will have the opportunity to show off their final products, and their pitches, in an optional Demo Day. Adjunct Instructor Bio: Elissa Shevinsky ’01 helped launch Geekcorps (acquired), Everyday Health (IPO), Daily Steals, Glimpse, and Brave ($35M ICO.) Shevinsky was featured on the cover of the New York Times Sunday Business, for her startup Glimpse. Shevinsky is Editor of the book “Lean Out: The Struggle for Gender Equality in Tech and Startup Culture.”

Class Format: afternoons

Requirements/Evaluation: attendance and participation in class; final project

Prerequisites: CSCI 134 or CSCI 135 or permission from the instructor

Enrollment Limit: 22

Enrollment Preferences: preference given to Computer Science students, and to students who demonstrate evidence of entrepreneurial initiative

Materials/Lab Fee: $135 plus cost of books

Attributes: EXPE Experiential Education Courses

Winter 2019
LEC Section: 01 TBA Elissa B. Shevinsky

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. Prior to the beginning of the Winter Study registration period, any student interested in enrolling must have arranged with a faculty member in the department to serve as their supervisor for the course.

Class Format: TBA individually arranged

Requirements/Evaluation: final paper and presentation/demonstration

Prerequisites: project must be preapproved by the faculty supervisor

Enrollment Limit: POI

Enrollment Preferences: preference given to sophomores and juniors

Materials/Lab Fee: none

Winter 2019
LEC Section: 01 TBA William J. Lenhart

CSCI 28 (W) Solution Design: from Ideas to Implementation

Crosslistings: ECON28 / CSCI28

Secondary Crosslisting

Designing a pair of computerized glasses is not enough. Who will use them, and what problems will they solve? How can you be certain someone will adopt your new technology before you spend millions of dollars building it? Google Glass and other wearable technologies have struggled to answer
these questions. In fact, somewhere between 40 and 60 percent of large IT projects fail and all too often, the cause has little to do with the quality of technical engineering. Innovators often solve the wrong problem, misidentify the users of the software, or fail to adapt to evolving requirements. The challenge is that engineers—and Williams students—like to be told what problem they are to solve, but the average consumer is terrible at knowing what they want until they see how the new product will work. Solution design offers a powerful framework for resolving this paradox efficiently. We will examine how to visualize interactions between market forces, corporate directives, and engineering requirements, and how to apply design thinking to generate novel ideas within these constraints. Then, we will interrogate the strength of our ideas by asking author Marty Kagan's questions: is it feasible? is it valuable? will someone use it? and does it have business viability? Readings by Steve Blank and Eric Reis emphasize the importance of low-cost, rapid prototyping/experimentation and statistical analysis thereof that results in actionable development goals. Finally, we will introduce topics in human computer interaction, and organization tools for complex technical collaborations like Git and the Getting Things Done methodology for task management. Throughout the course, small teams will develop this toolkit against problems of the students' choosing. One team may wish to design a new app for the WSO website. Another team may choose to interview a local organization and design a technology powered tool that can improve its operations. You are the innovator. Small teams of students will each execute one iteration of design and prepare a plan for developing a technological solution to a problem of their choosing. The contents of the plans may include: careful descriptions of the product's goals, stakeholders, target users, assumptions, and constraints; a business plan; sketches of a user interface; first steps in programming an application; write ups of experiments intended to test underlying assumptions; and a direction for future development efforts. Adjunct Instructor Bio: Allan Wellenstein is a senior vice-president at DataArt, a global technology consulting firm and the head of their Solution Design consulting practice. Allan has over 15 years of experience helping some of the world largest companies design and implement massive technology transformations. Though technically headquartered in New York City, he lives with his wife and three children in Pittsfield, MA.

Requirements/Evaluation: final project
Prerequisites: none
Enrollment Limit: 10
Enrollment Preferences: students will be asked to submit a brief paragraph describing their interest in the course and what they hope to get out of it
Materials/Lab Fee: cost of books
Attributes: EXPE Experiential Education Courses

Winter 2019
LEC Section: 01  MWF 1:00 pm - 2:50 pm  Allan Wellenstein

CSCI 31 (W) Senior Thesis: Computer Science
To be taken by students registered for Computer Science 493-494.
Class Format: independent study
Distributions: (D3)

Winter 2019
HON Section: 01  TBA  Jeannie R Albrecht

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
Distributions: (D3)

Winter 2019
IND Section: 01  TBA  Jeannie R Albrecht
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:** This class will follow the meeting structure of a tutorial, with groups of three or four

**Requirements/Evaluation:** evaluation will be based on tutorial discussions, presentations, problem sets and labs, a midterm exam, and a final project or paper

**Extra Info:** may not be taken on a pass/fail basis; not available for the fifth course option

**Enrollment Limit:** 18

**Enrollment Preferences:** first-year students and sophomores who have not previously taken a computer science course

**Expected Class Size:** 18

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

**Attributes:** SCST Related Courses

Not offered current academic year

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**CSCI 107 (S) Creating Games (QFR)**

Crosslistings: CSCI107 / ARTS107

**Primary Crosslisting**

The game is unique as the only broadly-successful interactive art form. Games communicate the experience of embodying a role by manipulating the player’s own decisions, abstraction, and discrete planning. Those three elements are the essence of computation, which makes computer science theory integral to game design. Video games also co-opt programming and computer graphics as new tools for the modern artist. As a result, games are collaborative interdisciplinary constructs that use computation as a medium for creative expression. Students analyze and extend contemporary video and board games using the methodology of science and the language of the arts. They explore how computational concepts like recursion, state, and complexity apply to interactive experiences. They then synthesize new game elements using mathematics, programming and both digital and traditional art tools. Emphasis is on the theory of design in modern European board games. Topics covered include experiment design, gameplay balance, minimax, color theory, pathfinding, game theory, composition, and computability.

**Class Format:** lecture and studio

**Requirements/Evaluation:** evaluation will be based on participation, studio work, and quizzes

**Extra Info:** may not be taken on a pass/fail basis

**Prerequisites:** none; no programming or game experience is assumed

**Enrollment Limit:** 24

**Enrollment Preferences:** first-year students

**Expected Class Size:** 24

**Department Notes:** not open to students who completed a Computer Science course numbered 136 or above; does not count toward the Art Major

**Materials/Lab Fee:** lab fee of $25 will be added to the student's term bill

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

**Distribution Notes:** meets Division 3 requirement if registration is under CSCI; meets Division 1 requirement if registration is under ARTS

**Attributes:** FMST Core Courses;

Not offered current academic year

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This course provides an opportunity to develop an understanding of the theoretical and practical concepts underlying 2- and 3-dimensional computer graphics. The course will emphasize hands-on studio/laboratory experience, with student work focused around completing a series of projects.
Students will experiment with modeling, color, lighting, perspective, and simple animation. As the course progresses, computer programming will be used to control the complexity of the models and their interactions. Lectures, augmented by guided viewings of state-of-the-art computer generated and enhanced images and animations, will be used to deepen understanding of the studio experience.

Class Format: lecture/laboratory

Requirements/Evaluation: evaluation will be based on progress in project work and two examinations

Prerequisites: this course is not open to students who have successfully completed a CSCI course numbered 136 or above

Enrollment Limit: 36

Enrollment Preferences: first-year students and sophomores who have not previously taken a computer science course

Expected Class Size: 36

Distributions: (D3) (QFR)

Attributes: FMST Related Courses;

Not offered current academic year

CSCI 134 (F) Introduction to Computer Science: Objects, Events, and Graphics (QFR)

Computing is central to many aspects of our lives and the world. This course introduces fundamental ideas in computer science and builds the skills necessary to create computer programs in the Java programming language, with an emphasis on graphics and user interfaces. Students learn to design programs in a wide range of application areas, from games to spam filters and image editing to scientific simulations. Programming topics include object-oriented programming, control structures, arrays, recursion, and event-driven programming, as well as how to construct correct, understandable, and efficient programs. This course is appropriate for all students who want to create software and have little or no prior computing experience.

Class Format: lecture/laboratory

Requirements/Evaluation: evaluation will be based on weekly assignments, final programming projects, and examinations

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

Enrollment Limit: 90

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

Expected Class Size: 90

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

Distributions: (D3) (QFR)

Attributes: BGNP Recommended Courses; COGS Interdepartmental Electives;

Not offered current academic year

CSCI 134 (S) Introduction to Computer Science: Digital Communication and Computation (QFR)

A digital revolution has transformed the way we communicate and process information. Digital cameras have replaced film, MP3s have replaced LPs, communications through email, chat systems, and the Web have become part of daily life. This course explores the principles that underlie such digital information processing and communication systems. All digital information processing and communication systems are driven by precise rules or algorithms expressed as computer programs. We will develop an appreciation for the nature and limitations of such algorithms by exploring abstract algorithms for complex processes and by learning the basics of computer programming in Java. Programming topics covered will include object-oriented programming, control structures, arrays, recursion, and event-driven programming. Programming projects will include network applications like chat clients, tools to process and compress digital images, and simple network servers.

Class Format: lecture/laboratory

Requirements/Evaluation: evaluation will be based on weekly assignments, final programming projects, and examinations

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

Enrollment Limit: 90

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

Expected Class Size: 90
Department Notes: students with prior experience with object-oriented programming should discuss appropriate course placement with members of the department

Distributions: (D3) (QFR)

Attributes: BGNP Recommended Courses; COGS Interdepartmental Electives;

CSCI 134 (F) Introduction to Computer Science: Diving into the Deluge of Data (QFR)

We are surrounded by information: weather forecasts, twitter feeds, restaurant reviews, stock market tickers, music recommendations, among others. This course introduces fundamental computational concepts for representing and manipulating data. Using the programming language Python, this course explores effective ways to organize and transform information in order to solve problems. Students will learn to design algorithms to search, sort, and manipulate data in application areas like text and image processing, social networks, scientific computing, databases, and the World Wide Web. Programming topics covered include object-oriented and functional programming, control structures, types, recursion, arrays, lists, streams, and dictionaries. This course is appropriate for all students who want to create software and learn computational techniques for manipulating and analyzing data. More details are available on the department website, http://www.cs.williams.edu

Class Format: lecture/laboratory

Requirements/Evaluation: evaluation will be based on weekly assignments, programming projects, and examinations

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

Enrollment Limit: 75

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

Expected Class Size: 75

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

Distributions: (D3) (QFR)

Attributes: BGNP Recommended Courses; COGS Interdepartmental Electives;

Fall 2018

LEC Section: C1  MWF 9:00 am - 9:50 am  Duane A. Bailey
LAB Section: C2  M 1:00 pm - 2:30 pm  Iris Howley
LAB Section: C3  Canceled
LAB Section: C4  M 2:30 pm - 4:00 pm  Iris Howley
LAB Section: C5  T 2:30 pm - 4:00 pm  Iris Howley
LAB Section: C6  T 8:30 am - 10:00 am  Duane A. Bailey
LAB Section: C7  T 10:00 am - 11:30 am  Iris Howley

Spring 2019

LEC Section: C1  MWF 11:00 am - 11:50 am  Iris Howley
LAB Section: C2  M 1:00 pm - 2:30 pm  Duane A. Bailey
LAB Section: C3  T 1:00 pm - 2:30 pm  Iris Howley
LAB Section: C4  M 2:30 pm - 4:00 pm  Duane A. Bailey
LAB Section: C5  T 2:30 pm - 4:00 pm  Iris Howley
LAB Section: C6  T 8:30 am - 10:00 am  Duane A. Bailey
LAB Section: C7  T 10:00 am - 11:30 am  Duane A. Bailey

CSCI 136 (F) 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.

**Class Format:** lecture/labatory

**Requirements/Evaluation:** evaluation will be based on programming assignments, homework and/or examinations

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

**Enrollment Limit:** 60

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

**Expected Class Size:** 60

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

**Attributes:** BGNP Recommended Courses;

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**Fall 2018**

LEC Section: 01  MWF 9:00 am - 9:50 am  William J. Lenhart
LAB Section: 02  W 12:00 pm - 2:00 pm  William J. Lenhart
LAB Section: 03  W 12:00 pm - 2:00 pm  Bill K. Jannen
LAB Section: 04  W 2:00 pm - 4:00 pm  William J. Lenhart
LAB Section: 05  W 2:00 pm - 4:00 pm  Bill K. Jannen

**Spring 2019**

LEC Section: 01  MWF 11:00 am - 11:50 am  Daniel W. Barowy
LAB Section: 02  T 1:00 pm - 2:30 pm  Bill K. Jannen
LAB Section: 03  T 2:35 pm - 4:00 pm  Bill K. Jannen
LAB Section: 05  W 2:00 pm - 4:00 pm  Bill K. Jannen

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**CSCI 237 (F)  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.

**Class Format:** lecture/labatory

**Requirements/Evaluation:** evaluation will be based primarily on projects, and one or more exams

**Extra Info:** may not be taken on a pass/fail basis; not available for the fifth course option

**Prerequisites:** CSCI 134, or both experience in programming and permission of instructor

**Enrollment Limit:** 30

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

**Expected Class Size:** 30

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

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**Fall 2018**

LEC Section: 01  MWF 10:00 am - 10:50 am  Bill K. Jannen
LAB Section: 02  T 1:00 pm - 2:30 pm  Bill K. Jannen
LAB Section: 03  T 2:35 pm - 4:00 pm  Bill K. Jannen

**Spring 2019**

LEC Section: 01  MWF 10:00 am - 10:50 am  Duane A. Bailey
CSCI 256 (F) 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 induction, divide-and-conquer, dynamic programming, and greedy algorithms. Additional topics of study include algorithms on graphs and strategies for handling potentially intractable problems.

Class Format: lecture
Requirements/Evaluation: evaluation will be based on problem sets and programming assignments, and midterm and final examinations
Prerequisites: CSCI 136 and fulfillment of the Discrete Mathematics Proficiency requirement
Enrollment Limit: 30
Enrollment Preferences: current or expected Computer Science majors
Expected Class Size: 30
Distributions: (D3) (QFR)
Attributes: BGNP Recommended Courses;

CSCI 315 (S) Computational Biology (QFR)
Crosslistings: PHYS315 / CSCI315

Secondary Crosslisting
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.

Class Format: lab three hours per week plus weekly tutorial meeting
Requirements/Evaluation: evaluation will be based on weekly Python programming assignments, problem sets, a few quizzes and a final project
Extra Info: may not be taken on a pass/fail basis, not available for the fifth course option
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
Distributions: (D3) (QFR)
Attributes: BGNP Recommended Courses;
Not offered current academic year

CSCI 319 (F) Integrative Bioinformatics, Genomics, and Proteomics Lab (QFR)
Crosslistings: BIOL319 / CHEM319 / MATH319 / PHYS319 / CSCI319

Secondary Crosslisting
What can computational biology teach us about cancer? In this capstone 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, phylogenetics, and recombinant DNA techniques 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 through-put approaches to investigate genes involved in the MAPK signal transduction pathway 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 will 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

**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 CSCI 315 or 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

**Department Notes:** does not satisfy the distribution requirement in the Biology major

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

**Attributes:** BGNP Core Courses; BIMO Interdepartmental Electives;

Not offered current academic year

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**CSCI 326 (F) 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 and scalable systems design; testing and debugging; and performance evaluation.

**Class Format:** lecture/lab

**Requirements/Evaluation:** homework, programming assignments, group work, presentations, exams

**Extra Info:** may not be taken on a pass/fail basis; not available for the fifth course option

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

**Enrollment Limit:** 24

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

**Expected Class Size:** 24

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

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Fall 2018

LEC Section: 01   TR 9:55 am - 11:10 am   Stephen N. Freund

LAB Section: 02   R 1:10 pm - 3:50 pm   Stephen N. Freund

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**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
C/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:** lecture

**Requirements/Evaluation:** assignments, midterm exam, and final exam

**Extra Info:** may not be taken on a pass/fail basis; not available for the fifth course option

**Prerequisites:** CSCI 136 and CSCI 237

**Enrollment Limit:** 24

**Enrollment Preferences:** upper-level students

**Expected Class Size:** 24

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

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**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/lab

**Requirements/Evaluation:** problem sets, programming assignments, and midterm and final examinations

**Extra Info:** may not be taken on a pass/fail basis; not available for the fifth course option

**Prerequisites:** CSCI 136, CSCI 237

**Enrollment Limit:** 24

**Enrollment Preferences:** current Computer Science majors, students with research experience or interest

**Expected Class Size:** 24

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

**Distribution Notes:** QFR: This course will have students develop quantitative/formal reasoning skills through problem sets and programming assignments.

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**CSCI 334 (F) 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.

**Class Format:** lecture

**Requirements/Evaluation:** evaluation will be based on weekly problem sets and programming assignments, a midterm examination and a final examination

**Extra Info:** may not be taken on a pass/fail basis; not available for the fifth course option

**Prerequisites:** CSCI 136 and CSCI 237

**Enrollment Limit:** 30

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

**Expected Class Size:** 30

**Distributions:** (D3) (QFR)
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 theme 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: This class will follow the meeting structure of a tutorial, with groups of three or four
Requirements/Evaluation: evaluation will be based on problem sets, programming assignments, and midterm and final examinations
Extra Info: may not be taken on a pass/fail basis; not available for the fifth course option
Prerequisites: CSCI 136 and 237
Enrollment Limit: 18
Enrollment Preferences: current or expected Computer Science majors
Expected Class Size: 18
Distributions: (D3) (QFR)

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: This class will follow the meeting structure of a tutorial, with groups of three or four
Requirements/Evaluation: evaluation will be based on microprocessor design projects, participation in tutorial meetings, and examinations
Extra Info: may not be taken on a pass/fail basis; not available for the fifth course option
Prerequisites: CSCI 237
Enrollment Limit: 18
Enrollment Preferences: current or expected Computer Science majors
Expected Class Size: 18
Distributions: (D3) (QFR)

Not offered current academic year

CSCI 339 (F)  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.

Class Format: lecture/laboratory
Requirements/Evaluation: evaluation will be based on homework assignments, programming projects, and exams
Extra Info: may not be taken on a pass/fail basis; not available for the fifth course option
Prerequisites: CSCI 136 or equivalent programming experience, and CSCI 237, or permission of instructor

Enrollment Limit: 24

Enrollment Preferences: current or expected Computer Science majors

Expected Class Size: 24

Distributions: (D3) (QFR)

Not offered current academic year

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: evaluation is based on weekly problem sets, several small programming projects, weekly paper summaries, and a small, final project

Extra Info: may not be taken on a pass/fail basis; not available for the fifth course option

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

Enrollment Limit: 18

Enrollment Preferences: current or expected Computer Science majors

Expected Class Size: 18

Distributions: (D3) (QFR)

Not offered current academic year

CSCI 361 (F) Theory of Computation (QFR)
Crosslistings: CSCI361 / MATH361

Primary Crosslisting

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

Requirements/Evaluation: evaluation will be based on problem sets, a midterm examination, and a final examination

Prerequisites: CSCI 256 or both a 300-level MATH course and permission of instructor

Enrollment Limit: 34

Enrollment Preferences: current or expected Computer Science majors

Expected Class Size: 34

Distributions: (D3) (QFR)

Attributes: COGS Interdepartmental Electives;

Fall 2018

LEC Section: 01 MWF 12:00 pm - 12:50 pm Thomas P. Murtagh
LEC Section: 02 MWF 11:00 am - 11:50 am Thomas P. Murtagh

CSCI 371 (F) Computational Graphics (QFR)

PhotoShop, medical MRIs, video games, and movie special effects all programmatically create and manipulate digital images. This course teaches the
fundamental techniques behind these applications. We begin by building a mathematical model of the interaction of light with surfaces, lenses, and an imager. We then study the data structures and processor architectures that allow us to efficiently evaluate that physical model.

Students will complete a series of programming assignments for both photorealistic image creation and real-time 3D rendering using C++, OpenGL, and GLSL. These assignments cumulate in a multi-week final project. Topics covered in the course include: projective geometry, ray tracing, bidirectional surface scattering functions, binary space partition trees, matting and compositing, shadow maps, cache management, and parallel processing on GPUs.

Class Format: lecture, with optics laboratory exercises

Requirements/Evaluation: evaluation based on assignments, projects, and exams

Extra Info: may not be taken on a pass/fail basis; not available for the fifth course option

Prerequisites: CSCI 136 and CSCI 237 or permission of instructor

Enrollment Limit: 24

Enrollment Preferences: current or expected Computer Science majors

Expected Class Size: 24

Distributions: (D3) (QFR)

Attributes: FMST Core Courses;

Not offered current academic year

CSCI 372 (F) Visual Media Revolution (QFR)

We live at the beginning of the second revolution in visual media. Two centuries ago, the camera and the Jacquard loom introduced machines for creating art. By automating the artist's hand, they also forced questions of how objective technique gives rise to subjective meaning and where the border lies between mechanical and human contributions. Those progenitors eventually led to digital film, computer games, and digital content creation for architecture and industrial design. Today, accessible and pervasive computation provokes a second revolution. Augmented reality, 3D scanning, 3D printing, virtual reality, and computational photography are exploding into mainstream experience. Where previous digital media refined analog practice through evolution, these are forms that could not exist without computation. As the world seeks the promise of new visual forms, we find that fundamentals of earlier media remain valid and take them as our guide. This tutorial investigates the technology of emerging computational media and explores their impact on the relationship between process and aesthetics.

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

Requirements/Evaluation: oral presentations and short papers

Extra Info: may not be taken on a pass/fail basis; not available for the fifth course option

Prerequisites: CSCI 256

Enrollment Limit: 18

Enrollment Preferences: current or expected Computer Science majors

Expected Class Size: 18

Distributions: (D3) (QFR)

Attributes: FMST Core Courses;

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.

Class Format: lecture/laboratory

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

Extra Info: may not be taken on a pass/fail basis; not available for the fifth course option

Prerequisites: CSCI 136 and (CSCI 256 or permission of instructor)
CSCI 374 (S) Machine Learning (QFR)
This tutorial examines the design, implementation, and analysis of machine learning algorithms. Machine Learning is a branch of Artificial Intelligence that 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 decision tree learning, support vector machines, and neural networks), 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.

Class Format: This class will follow the meeting structure of a tutorial, with groups of three or four
Requirements/Evaluation: evaluation will be based on presentations, problem sets, programming exercises, empirical analyses of algorithms, critical analysis of current literature
Extra Info: may not be taken on a pass/fail basis; not available for the fifth course option
Prerequisites: CSCI 136 and CSCI 256 or permission of instructor
Enrollment Limit: 18
Enrollment Preferences: Computer Science majors
Expected Class Size: 18
Distributions: (D3) (QFR)
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.

Class Format: lecture
Requirements/Evaluation: exams, problem sets, and programming projects
Extra Info: may not be taken on a pass/fail basis; not available for the fifth course option
Prerequisites: CSCI 136 and (CSCI 256 or permission of instructor)
Enrollment Limit: 24
Expected Class Size: 24
Distributions: (D3) (QFR)
Not offered current academic year

CSCI 376 (F) Human-Computer Interaction
Crosslistings: SCST376 / CSCI376
Primary Crosslisting
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.

**Class Format:** lecture

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

**Extra Info:** may not be taken on a pass/fail basis; not available for the fifth course option

**Prerequisites:** CSCI 136

**Enrollment Limit:** 24

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

**Expected Class Size:** 24

**Distributions:** (D3)

**Distribution Notes:** meets Division 3 requirement if registration is under CSCI; meets Division 2 requirement if registration is under SCST

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Fall 2018

**LEC Section:** 01    TF 1:10 pm - 2:25 pm    Iris Howley

**CSCI 397 (F) Independent Reading: Computer Science**

Directed independent reading in Computer Science.

**Class Format:** independent study

**Prerequisites:** permission of department

**Distributions:** (D3)

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Fall 2018

**IND Section:** 01    TBA    Jeannie R Albrecht

**CSCI 398 (S) Independent Reading: Computer Science**

Directed independent reading in Computer Science.

**Class Format:** independent study

**Prerequisites:** permission of department

**Distributions:** (D3)

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Spring 2019

**IND Section:** 01    TBA    Jeannie R Albrecht

**CSCI 432 (F) 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.

**Class Format:** lecture

**Requirements/Evaluation:** evaluation will be based on several implementation projects that will include significant programming, as well as written homework and exams

**Extra Info:** may not be taken on a pass/fail basis; not available for the fifth course option

**Prerequisites:** CSCI 237 and either CSCI 256 or 334

**Enrollment Limit:** 24

**Enrollment Preferences:** current or expected Computer Science majors
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: This class will follow the meeting structure of a tutorial, with groups of three or four

Requirements/Evaluation: evaluation will be based on presentations, problem sets, a substantial implementation project, and two exams

Extra Info: may not be taken on a pass/fail basis; not available for the fifth course option

Prerequisites: CSCI 237 and 256 CSCI 334 is recommended, but not required

Enrollment Limit: 18

Enrollment Preferences: current or expected Computer Science majors

Expected Class Size: 18

Distributions: (D3) (QFR)

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.

Class Format: independent study

Requirements/Evaluation: evaluation will be based on class participation, presentations, and the final written report

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

Department Notes: this course (along with CSCI W31 and CSCI 494) is required for students pursuing honors, but enrollment is not limited to students pursuing honors

Distributions: (D3)

CSCI 494 (S) Senior Thesis: Computer Science

Class Format: independent study

Requirements/Evaluation: evaluation will be based on class participation, presentations, and the final written report
**Prerequisites:** CSCI 493

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

**Distributions:** (D3)

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Spring 2019

HON Section: 01   TBA   Jeannie R Albrecht

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**CSCI 497 (F) Independent Reading: Computer Science**

Directed independent reading in Computer Science.

**Class Format:** independent study

**Prerequisites:** permission of department

**Distributions:** (D3)

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Fall 2018

IND Section: 01   TBA   Jeannie R Albrecht

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**CSCI 498 (S) Independent Reading: Computer Science**

Directed independent reading in Computer Science.

**Class Format:** lecture/laboratory

**Prerequisites:** permission of department

**Distributions:** (D3)

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Spring 2019

IND Section: 01   TBA   Jeannie R Albrecht