Computer science is concerned with the study of computers and computing, focusing on algorithms, programs and programming, and computational systems. The main goal of the discipline is to build a systematic body of knowledge, theories, and models that explain the properties of computational systems and to show how this body of knowledge can be used to produce solutions to real-world computational problems.

Computer science is the intellectual discipline underlying information technology, which is widely accepted now as the ascendant technology of the next century. Students in computer science at Rice benefit from the latest in equipment and ideas as well as the flexibility of the educational programs. The research interests of the faculty include algorithms and complexity, artificial intelligence and robotics, compilers, distributed and parallel computation, graphics and visualization, operating systems, and programming languages.

The department offers two undergraduate degrees: the Bachelor of Arts (BA) degree and the Bachelor of Science in Computer Science (BSCS) degree.

At the graduate level, the department offers a PhD degree as well as two master’s degrees: the professional Master of Computer Science (MCS) degree and the research-oriented Master of Science (MS) degree.

- The MCS degree is a professional degree for students intending to pursue a technical career. The MCS degree has both an on-premise and a fully online option. Students are admitted directly into one or the other option and cannot switch between the two, but the resulting degree is the same.
- The MS degree is a research degree requiring a thesis in addition to course work. The MS degree is primarily for students pursuing their PhD. Typically students are not admitted directly to the MS program. Students wishing to pursue a terminal masters degree should apply to the MCS program.
- Students wishing to pursue a PhD should apply directly to the PhD program.

A coordinated MBA/MCS degrees program is also offered in conjunction with the Jesse H. Jones Graduate School of Business.
Anastasios Kyrillidis  
Konstantinos Mamouras  
Anshumali Shrivastava  
Todd Treangen  

Research Professor  
Vivek Sarkar  

Professors in the Practice  
Scott E. Cutler  

Lecturers  
John Greiner  
Mackale Joyner  
Risa Myers  
Stephen Wong  

Professors, Joint Appointments  
Richard G. Baraniuk  
Joseph R. Cavallaro  
Edward W. Knightly  
Andrew J. Schaefer  
Peter J. Varman  

Associate Professors, Joint Appointment  
Genevera I. Allen  
Ashok Veeraraghavan  

Assistant Professors, Joint Appointments  
Ankit Patel  
Akane Sano  

Adjunct Professors  
Wah Chiu  
Jack Dongarra  
Steven J. Wallach  

Adjunct Associate Professor  
Ken Chen  
Matthew Knepley  

Adjunct Assistant Professors  
Julia Badger  
Erez Lieberman-Aiden  

Postdoctoral Research Associates  
Dinler Antunes  
Dipak Chaudhari  
Didier Devaurs  
Dror Fried  
Juan Hernandez-Vega  
Huw Ogilvie  
Abdullah Al Redwan Newaz  

Research Scientists and Programmers  
Laksono Adhianto  
Zoran Budimlic  

Akihiro Hayashi  
Mark Krentel  
Mark Moll  
Doug Moore  
Vijay Murali  
Dung "Zung" Nguyen  
Scott K. Warren  
Jia Zou  

For Rice University degree-granting programs:  
To view the list of official course offerings, please Rice’s  
Course Catalog (https://courses.rice.edu/admweb/SWKSCAT.cat? p_action=cata)  
To view the most recent semester’s course schedule, please Rice’s  
Course Schedule (https://courses.rice.edu/admweb/SWKSCAT.cat)  

Computer Science (COMP)  

COMP 100 - INTRODUCTION TO COMPUTING AND INFORMATION SYSTEMS  
Short Title: INTRO COMPUTING & INFO SYS  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture/Laboratory  
Distribution Group: Distribution Group III  
Credit Hours: 3  
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
Course Level: Undergraduate Lower-Level  
Description: An introduction to organizing, analyzing, and presenting information using databases and spreadsheets. No programming involved, and no computing background expected.  
Course URL: www.clear.rice.edu/comp100/  

COMP 105 - AP/OTH CREDIT COMPUTER SCIENCE  
Short Title: AP/OTH CREDIT COMPUTER SCIENCE  
Department: Computer Science  
Grade Mode: Transfer Courses  
Course Type: Transfer  
Credit Hours: 3  
Course Level: Undergraduate Lower-Level  
Description: This course provides credit for students who have successfully completed approved examinations, such as Advanced Placement exams. This credit counts toward the total credit hours required for graduation.  

COMP 130 - ELEMENTS OF ALGORITHMS AND COMPUTATION  
Short Title: ELEMENTS OF ALGORITHMS & COMP  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Distribution Group: Distribution Group III  
Credit Hours: 4  
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
Course Level: Undergraduate Lower-Level  
Description: An introduction to computation taught by solving real-world problems in architecture, statistics, linguistics, social networks, visual pattern recognition, and the simulation of complex systems in ecology. Technical topics include how to model computational artifacts operating in the world, how to design and implement algorithmic solutions in Python, and how to experimentally test and evaluate computational systems.
COMP 140 - COMPUTATIONAL THINKING
Short Title: COMPUTATIONAL THINKING
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Distribution Group: Distribution Group III
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Lower-Level
Description: An introduction to computational problem solving designed to give an overview of computer science using real-world problems across a broad range of disciplines. Students learn how to think about these problems and how to structure effective solutions to them using computation. No programming knowledge is required or expected; students learn how to implement their solutions in Python. If you register for fully online section, you must have a webcam and you must take the exams in person.
Course URL: www.clear.rice.edu/comp140

COMP 160 - INTRODUCTION TO GAME PROGRAMMING IN PYTHON
Short Title: INTRO TO GAME PROG IN PYTHON
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Distribution Group: Distribution Group III
Credit Hours: 4
Restrictions: Students with a class of Junior or Senior may not enroll. Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Lower-Level
Description: This class covers the basics of Python Programming with a focus on building simple games in a web-based environment. The class includes an introduction to event-driven programming and trains the students in the specifics of a Python GUI system designed to support creating to support creating applications that run in a web browser. This course is limited to first-year students only. Continuing Students may register with an approved Special Registration Form. Recommended Prerequisite(s): Java Experience.
Course URL: www.clear.rice.edu/comp160/

COMP 162 - INTRODUCTION TO GAME CONTENT CREATION
Short Title: INTRO TO GAME CONTENT CREATION
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Lower-Level
Description: Explore how modern game content is created, and how it interacts with the underlying technology. Beginning with an explanation of how games are developed and what role content plays in the process, the class will learn to use 3D Studio Max, Photoshop, and game-native scripting as they create working content for an established game project.
Course URL: www.owlnet.rice.edu/~comp162

COMP 180 - PRINCIPLES OF COMPUTING
Short Title: PRINCIPLES OF COMPUTING
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Distribution Group: Distribution Group III
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Lower-Level
Prerequisite(s): COMP 130 or COMP 140 or COMP 160
Description: This class is designed for non-majors interested in a broader understanding of Computer Science and focuses on intermediate-level programming in Python as well as the basics of discrete math. The class concludes with an introduction to the process of Algorithmic Thinking. Note that COMP 180 cannot be substituted for COMP 182 as a prerequisite for upper level CS classes. Instructor Permission Required.

COMP 182 - ALGORITHMIC THINKING
Short Title: ALGORITHMIC THINKING
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Lower-Level
Prerequisite(s): COMP 130 or COMP 140 or COMP 160
Description: Algorithms are the engines of a great majority of systems, natural and artificial alike. This course introduces algorithmic thinking as a discipline for reasoning about systems, taming their complexities, and elucidating their properties. Algorithmic techniques, along with their correctness and efficiency, will be taught through reasoning about systems of interactions, such as markets, that are ubiquitous in our highly connected world.

COMP 200 - ELEMENTS OF COMPUTER SCIENCE
Short Title: ELEMENTS OF COMPUTER SCIENCE
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Distribution Group: Distribution Group III
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Lower-Level
Description: Broad introduction to major topics in computer science. Includes algorithms, mathematical models of computation, machine organization and design, programming languages, communication, and artificial intelligence. This course is intended for majors outside of Science and Engineering.
Course URL: www.clear.rice.edu/comp200/
COMP 215 - INTRODUCTION TO PROGRAM DESIGN  
Short Title: INTRODUCTION TO PROGRAM DESIGN  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture/Laboratory  
Credit Hours: 4  
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
Course Level: Undergraduate Lower-Level  
Prerequisite(s): COMP 182  
Description: This course covers the principles of programming and program design. The course is organized around a number of individual programming assignments that fit together to complete a significant, real-world application. Each assignment emphasizes one or more of the basic principles of software design, including: encapsulation, abstraction, test-driven development, and functional and object-oriented programming. The Java programming language will be used. An introduction to the basics of the Java language itself (including Java syntax and semantics) will be provided.

COMP 238 - SPECIAL TOPICS  
Short Title: SPECIAL TOPICS  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Internship/Practicum, Seminar, Lecture, Laboratory  
Credit Hours: 1-4  
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
Course Level: Undergraduate Lower-Level  
Description: Topics and credit hours vary each semester. Contact department for current semester's topic(s). Repeatable for Credit.

COMP 281 - HISTORY OF NUMBERS AND GAMES OF CHANCE  
Short Title: NUMBER HISTORY/GAMES OF CHANCE  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture/Laboratory  
Credit Hours: 3  
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
Course Level: Undergraduate Lower-Level  
Description: Starting with the colorful history of numbers, we discover their use to characterize chance or luck through probability; students will participate in one major project and submit a report. Application areas include physics, computer science, sports, finance, etc. The course is accessible to sophomores and juniors in science, engineering or business. Cross-list: ELEC 281, STAT 281.

COMP 290 - COMPUTER SCIENCE PROJECTS  
Short Title: COMPUTER SCIENCE PROJECTS  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Research  
Credit Hours: 1-3  
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
Course Level: Undergraduate Lower-Level  
Description: Theoretical and experimental investigations under staff direction. Credit cannot be received for both COMP 290 and COMP 390. Instructor Permission Required. Equivalency: COMP 390. Mutually Exclusive: Credit cannot be earned for COMP 290 and COMP 390. Repeatable for Credit.

COMP 300 - SOCIETY IN THE INFORMATION AGE  
Short Title: SOCIETY IN THE INFORMATION AGE  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Distribution Group: Distribution Group III  
Credit Hours: 3  
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
Course Level: Undergraduate Upper-Level  
Description: We will review the remarkable technology of the Information Age and examine its effects on the ways in which we live, work and think about the world around us. We will consider, for example, how the pervasive use of computers and networks is changing our ideas about property, privacy, authority, social relations, knowledge and identity. And we will discuss what further changes we might see as technology continues to advance.

COMP 301 - ETHICS AND ACCOUNTABILITY IN COMPUTER SCIENCE  
Short Title: ETHICS & ACCOUNTABILITY IN CS  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 3  
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
Course Level: Undergraduate Upper-Level  
Description: Given their growing power in the twenty-first century, computer scientists have duties both to society and their own profession to wield that power wisely and responsibly. In this discussion-and-reflection-oriented course students will apply fundamentals of moral philosophy and social responsibility to current issues in computer science.

COMP 310 - ADVANCED OBJECT-ORIENTED PROGRAMMING AND DESIGN  
Short Title: ADV OBJECT-ORIENTED PROG  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 4  
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
Course Level: Undergraduate Upper-Level  
Prerequisite(s): COMP 211 or COMP 215  
Description: Discover how state-of-the-art object-oriented programming and design techniques can create globe-spanning software systems that are both flexible and scalable. Learn how software design patterns are used in multiple programming paradigms. Explore highly decoupled systems with dynamically configurable behaviors. Highly recommended for anyone interested in building large systems and software engineering. Mutually Exclusive: Credit cannot be earned for COMP 310 and COMP 504.  
Course URL: www.clear.rice.edu/comp310
COMP 314 - APPLIED ALGORITHMS AND DATA STRUCTURES
Short Title: APPL ALGORITHMS&DATA STRUCTURE
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 211 and COMP 280 (may be taken concurrently)
Description: Design analysis of computer algorithms and data structures useful for applied problems. Laboratory assignments will use these techniques in conjunction with advanced programming methods. COMP 280 may be taken concurrently with COMP 314. Cross-list: ELEC 322.

COMP 316 - VIRTUAL RECONSTRUCTION OF HISTORICAL CITIES
Short Title: VIRTL RECONSTR HISTORCL CITIES
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Research
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: This course, part of the HRC's Digital Humanities Initiative, is devoted to the virtual reconstruction of ancient urban landscapes with focus on individual buildings in their urban settings. All course activities will be based around interdisciplinary student teams who will work together through the semesters to complete a virtual reconstruction project. Instructor Permission Required. Cross-list: ANTH 346, ARCH 310, HART 316.

COMP 321 - INTRODUCTION TO COMPUTER SYSTEMS
Short Title: INTRO TO COMPUTER SYSTEMS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): ELEC 220 and (COMP 211 or COMP 215)
Description: This course introduces computer systems from the programmer's perspective. Topics include data representation, the compilation process, and system-level programming concepts such as interrupts and concurrency. Formerly COMP 221. Mutually Exclusive: Credit cannot be earned for COMP 321 and COMP 221.

COMP 322 - PRINCIPLES OF PARALLEL PROGRAMMING
Short Title: FUNDAMENTALS OF PARALLEL PROG
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 211 or COMP 215
Description: Fundamentals of parallel programming: abstract models of parallel computers, parallel algorithms and data structures, and common parallel programming patterns including task parallelism, undirected and directed synchronization, data parallelism, divide-and-conquer parallelism, and map-reduce. Laboratory assignments will explore these topics through the use of parallel extensions to the Java language. Cross-list: ELEC 323.

COMP 326 - DIGITAL LOGIC DESIGN
Short Title: DIGITAL LOGIC DESIGN
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): ELEC 220
Description: Study of gates, flip-flops, combinational and sequential switching circuits, registers, logical and arithmetic operations, introduction to the Verilog hardware description language. Cross-list: ELEC 326.
COMP 327 - INTRODUCTION TO COMPUTER SECURITY
Short Title: INTRO TO COMPUTER SECURITY
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 310 or COMP 314 or ELEC 322
Description: This elective course covers a wide variety of topics in computer security, including hands-on experience with breaking software and engineering software to be harder to break. For example, students will perform buffer overflow attacks and exploit web application vulnerabilities, while also learning how to defend against them. Grades will be based on a series of in-class projects. Graduate/Undergraduate Equivalency: COMP 427, COMP 541. Mutually Exclusive: Credit cannot be earned for COMP 327 and COMP 427/COMP 541.

COMP 330 - TOOLS AND MODELS FOR DATA SCIENCE
Short Title: TOOLS & MODELS - DATA SCIENCE
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): (MATH 211 or MATH 221) and COMP 215
Description: This course is an introduction to modern data science. Data science is the study of how to extract actionable, non-trivial knowledge from data. The proposed course will focus both on the software tools used by practitioners of modern data science, as well as the mathematical and statistical models that are employed in conjunction with such software tools. On the tools side, we will cover the basics of relational database systems, as well as modern systems for distributed computing based on MapReduce. On the models side, the course will cover standard supervised and unsupervised models for data analysis and pattern discovery. Graduate/Undergraduate Equivalency: COMP 543. Mutually Exclusive: Credit cannot be earned for COMP 330 and COMP 543.

COMP 340 - STATISTICAL MODELS AND ALGORITHMS FOR DATA SCIENCE
Short Title: STATISTICAL MODELS FOR DS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 140 and (MATH 212 or MATH 222)
Description: The course is an intermediate level course in data science for students at the sophomore level with some experience in programming and background in mathematics (calculus). The course teaches students to "do" data science in Python using six modules to illustrate fundamental data science operations, data cleaning, model exploration, model formulation, model visualization, model communication. Recommended Prerequisite(s): COMP 182.

COMP 347 - COMPUTATIONAL GENOMICS FOR MICROBIAL FORENSICS
Short Title: COMP MICROBIAL FORENSICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Seminar
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 182 and (STAT 310 or ECON 307 or STAT 315)
Description: We will review, critique, and discuss computational methods and approaches for microbial forensics and infectious disease monitoring in the genomics era. The seminar will be divided into topic-specific sessions, focusing on emerging research trends and open challenges in the field. Mutually Exclusive: Credit cannot be earned for COMP 347 and COMP 547.

COMP 360 - COMPUTER GRAPHICS
Short Title: COMPUTER GRAPHICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): (COMP 221 or COMP 321) and (COMP 182 or COMP 280) and (MATH 211 or MATH 212 or MATH 221 or MATH 222) and (MATH 354 or MATH 355)
Description: 2D graphics techniques including line drawing and polygon filling. 3D graphics problems including representation of solids, shading, and hidden surface elimination. Fractals, graphics standards. Graduate/Undergraduate Equivalency: COMP 560. Mutually Exclusive: Credit cannot be earned for COMP 360 and COMP 560.
Course URL: www.owlnet.rice.edu/~comp360/

COMP 361 - GEOMETRIC MODELING
Short Title: GEOMETRIC MODELING
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): MATH 101 and MATH 102 and COMP 182 and COMP 215
Description: Exploration of curves and surfaces (e.g. parametric form, implicit form, and conversion between forms), the representation of solid (e.g., wireframes, octrees, boundary representations, and constructive solid geometry), and applications (e.g., graphics, motion planning, simulation, and finite element mesh generation. Graduate/Undergraduate Equivalency: COMP 561. Repeatable for Credit.
some new algorithm design techniques. We introduce algorithms, algorithmic techniques, and some
theory of formal methods. In this class, you will learn

Description: We introduce algorithms, algorithmic techniques, and some
discrete math with a decidedly practical bent. This will improve anyone's
programming skills, but with specific application towards programming
contests and programming-oriented job interviews. This also provides
optional additional preparation for COMP 382. Features both individual
and small-group exercises in a hands-on class.

COMP 382 - REASONING ABOUT ALGORITHMS

Short Title: REASONING ABOUT ALGORITHMS

Department: Computer Science

Grade Mode: Standard Letter

Course Type: Lecture/Laboratory

Credit Hours: 4

Restrictions: Enrollment is limited to Undergraduate, Undergraduate
Professional or Visiting Undergraduate level students.

Course Level: Undergraduate Upper-Level

Prerequisite(s): COMP 182

Description: Writing algorithms is fun, but how are you sure that the
algorithm you wrote is flawless? Are there computing tasks for which it
is impossible to produce an efficient algorithm, or, for that matter, any
algorithm? To answer these questions, you have to learn to perform
mathematical reasoning about algorithmic problems and solutions
COMP 382 is an introduction to such reasoning techniques. Topics
covered would include elementary logic, analysis of the correctness and
efficiency of algorithms, and formal computational models like finite
automata and Turing machines. On the way, you are also going to learn
some new algorithm design techniques.

COMP 390 - COMPUTER SCIENCE PROJECTS

Short Title: COMPUTER SCIENCE PROJECTS

Department: Computer Science

Grade Mode: Standard Letter

Course Type: Research

Credit Hours: 1-3

Restrictions: Enrollment is limited to Undergraduate, Undergraduate
Professional or Visiting Undergraduate level students.

Course Level: Undergraduate Upper-Level

Description: Theoretical and experimental investigations under staff
direction. Credit cannot be received for both COMP 290 and COMP 390.
Instructor Permission Required. Equivalency: COMP 290. Mutually
Exclusive: Credit cannot be earned for COMP 390 and COMP 290.
Repeatable for Credit.

COMP 402 - PRODUCTION PROGRAMMING

Short Title: PRODUCTION PROGRAMMING

Department: Computer Science

Grade Mode: Standard Letter

Course Type: Lecture

Credit Hours: 4

Restrictions: Enrollment is limited to Undergraduate, Undergraduate
Professional or Visiting Undergraduate level students.

Course Level: Undergraduate Upper-Level

Prerequisite(s): COMP 310 or COMP 411 or COMP 510 or COMP 511

Description: This course focuses on the principles and practices of test-
driven software development, which have been popularized under the
banner of "Extreme Programming." To provide students with practical
experience, the course engages students in the development of open
source production programs written in JAVA or C#. The DRJAVA
programming courses was developed by students in this course. Some
of the major topics covered in course lectures include design patterns
for controlling concurrency and refactoring transformations to improve
legacy code. Graduate/Undergraduate Equivalency: COMP 501. Mutually
Exclusive: Credit cannot be earned for COMP 402 and COMP 501.

COMP 403 - REASONING AND SOFTWARE

Short Title: REASONING ABOUT SOFTWARE

Department: Computer Science

Grade Mode: Standard Letter

Course Type: Lecture

Credit Hours: 3

Restrictions: Enrollment is limited to Undergraduate, Undergraduate
Professional or Visiting Undergraduate level students.

Course Level: Undergraduate Upper-Level

Prerequisite(s): (COMP 382 and COMP 215) or COMP 482 or COMP 409
or COMP 509

Description: Our reliance on software of all forms is increasing by the
day. As a result, it is more important than ever to ensure that programs
function correctly and cannot be exploited by hostile adversaries. The
field of formal methods takes on this challenge, developing algorithms
and programming methodologies that can be used to formally reason
about what happens when software executes on arbitrary inputs, often
without actually executing the program. Such reasoning can be used,
for example, to identify subtle bugs and vulnerabilities in programs, or
to give mathematical proofs of program correctness. This is a hands-on
introduction to the field of formal methods. In this class, you will learn
the theoretical foundations of these systems; you will also implement a
series of systems that can be used to reason about the correctness of
C programs. Graduate/Undergraduate Equivalency: COMP 503. Mutually
Exclusive: Credit cannot be earned for COMP 403 and COMP 503.

COMP 370 - EVOLUTIONARY BIOINFORMATICS

Short Title: EVOLUTIONARY BIOINFORMATICS

Department: Computer Science

Grade Mode: Standard Letter

Course Type: Lecture

Credit Hours: 4

Restrictions: Enrollment is limited to Undergraduate, Undergraduate
Professional or Visiting Undergraduate level students.

Course Level: Undergraduate Upper-Level

Description: Large accessible data sets have opened new frontiers in
evolutionary biology, and many fields. Learn to write computer programs
to test hypotheses and discover patterns in diverse data. Understand
the most common strategies in evolutionary bioinformatics, including
dynamic programming, hidden Markov models, and graphical algorithms.
No previous programming experience required. Cross-list: EBIO 333.
Recommended Prerequisite(s): MATH 101 and MATH 102.

COMP 380 - PRACTICAL PROBLEM-SOLVING

Short Title: PRACTICAL PROBLEM-SOLVING

Department: Computer Science

Grade Mode: Standard Letter

Course Type: Lecture/Laboratory

Credit Hours: 3

Course Level: Undergraduate Upper-Level

Prerequisite(s): COMP 182

Restrictions: Enrollment is limited to Undergraduate, Undergraduate
Professional or Visiting Undergraduate level students.

Course Level: Undergraduate Upper-Level

Description: Large accessible data sets have opened new frontiers in
evolutionary biology, and many fields. Learn to write computer programs
to test hypotheses and discover patterns in diverse data. Understand
the most common strategies in evolutionary bioinformatics, including
dynamic programming, hidden Markov models, and graphical algorithms.
No previous programming experience required. Cross-list: EBIO 333.
Recommended Prerequisite(s): MATH 101 and MATH 102.

COMP 382 - REASONING ABOUT ALGORITHMS

Short Title: REASONING ABOUT ALGORITHMS

Department: Computer Science

Grade Mode: Standard Letter

Course Type: Lecture/Laboratory

Credit Hours: 4

Restrictions: Enrollment is limited to Undergraduate, Undergraduate
Professional or Visiting Undergraduate level students.

Course Level: Undergraduate Upper-Level

Prerequisite(s): COMP 182

Restrictions: Enrollment is limited to Undergraduate, Undergraduate
Professional or Visiting Undergraduate level students.

Course Level: Undergraduate Upper-Level

Description: Large accessible data sets have opened new frontiers in
evolutionary biology, and many fields. Learn to write computer programs
to test hypotheses and discover patterns in diverse data. Understand
the most common strategies in evolutionary bioinformatics, including
dynamic programming, hidden Markov models, and graphical algorithms.
No previous programming experience required. Cross-list: EBIO 333.
Recommended Prerequisite(s): MATH 101 and MATH 102.

COMP 370 - EVOLUTIONARY BIOINFORMATICS

Short Title: EVOLUTIONARY BIOINFORMATICS

Department: Computer Science

Grade Mode: Standard Letter

Course Type: Lecture

Credit Hours: 4

Restrictions: Enrollment is limited to Undergraduate, Undergraduate
Professional or Visiting Undergraduate level students.

Course Level: Undergraduate Upper-Level

Description: Large accessible data sets have opened new frontiers in
evolutionary biology, and many fields. Learn to write computer programs
to test hypotheses and discover patterns in diverse data. Understand
the most common strategies in evolutionary bioinformatics, including
dynamic programming, hidden Markov models, and graphical algorithms.
No previous programming experience required. Cross-list: EBIO 333.
Recommended Prerequisite(s): MATH 101 and MATH 102.
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Short Title</th>
<th>Department</th>
<th>Grade Mode</th>
<th>Course Type</th>
<th>Credit Hours</th>
<th>Restrictions</th>
<th>Course URL</th>
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<tbody>
<tr>
<td>COMP 405</td>
<td>ADVANCED TOPICS IN OBJECT-ORIENTED DESIGN</td>
<td>ADV TOP OBJECT/ORIENTED DESIGN</td>
<td>Computer Science</td>
<td>Standard Letter</td>
<td>Lecture/Laboratory</td>
<td>4</td>
<td>Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.</td>
<td><a href="http://www.cs.rice.edu/~vardi/comp409/">www.cs.rice.edu/~vardi/comp409/</a></td>
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<td>COMP 408</td>
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<td>Standard Letter</td>
<td>Lecture</td>
<td>3</td>
<td>Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.</td>
<td><a href="http://www.bandgap.cs.rice.edu/classes/comp408">www.bandgap.cs.rice.edu/classes/comp408</a></td>
</tr>
<tr>
<td>COMP 409</td>
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<td>ADV LOGIC IN COMPUTER SCIENCE</td>
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<td>Lecture</td>
<td>3</td>
<td>Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.</td>
<td><a href="http://www.cs.rice.edu/~vardi/comp409/">www.cs.rice.edu/~vardi/comp409/</a></td>
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<tr>
<td>COMP 410</td>
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<td>SOFTWARE ENGINEER METHODOLOGY</td>
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<td>Lecture</td>
<td>4</td>
<td>Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.</td>
<td><a href="http://www.clear.rice.edu/comp412">www.clear.rice.edu/comp412</a></td>
</tr>
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<td>COMP 411</td>
<td>PRINCIPLES OF PROGRAMMING LANGUAGES</td>
<td>PRINCIPLES OF PROG LANGUAGES</td>
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<td>Standard Letter</td>
<td>Lecture</td>
<td>4</td>
<td>Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.</td>
<td><a href="http://www.bandgap.cs.rice.edu/classes/comp410">www.bandgap.cs.rice.edu/classes/comp410</a></td>
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<td>COMP 412</td>
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<td>Lecture</td>
<td>4</td>
<td>Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.</td>
<td><a href="http://www.clear.rice.edu/comp412">www.clear.rice.edu/comp412</a></td>
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COMP 420 - INTRODUCTION TO DISTRIBUTED COMPUTER SYSTEMS
Short Title: INTRO TO DISTRIBUTED COMP SYS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 421
Description: Introduction to distributed computer systems. The course covers concepts, architecture, algorithms, protocols, and implementation, focusing on distribution, scale, robustness in the face of failure, and security. Graduate/Undergraduate Equivalency: COMP 532. Mutually Exclusive: Credit cannot be earned for COMP 420 and COMP 532.
Course URL: www.clear.rice.edu/comp420

COMP 422 - PARALLEL COMPUTING
Short Title: PARALLEL COMPUTING
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 221 or COMP 321
Description: COMP 422 is an undergraduate version of this course. COMP 422 students will have four programming assignments. COMP 534 students will have five. As part of their assignments, both COMP 422 and COMP 534 students will analyze the scalability and parallel efficiency of parallel programs they write. COMP 534 students will additionally use tools to qualify the root causes of scaling losses in their programs and document their findings. Graduate/Undergraduate Equivalency: COMP 534. Mutually Exclusive: Credit cannot be earned for COMP 422 and COMP 534.
Course URL: www.ruf.rice.edu/~mobile/elec422/

COMP 424 - MOBILE AND EMBEDDED SYSTEM DESIGN AND APPLICATION
Short Title: MOBILE & EMBEDDED SYSTEM
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): ELEC 220
Description: ELEC 424 introduces mobile and embedded system design and applications to undergraduate students and provides them hands-on design experience. It consists of three interlearning parts: lectures, student project, and student presentations. Cross-list: ELEC 424.
Course URL: www.ruf.rice.edu/~mobile/elec424/
**COMP 425 - COMPUTER SYSTEMS ARCHITECTURE**  
*Short Title:* COMPUTER SYSTEMS ARCHITECTURE  
*Department:* Computer Science  
*Grade Mode:* Standard Letter  
*Course Type:* Lecture/Laboratory  
*Credit Hours:* 4  
*Restrictions:* Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
*Course Level:* Undergraduate Upper-Level  
*Prerequisite(s):* ELEC 326 or COMP 326  
*Description:* Evolution of key architecture concepts found in advanced uniprocessor systems. Fundamental and advanced pipelining techniques and associated issues for improving processor performance. Illustrated with RISC processors such as the ARM processor. Examine several metrics for processor performance, such as Amdahl's law. Key concepts of data and program memory systems found in modern systems with memory hierarchies and cashes. Perform experiments in cache performance analysis. Influence of technology trends, such as Moore's law, on processor implementation Approaches for exploiting instruction level parallelism, such as VLIW. Introduction to parallel and multicore architectures. Introduction to processor architectures targeted for imbedded applications. Cross-list: ELEC 425. Graduate/Undergraduate Equivalency: COMP 554. Mutually Exclusive: Credit cannot be earned for COMP 425 and COMP 554.

**COMP 427 - INTRODUCTION TO COMPUTER SECURITY**  
*Short Title:* INTRO TO COMPUTER SECURITY  
*Department:* Computer Science  
*Grade Mode:* Standard Letter  
*Course Type:* Seminar  
*Credit Hours:* 3  
*Restrictions:* Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
*Course Level:* Undergraduate Upper-Level  
*Prerequisite(s):* COMP 310 and COMP 321  
*Description:* This elective course covers a wide variety of topics in computer security, including hands-on experience w/breaking software & engineering software to be harder to break. For example, students will perform buffer overflow attacks & exploit web application vulnerabilities, while also learning how to defend against them. Graduate/Undergraduate Equivalency: COMP 327, COMP 541. Mutually Exclusive: Credit cannot be earned for COMP 427 and COMP 327/COMP 541.

**COMP 429 - INTRODUCTION TO COMPUTER NETWORKS**  
*Short Title:* INTRO TO COMPUTER NETWORKS  
*Department:* Computer Science  
*Grade Mode:* Standard Letter  
*Course Type:* Lecture  
*Credit Hours:* 4  
*Restrictions:* Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
*Course Level:* Undergraduate Upper-Level  
*Prerequisite(s):* COMP 221 or COMP 321  

**COMP 430 - INTRODUCTION TO DATABASE SYSTEMS**  
*Short Title:* INTRO TO DATABASE SYSTEMS  
*Department:* Computer Science  
*Grade Mode:* Standard Letter  
*Course Type:* Lecture/Laboratory  
*Credit Hours:* 4  
*Restrictions:* Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
*Course Level:* Undergraduate Upper-Level  
*Prerequisite(s):* (COMP 211 or COMP 215) and (COMP 182 or COMP 280)  
*Description:* Introduction to relational and other database systems, SQL programming, Database application programming, and Database design. Graduate/Undergraduate Equivalency: COMP 533. Mutually Exclusive: Credit cannot be earned for COMP 430 and COMP 533.

**COMP 431 - WEB DEVELOPMENT**  
*Short Title:* WEB DEVELOPMENT  
*Department:* Computer Science  
*Grade Mode:* Standard Letter  
*Course Type:* Lecture/Laboratory  
*Credit Hours:* 3  
*Restrictions:* Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
*Course Level:* Undergraduate Upper-Level  
*Description:* In this project-based course, students create multi-user Web applications involving all aspects of application development from front-end and back-end programming to interfacing client-server communications technologies. Class time includes discussions of topics in Web development, structural frameworks, test driven development, and time for students to develop their Web applications. Graduate/Undergraduate Equivalency: COMP 531. Recommended Prerequisite(s): COMP 310 or COMP 321 Mutually Exclusive: Credit cannot be earned for COMP 431 and COMP 531.

**COMP 435 - ELECTION SYSTEMS, TECHNOLOGIES, AND ADMINISTRATION**  
*Short Title:* ELECTION SYSTEMS  
*Department:* Computer Science  
*Grade Mode:* Standard Letter  
*Course Type:* Lecture  
*Distribution Group:* Distribution Group III  
*Credit Hours:* 3  
*Restrictions:* Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.  
*Course Level:* Undergraduate Upper-Level  
*Description:* This multidisciplinary course will consider how elections are conducted to enhance participation, to accurately measure the will of the electorate, and to be sufficiently rigorous to convince all parties that the results are legitimate. This course will consider the design and evaluation of election technologies, ranging from voter registration through the polling booth and vote tabulation. This course will consider three questions: how do individual voters interact with the voting technology, how are voting technologies engineered to be accurate and secure, and how do the social aspects of voting fulfill democratic goals for elections? A central requirement for this course will be group research projects, many operating in our community, built around the November election. Cross-list: POLI 420, PSYC 420.
COMP 436 - SECURE AND CLOUD COMPUTING
Short Title: SECURE & CLOUD COMPUTING
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 327 or COMP 427 or COMP 541 or COMP 429 or COMP 556 or ELEC 429 or ELEC 556 or COMP 421 or COMP 521 or ELEC 421 or ELEC 552 or ELEC 437 or ELEC 539
Description: What is “cloud computing”? How do we build cloud-scale systems and components that are secure against malicious attacks, and scale to millions of users? Many of today’s services run inside the cloud – a set of geographically distributed data centers running heterogeneous software stacks. Cloud systems must scale across tens of thousands of machines, support millions of concurrent requests, and they must do so with high security guarantees. This course will start with the fundamentals of cloud computing, introduce key techniques in building scalable and secure systems and expose students to state-of-the-art research advances as well as emerging security threats and defenses in today’s cloud systems. Graduate/Undergraduate Equivalency: COMP 536. Mutually Exclusive: Credit cannot be earned for COMP 436 and COMP 536.

COMP 440 - ARTIFICIAL INTELLIGENCE
Short Title: ARTIFICIAL INTELLIGENCE
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 310 and (STAT 310 or ECON 307 or ECON 382 or STAT 312 or STAT 331 or ELEC 331 or ELEC 303) and (MATH 354 or MATH 355 or CAAM 335)
Description: This is a foundational course in artificial intelligence, the discipline of designing intelligent agents. The course will cover the design and analysis of agents that do the right thing in the face of limited information and computational resources. The course revolves around two main questions: how agents decide what to do, and how they learn from experience. Tools from computer science, probability theory, and game theory will be used. Interesting examples of intelligent agents will be covered, including poker playing programs, bots for various games (e.g. WoW), DS1 – the spacecraft that performed an autonomous flyby of Comet Borrelly in 2001, Stanley – the Stanford robot car that won the Darpa Grand Challenge, Google Maps and how it calculates driving directions, face and handwriting recognizers, Fedex package delivery planners, airline fare prediction sites, and fraud detectors in financial transactions. Cross-list: ELEC 440. Graduate/Undergraduate Equivalency: COMP 557. Mutually Exclusive: Credit cannot be earned for COMP 440 and COMP 557.
Course URL: www.owlnet.rice.edu/~comp440

COMP 441 - LARGE-SCALE MACHINE LEARNING
Short Title: LARGE-SCALE MACHINE LEARNING
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 440 or ELEC 440
Description: Learning from large dataset is becoming a ubiquitous phenomena in all applications spanning robotics, medical decisions, internet, communication, biology, etc. Designed to give senior UG students a thorough grounding in the theory and algorithms needed for research and practical applications in machine learning for modern massive datasets. Topics draw from machine learning, classical statistics, algorithms and information theory. Graduate/Undergraduate Equivalency: COMP 542. Mutually Exclusive: Credit cannot be earned for COMP 441 and COMP 542.

COMP 446 - MOBILE DEVICE APPLICATIONS
Short Title: MOBILE DEVICE APPLICATIONS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: Connected mobile devices require updated programming models and design concepts to take advantage of their capabilities. We will explore applications primarily on the Apple iPhone and iPad but will also cover smart watches, Google Android and intelligent voice assistants like Amazon Echo and Google Home. We will briefly touch on the development of web services to support mobile applications. The course culminates with a large project taking up most of the second half of the semester. Although the curriculum centers around and teaches iOS and Xcode, final projects may be completed in any major mobile system including Android and Alexa, etc. Cross-list: ELEC 446. Recommended Prerequisite(s): COMP 310 or prior Object Oriented Programming experience highly recommended.

COMP 447 - INTRODUCTION TO COMPUTER VISION
Short Title: INTRO TO COMPUTER VISION
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): ELEC 301 or ELEC 475 or COMP 314 or ELEC 322 or COMP 330
Description: An introduction to the basic concepts, algorithms and applications in computer vision. Topics include: cameras, camera models and imaging pipeline, low-level vision/image processing methods such as filtering and edge detection; mid-level vision topics such as segmentation and clustering; shape reconstruction from stereo, introduction to high-level vision tasks such as object recognition and face recognition. The course will involve programming and implementing basic computer vision algorithms in Matlab. Cross-list: ELEC 447. Graduate/Undergraduate Equivalency: COMP 546. Mutually Exclusive: Credit cannot be earned for COMP 447 and COMP 345/COMP 546.
COMP 451 - DESIGN AND ANALYSIS OF CYBER-PHYSICAL SYSTEMS
Short Title: DESIGN&ANALYSIS CYBER/PHYSICAL
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: This course is an introduction to cyber-physical systems, engineering artifacts in which computational components interact with and typically control physical components. Some common examples of cyber-physical systems include robots, Segways and lane-departure warning, LDW, systems in automobiles. Graduate/Undergraduate Equivalency: COMP 555. Mutually Exclusive: Credit cannot be earned for COMP 451 and COMP 555.

COMP 450 - ALGORITHMIC ROBOTICS
Short Title: ALGORITHMIC ROBOTICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): (COMP 221 or COMP 321) and COMP 215
Description: Robots have fascinated people for generations. Today, robots are built for applications as diverse as exploring remote planets, de-mining war zones, cleaning toxic waste, assembling cars, inspecting pipes in industrial plants and mowing lawns. Robots are also interacting with humans in a variety of ways: robots are museum guides, robots assist surgeon sin life threatening operations, and robotic cars can drive us around. The field of robotics studies not only the design of new mechanisms but also the development of artificial intelligence frameworks to make these mechanisms useful in the physical world, integrating computer science, engineering, mathematics and more recently biology and sociology, in a unique way. This class will present fundamental algorithmic advances that enable today’s robots to move in real environments and plan their actions. It will also explore fundamentals of the field of Artificial Intelligence through the prism of robotics. The class involves a significant programming project. Cross-list: ELEC 450, MECH 450. Graduate/Undergraduate Equivalency: COMP 550. Mutually Exclusive: Credit cannot be earned for COMP 450 and COMP 550.

COMP 448 - CONCRETE MATHEMATICS
Short Title: CONCRETE MATHEMATICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 182
Description: Concrete mathematics is a blend of continuous and discrete mathematics. Major topics include sums, recurrences, integer functions, elementary number theory, binomial coefficients, generating functions, discrete probability and asymptotic methods. Cross-list: MATH 448.

COMP 450 - ALGORITHMIC ROBOTICS
Short Title: ALGORITHMIC ROBOTICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): (COMP 221 or COMP 321) and COMP 215
Description: Robots have fascinated people for generations. Today, robots are built for applications as diverse as exploring remote planets, de-mining war zones, cleaning toxic waste, assembling cars, inspecting pipes in industrial plants and mowing lawns. Robots are also interacting with humans in a variety of ways: robots are museum guides, robots assist surgeon sin life threatening operations, and robotic cars can drive us around. The field of robotics studies not only the design of new mechanisms but also the development of artificial intelligence frameworks to make these mechanisms useful in the physical world, integrating computer science, engineering, mathematics and more recently biology and sociology, in a unique way. This class will present fundamental algorithmic advances that enable today’s robots to move in real environments and plan their actions. It will also explore fundamentals of the field of Artificial Intelligence through the prism of robotics. The class involves a significant programming project. Cross-list: ELEC 450, MECH 450. Graduate/Undergraduate Equivalency: COMP 550. Mutually Exclusive: Credit cannot be earned for COMP 450 and COMP 550.

COMP 451 - DESIGN AND ANALYSIS OF CYBER-PHYSICAL SYSTEMS
Short Title: DESIGN&ANALYSIS CYBER/PHYSICAL
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: This course is an introduction to cyber-physical systems, engineering artifacts in which computational components interact with and typically control physical components. Some common examples of cyber-physical systems include robots, Segways and lane-departure warning, LDW, systems in automobiles. Graduate/Undergraduate Equivalency: COMP 555. Mutually Exclusive: Credit cannot be earned for COMP 451 and COMP 555.

COMP 460 - ADVANCED COMPUTER GRAPHICS
Short Title: ADV COMPUTER GRAPHICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: This project-based class involves teams of 2-4 CS and Visual Arts students designing and building computer games suitable for Xbox Live Arcade using C# and XNA. For CS students, Comp 160 or Comp 360 is recommended as a prerequisite. For Visual Arts students, previous experience in drawing using Photoshop is suggested. Instructor Permission Required. Cross-list: ARTS 460. Repeatable for Credit.
Course URL: www.owlnet.rice.edu/~comp460

COMP 477 - SPECIAL TOPICS
Short Title: SPECIAL TOPICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Internship/Practicum, Lecture, Laboratory, Seminar
Credit Hours: 1-4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: Contemporary introduction to problems in computational biology spanning sequence to structure. The course has three modules: the first introduces students to the design and statistical analysis of gene expression studies; the second covers statistical machine learning techniques for understanding experimental data generated in computational biology; and the third introduces problems in the modeling of protein structure using computational methods from robotics. The course is project oriented with an emphasis on computation and problem-solving. Cross-list: BIOE 470, STAT 470. Recommended Prerequisite(s): COMP 280 and (STAT 310 or STAT 331).

COMP 477 - SPECIAL TOPICS
Short Title: SPECIAL TOPICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Internship/Practicum, Lecture, Laboratory, Seminar
Credit Hours: 1-4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: Contemporary introduction to problems in computational biology spanning sequence to structure. The course has three modules: the first introduces students to the design and statistical analysis of gene expression studies; the second covers statistical machine learning techniques for understanding experimental data generated in computational biology; and the third introduces problems in the modeling of protein structure using computational methods from robotics. The course is project oriented with an emphasis on computation and problem-solving. Cross-list: BIOE 470, STAT 470. Recommended Prerequisite(s): COMP 280 and (STAT 310 or STAT 331).

COMP 460 - ADVANCED COMPUTER GRAPHICS
Short Title: ADV COMPUTER GRAPHICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: This project-based class involves teams of 2-4 CS and Visual Arts students designing and building computer games suitable for Xbox Live Arcade using C# and XNA. For CS students, Comp 160 or Comp 360 is recommended as a prerequisite. For Visual Arts students, previous experience in drawing using Photoshop is suggested. Instructor Permission Required. Cross-list: ARTS 460. Repeatable for Credit.
Course URL: www.owlnet.rice.edu/~comp460

COMP 477 - SPECIAL TOPICS
Short Title: SPECIAL TOPICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Internship/Practicum, Lecture, Laboratory, Seminar
Credit Hours: 1-4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: Contemporary introduction to problems in computational biology spanning sequence to structure. The course has three modules: the first introduces students to the design and statistical analysis of gene expression studies; the second covers statistical machine learning techniques for understanding experimental data generated in computational biology; and the third introduces problems in the modeling of protein structure using computational methods from robotics. The course is project oriented with an emphasis on computation and problem-solving. Cross-list: BIOE 470, STAT 470. Recommended Prerequisite(s): COMP 280 and (STAT 310 or STAT 331).

COMP 477 - SPECIAL TOPICS
Short Title: SPECIAL TOPICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Internship/Practicum, Lecture, Laboratory, Seminar
Credit Hours: 1-4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: Contemporary introduction to problems in computational biology spanning sequence to structure. The course has three modules: the first introduces students to the design and statistical analysis of gene expression studies; the second covers statistical machine learning techniques for understanding experimental data generated in computational biology; and the third introduces problems in the modeling of protein structure using computational methods from robotics. The course is project oriented with an emphasis on computation and problem-solving. Cross-list: BIOE 470, STAT 470. Recommended Prerequisite(s): COMP 280 and (STAT 310 or STAT 331).
COMP 485 - FUNDAMENTALS OF MEDICAL IMAGING I
Short Title: FUND MEDICAL IMAGING I
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: This course will introduce basic principles of image acquisition, formation and processing of several medical imaging modalities such as X-ray, CT, MRI, and US that are used to evaluate the human anatomy. The course also includes visits to a clinical site to gain experience with the various imaging modalities covered in class. Cross-list: BIOE 485, ELEC 485. Recommended Prerequisite(s): MATH 211 and MATH 212.

COMP 486 - FUNDAMENTALS OF MEDICAL IMAGING II
Short Title: FUND MEDICAL IMAGING II
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): ELEC 485 or BIOE 485 or COMP 485
Description: This course focuses on functional imaging modalities used specifically in nuclear medicine such as Gamma cameras, SPECT, and PET imaging. The course will introduce the basic principles of image acquisition, formation, processing and the clinical applications of these imaging modalities and lays the foundations for understanding the principles of radiotracer kinetic modeling. A trip to a clinical site in also planned to gain experience with nuclear medicine imaging. Cross-list: BIOE 486, ELEC 486.

COMP 487 - COMPUTATIONAL COMPLEXITY
Short Title: COMPUTATIONAL COMPLEXITY
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Prerequisite(s): COMP 382 or COMP 409 or COMP 509 or COMP 481 or COMP 581
Description: In Computational Complexity we study the computational resources (time, space, communication, etc.) that are required to solve computational problems via various computational needs. Specifically, we are interested in classifying computational problems with classes of other problems that require similar amount of resources to solve. Graduate/Undergraduate Equivalency: COMP 587. Mutually Exclusive: Credit cannot be earned for COMP 487 and COMP 587.

COMP 490 - COMPUTER SCIENCE PROJECTS
Short Title: COMPUTER SCIENCE PROJECTS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Research
Credit Hours: 1-4
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: Theoretical and experimental investigation under staff direction. Instructor Permission Required. Repeatable for Credit.

COMP 491 - COMPUTER SCIENCE TEACHING
Short Title: COMPUTER SCIENCE TEACHING
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Independent Study
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: A combination of in-service teaching and a seminar. Department Permission Required. Repeatable for Credit.
COMP 498 - INTRODUCTION TO ROBOTICS
Short Title: INTRODUCTION TO ROBOTICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 3
Restrictions: Enrollment is limited to Undergraduate, Undergraduate Professional or Visiting Undergraduate level students.
Course Level: Undergraduate Upper-Level
Description: A seminar course to introduce students to topics in Data Science at the interface between Statistics and Computer Science. Students participate in the process of preparing, delivering and critiquing talks. Topics change each semester. Instructor Permission Required. Cross-list: STAT 496. Graduate/Undergraduate Equivalency: COMP 696. Mutually Exclusive: Credit cannot be earned for COMP 498 and COMP 696. Repeatable for Credit.

COMP 502 - NEURAL MACHINE LEARNING I
Short Title: NEURAL MACHINE LEARNING I
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Review of major neural machine learning (Artificial Neural Network) paradigms. Analytical discussion of supervised and unsupervised neural learning algorithms and their relation to information theoretical methods. Practical applications to data analysis such as pattern recognition, clustering, classification, function approximation/ regression, non-linear PCA, projection pursuit, independent component analysis, with lots of examples from image and digital processing.
Details are posted at www.ece.rice.edu/~erzsebet/ANNcourse.html.
Cross-list: ELEC 502, STAT 502. Recommended Prerequisite(s): ELEC 430 and ELEC 431 or equivalent or permission of instructor.
Course URL: www.ece.rice.edu/~erzsebet/ANNcourse.html

COMP 503 - REASONING AND SOFTWARE
Short Title: REASONING ABOUT SOFTWARE
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): (COMP 382 and COMP 215) or COMP 482 or COMP 409 or COMP 509
Description: Our reliance on software of all forms is increasing by the day. As a result, it is more important than ever to ensure that programs function correctly and cannot be exploited by hostile adversaries. The field of formal methods takes on this challenge, developing algorithms and programming methodologies that can be used to formally reason about what happens when software executes on arbitrary inputs, often without actually executing the program. Such reasoning can be used, for example, to identify subtle bugs and vulnerabilities in programs, or to give mathematical proofs of program correctness. This is a hands-on introduction to the field of formal methods. In this class, you will learn the theoretical foundations of these systems; you will also implement a series of systems that can be used to reason about the correctness of C programs. Graduate/Undergraduate Equivalency: COMP 403. Mutually Exclusive: Credit cannot be earned for COMP 503 and COMP 403.

COMP 504 - GRADUATE OBJECT-ORIENTED PROGRAMMING AND DESIGN
Short Title: GR OBJ-ORIENTED PROG & DESIGN
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Discover how stat-of-the-art object-orient programming and design techniques can create globe-spanning software systems that are both flexible and scalable. Learn how software design patterns are used in multiple programming paradigms. Explore highly decoupled systems with dynamically configurable behaviors. Highly recommended for anyone interested in building large systems and software engineering. Basic proficiency in Java is required. Students may not receive credit for both COMP 310/510 and COMP 404/504. Mutually Exclusive: Credit cannot be earned for COMP 504 and COMP 310/COMP 404/COMP 510.
COMP 505 - ADVANCED TOPICS IN OBJECT-ORIENTED DESIGN
Short Title: ADV TOP OBJECT/ORIENTED DESIGN
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 404 or COMP 504 or COMP 310
Description: A topics-driven exploration of cutting-edge object-oriented design issues and concepts including mutable recursive data frameworks, design patterns for sorting, parsing and games, service-oriented architectures and cloud computing. Detailed knowledge and practice in abstract structure and behavioral representations, delegation model programming, design patterns and Java are required. Graduate/Undergraduate Equivalency: COMP 405. Mutually Exclusive: Credit cannot be earned for COMP 505 and COMP 405.

COMP 506 - COMPILER CONSTRUCTION FOR GRADUATE STUDENTS
Short Title: COMPILER CONSTRUCTION - GR
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Topics in the design of programming language translators, including parsing, run-time storage management, error recovery, code generation and optimization. Graduate/Undergraduate Equivalency: COMP 412. Mutually Exclusive: Credit cannot be earned for COMP 506 and COMP 412.

COMP 507 - COMPUTER-AIDED PROGRAM DESIGN
Short Title: COMPUTER-AIDED PROGRAM DESIGN
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): (COMP 482 or ELEC 420) or COMP 481
Description: This course is a graduate-level introduction to computer-aided program design, a field that studies logical and algorithmic techniques for formally verifying programs, and mechanized derivation of programs that are correct by construction. Topics covered will include classical automated program verification in particular abstract interpretation and model checking - as well as recent developments in algorithmic program synthesis.

COMP 508 - DESIGN AND ANALYSIS OF SECURE EMBEDDED SYSTEMS FOR IoT ERA
Short Title: SECURE EMBEDDED SYS FOR IoT
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: The course emphasizes the security of small embedded devices that are central to the Internet of Things (IoT) Era. We discuss the practical security attacks, challenges, constraints, and opportunities that arise in the IoT domain. Covered topics include security engineering, real world attacks, practical and side channel attacks, and hands-on lab/projects. Cross-list: ELEC 511. Repeatable for Credit.

COMP 509 - ADVANCED LOGIC IN COMPUTER SCIENCE
Short Title: ADV LOGIC IN COMPUTER SCIENCE
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Set theoretical concepts. Propositional and first-order logic. Soundness and completeness, incompleteness, undecidability. Logical issues in computer science. A final project is required. Graduate/Undergraduate Equivalency: COMP 409. Mutually Exclusive: Credit cannot be earned for COMP 509 and COMP 409.

COMP 511 - PRINCIPLES OF PROGRAMMING LANGUAGES
Short Title: PRINCIPLES OF PROG LANGUAGES
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 211 or COMP 310
Description: The design, definition and abstract implementation of programming languages including methods for precisely specifying syntax and semantics. Graduate/Undergraduate Equivalency: COMP 411. Mutually Exclusive: Credit cannot be earned for COMP 511 and COMP 411.

COMP 512 - ADVANCED COMPILER CONSTRUCTION
Short Title: ADVANCED COMPILER CONSTRUCTION
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Advanced topics in the design of an optimizing compiler. This course will focus on analysis and optimization of programs for uniprocessor machines, including program analysis (data-flow analysis, construction of static single-assignment form) and program transformation (redundancies, constant values, strength reduction, etc.). The course uses a variety of readings from the literature and includes an implementation project. Recommended Prerequisite(s): COMP 412 or COMP 506.
Course URL: www.cs.rice.edu/~keith/512
COMP 513 - COMPLEXITY IN MODERN SYSTEMS
Short Title: COMPLEXITY IN MODERN SYSTEMS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: A modern computer is a system with enormous complexity in both software and hardware. The course presents the principles for managing such complexity using examples from modern computing systems. It covers emergent issues from system complexity such as energy efficiency, bug finding, and heterogeneous hardware. It also covers designing experiments and writing systems papers. The course consists of lectures, student presentation of classic papers, and a final project. Cross-list: ELEC 513.

COMP 514 - SUSTAINABILITY, ENERGY, AND INFORMATION TECHNOLOGY: AN INTERDISCIPLINARY APPROACH
Short Title: SUSTAINABILITY & ENERGY
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment limited to students with a class of Graduate.
Course Level: Graduate
Description: An interdisciplinary course addressing the energy issues facing computing in the coming decade and beyond. In a student research-driven format we will ask how IT may address its power consumption problem and serve as a vehicle for energy efficiency, sustainability, and reduced carbon emissions across all human activity. Cross-list: ELEC 514.
Course URL: www.cs.rice.edu/~kvp1/spring2008/comp514.htm

COMP 515 - ADVANCED COMPILATION FOR VECTOR PARALLEL PROCESSORS
Short Title: ADV COMPILATION VECTOR PARALEL
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 412
Description: Advanced compilation techniques for vector and parallel computer systems, including the analysis of program dependence, program transformations to enhance parallelism, compiler management of the memory hierarchy, interprocedural data flow analysis, and parallel debugging. Recommended Prerequisite(s): COMP 412.

COMP 516 - CLOUD COMPUTING PRACTICUM
Short Title: CLOUD COMPUTING PRACTICUM
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 413 or COMP 420 or (COMP 520 or ELEC 520)
Description: This is a project-based class that provides students with the opportunity to apply their knowledge of distributed computing principles to design and develop a single, large distributed application that utilizes the public cloud. Students will learn about the basic services for computing, storage, and communication that are supported by the new generation of "public utilities" that provide the infrastructure for the public cloud, and how to utilize these services to engineer a robust, scalable application.

COMP 518 - ENERGY EFFICIENCY IN MODERN SYSTEMS
Short Title: ENERGY EFFICIENCY MODERN SYS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Energy efficiency has become critically important for modern computing systems, from battery-powered mobile devices to wall-powered high-performance servers. The course presents the fundamentals of energy characteristics of modern systems, and introduces basic energy-saving mechanisms and methodologies for system energy characterization. It also covers emerging technologies in energy-efficient design. Instructor Permission Required. Cross-list: ELEC 518.
Course URL: www.ruf.rice.edu/~mobile/elec518/

COMP 519 - NETWORK SYSTEMS ARCHITECTURE
Short Title: NETWORK SYSTEMS ARCHITECTURE
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 221
Description: Design and implementation of network systems, including hardware and software architectures of network routers and servers. Students will design and implement either the hardware or software components of a network system, depending on their experience and preferences. This course is suitable for students with expertise in either software or hardware. Cross-list: ELEC 519. Recommended Prerequisite(s): COMP 221
**COMP 520 - DISTRIBUTED SYSTEMS**
*Short Title: DISTRIBUTED SYSTEMS*
*Department: Computer Science*
*Grade Mode: Standard Letter*
*Course Type: Lecture/Laboratory*
*Credit Hours: 3*
*Restrictions: Enrollment is limited to Graduate level students.*
*Course Level: Graduate*

*Course URL: [www.cs.rice.edu/~alc/comp520/](http://www.cs.rice.edu/~alc/comp520/)*

**COMP 521 - OPERATING SYSTEMS AND CONCURRENT PROGRAMMING**
*Short Title: OP SYS/CONCURRENT PROGRAMMING*
*Department: Computer Science*
*Grade Mode: Standard Letter*
*Course Type: Lecture/Laboratory*
*Credit Hours: 4*
*Restrictions: Enrollment is limited to Graduate level students.*
*Course Level: Graduate*
*Prerequisite(s): COMP 215 and (COMP 221 or COMP 321)*
*Description: Introduction to the design, construction, and analysis of concurrent programs with an emphasis on operating systems, including filing systems, schedulers, and memory allocators. Specific attention is devoted to process synchronization and communication within concurrent programs. Additional coursework required beyond the undergraduate course requirements. Cross-list: ELEC 552. Graduate/Undergraduate Equivalency: COMP 421. Mutually Exclusive: Credit cannot be earned for COMP 521 and COMP 421.*

**COMP 522 - MULTI-CORE COMPUTING**
*Short Title: MULTI-CORE COMPUTING*
*Department: Computer Science*
*Grade Mode: Standard Letter*
*Course Type: Seminar*
*Credit Hours: 3*
*Restrictions: Enrollment is limited to Graduate level students.*
*Course Level: Graduate*
*Prerequisite(s): (COMP 221 or COMP 321) and COMP 425*
*Description: Multi-core microprocessors are becoming the norm. The course will focus on emerging multi-core processor architectures and challenges to using them effectively. Topics include multi-core microprocessors, memory hierarchy, synchronization, programming systems, scheduling, and transactional memory.*

*Course URL: [www.cs.rice.edu/~johnmc/comp522/](http://www.cs.rice.edu/~johnmc/comp522/)*

**COMP 523 - COMPUTER-AIDED DESIGN FOR VLSI**
*Short Title: COMPUTER-AIDED DESIGN FOR VLSI*
*Department: Computer Science*
*Grade Mode: Standard Letter*
*Course Type: Lecture*
*Credit Hours: 3*
*Restrictions: Enrollment is limited to Graduate level students.*
*Course Level: Graduate*
*Prerequisite(s): (ELEC 425 or COMP 425)*
*Description: Fundamental topics in computer-aided design for VLSI: logic synthesis and formal verification, timing analysis and optimization, technology mapping, logic and fault simulation, testing, and physical design will be covered. Relevant topics in algorithms and data structures, generic programming, and the C++ standard template library will also be covered. Cross-list: ELEC 523.*

**COMP 524 - MOBILE AND WIRELESS NETWORKING**
*Short Title: MOBILE AND WIRELESS NETWORKING*
*Department: Computer Science*
*Grade Mode: Standard Letter*
*Course Type: Lecture*
*Credit Hours: 4*
*Restrictions: Enrollment is limited to Graduate level students.*
*Course Level: Graduate*
*Prerequisite(s): COMP 429 or ELEC 429*
*Description: Study of network protocols for mobile and wireless networking, particularly at the media access control, network, and transport protocol layers. Focus is on the unique problems and challenges presented by the properties of wireless transmission and host or router mobility. Cross-list: ELEC 524. Recommended Prerequisite(s): COMP 421 OR ELEC 421.*

**COMP 525 - VIRTUALIZATION AND CLOUD RESOURCE MANAGEMENT**
*Short Title: VIRTUAL & CLOUD RESOURCE MGMT*
*Department: Computer Science*
*Grade Mode: Standard Letter*
*Course Type: Lecture*
*Credit Hours: 3*
*Restrictions: Enrollment is limited to Graduate level students.*
*Course Level: Graduate*
*Prerequisite(s): (ELEC 425 or COMP 425)*

**COMP 526 - HIGH PERFORMANCE COMPUTER ARCHITECTURE**
*Short Title: HIGH PERFORM COMPUTER ARCH*
*Department: Computer Science*
*Grade Mode: Standard Letter*
*Course Type: Lecture*
*Credit Hours: 3*
*Restrictions: Enrollment is limited to Graduate level students.*
*Course Level: Graduate*
*Prerequisite(s): COMP 425 or ELEC 425*
*Description: Design of high performance computer systems, including shared-memory and message-passing multiprocessors and vector systems. Hardware and software techniques to tolerate and reduce memory and communication latency. Case studies and performance simulation of high-performance systems. Cross-list: ELEC 526.*
COMP 527 - COMPUTER SYSTEMS SECURITY

Short Title: COMPUTER SYSTEMS SECURITY
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: This class will focus on computer security in real systems. We will cover theory and practice for the design of secure systems (formal modeling, hardware and compiler-enforced safety, software engineering processes, tamper-resistant and tamper-reactive hardware, firewalls, cryptography, and more). Recommended Prerequisite(s): (COMP 311 or COMP 412) and (COMP 421 or COMP 429).
Course URL: seclab.cs.rice.edu/comp527/

COMP 528 - INTRODUCTION TO VIRTUALIZATION

Short Title: INTRODUCTION TO VIRTUALIZATION
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 421 or COMP 521
Description: System-level virtualization is an integral part of modern computer systems, spanning both hardware and software. This course will explore the various types of system-level virtualization and the hardware and software mechanisms that support them. The course will explore the interplay among hypervisors, operating systems, processors, memory, and I/O devices in modern virtualized systems.

COMP 529 - ADVANCED COMPUTER NETWORKS

Short Title: ADVANCED COMPUTER NETWORKS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 429 or ELEC 429
Description: This course explores advanced solutions in computer networks that are driven by the need to go beyond the best-effort capabilities of the Internet. Topics include network fault tolerance, traffic engineering, scalable data center network architectures, network support for big data processing, network support for cloud computing, extensible network control via software defined networking, denial-of-service-attack defense mechanisms. Readings from original research papers. Also include design project and oral presentation components. This course assumes students already have a good understanding of the best-effort Internet. Cross-list: ELEC 529.
Course URL: www.clear.rice.edu/comp529/

COMP 530 - DATABASE SYSTEM IMPLEMENTATION

Short Title: DATABASE SYSTEM IMPLEMENTATION
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3-4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 321 and COMP 430
Description: This course covers database management system architecture, query processing and optimization, transaction processing, concurrent control and recover, storage, indexing structures and related topics. Students will build a database system from the ground up. Graduate students who have not had an introductory database course should enroll for 4 credits: all others should enroll for 3 credits.

COMP 531 - WEB DEVELOPMENT AND DESIGN

Short Title: WEB DEVELOPMENT AND DESIGN
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: This project-based course explores Web application creation and design. Students are involved in the development of front-end and back-end systems while interfacing client-server communications technologies. Students will evaluate Web structural frameworks, Web development technologies, apply test driven development, and create multi-user Web applications. Graduate/Undergraduate Equivalency: COMP 431. Recommended Prerequisite(s): COMP 310 or COMP 321
Mutually Exclusive: Credit cannot be earned for COMP 531 and COMP 431.

COMP 532 - INTRODUCTION TO DISTRIBUTED COMPUTER SYSTEMS

Short Title: INTRO TO DISTRIBUTED COMP SYS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 421 or COMP 521
Description: Introduction to distributed computer systems. The course covers concepts, architecture, algorithms, protocols, and implementation, focusing on distribution, scale, robustness in the face of failure, and security. Additional coursework required beyond the UG course requirements. Graduate/Undergraduate Equivalency: COMP 420. Mutually Exclusive: Credit cannot be earned for COMP 532 and COMP 420.
Course URL: www.clear.rice.edu/comp420

COMP 533 - INTRODUCTION TO DATABASE SYSTEMS

Short Title: INTRO TO DATABASE SYSTEMS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture/Laboratory
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Introduction to relational and other database systems, SQL programming, database application programming, and database design. Graduate/Undergraduate Equivalency: COMP 430. Mutually Exclusive: Credit cannot be earned for COMP 533 and COMP 430.
COMP 534 - PARALLEL COMPUTING  
Short Title: PARALLEL COMPUTING  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 4  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Prerequisite(s): (COMP 221 or COMP 321)  
Description: COMP 422 is an undergraduate version of this course. COMP 422 students will have four programming assignments. COMP 534 students will have five. As part of their assignments, both COMP 422 and COMP 534 students will analyze the scalability and parallel efficiency of parallel programs they write. COMP 534 students will additionally use tools to qualify the root causes of scaling losses in their programs and document their findings. Graduate/Undergraduate Equivalency: COMP 422. Mutually Exclusive: Credit cannot be earned for COMP 534 and COMP 422.

COMP 535 - APPROXIMATE COMPUTING SYSTEM FOR BIG DATA, SUPERCOMPUTING AND EMBEDDED SYSTEMS  
Short Title: APPROX COMP SYS FOR BIG DATA  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 4  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Description: Survey this radical concept of approximate (or inexact) computing with the goal of understanding both of the challenges and opportunities at all layers of the computing system ranging over programming languages, compilers and run-time, and architecture.

COMP 536 - SECURE AND CLOUD COMPUTING  
Short Title: SECURE & CLOUD COMPUTING  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 3  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Prerequisite(s): COMP 327 or COMP 427 or COMP 541 or COMP 429 or COMP 556 or ELEC 429 or ELEC 556 or COMP 421 or COMP 521 or ELEC 421 or ELEC 552 or ELEC 437 or ELEC 539  
Description: What is "cloud computing?" How do we build cloud-scale systems and components that are secure against malicious attacks, and scale to millions of users? Many of today's services run inside the cloud - a set of geographically distributed data centers running heterogeneous software stacks. Cloud systems must scale across tens of thousands of machines, support millions of concurrent requests, and they must do so with high security guarantees. This course will start with the fundamentals of cloud computing, introduce key techniques in building scalable and secure systems and expose students to state-of-the-art research advances as well as emerging security threats and defenses in today's cloud systems. Cross-list: ELEC 510. Graduate/Undergraduate Equivalency: COMP 436. Mutually Exclusive: Credit cannot be earned for COMP 536 and COMP 436.

COMP 538 - SECURITY OF HW EMBEDDED SYSTEMS  
Short Title: EMBEDDED HW SYSTEMS SECURITY  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 3  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Description: The course covers wide range of topics pertaining to security of Hardware Embedded system, including cryptographic processors, secure memory access, hardware IT protection by monitoring and watermarking FPGA security, physical and side-charmed attacks, Trojan horses. Cross-list: ELEC 528. Repeatable for Credit.

COMP 539 - SOFTWARE ENGINEERING METHODOLOGY  
Short Title: SOFTWARE ENGINEER METHODOLOGY  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 4  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Prerequisite(s): COMP 404 or COMP 504  
Description: COMP 539 is a pure discovery-based learning course designed to give students real-life, hands-on training in a wide variety of software engineering issues that arise in creating large-scale, state-of-the-art software systems. The class forms a small software development "company" that works to deliver a product to a customer. The topics encountered include and are not limited to, dealing with new technologies (e.g. C#, .NET, distributed computing), advanced object-oriented programming and design, interacting with customers, problem specification and tasking, individual and group communications, human resource management, group leadership, testing, integration and documentation. Traditional development cycle methodologies will be compared to recent, "agile" techniques. Graduate/Undergraduate Equivalency: COMP 410. Recommended Prerequisite(s): COMP 505. Mutually Exclusive: Credit cannot be earned for COMP 539 and COMP 410.  
Course URL: www.bandgap.cs.rice.edu/classes/comp410

COMP 540 - STATISTICAL MACHINE LEARNING  
Short Title: STATISTICAL MACHINE LEARNING  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 4  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Prerequisite(s): (STAT 331 or STAT 310) and (MATH 355 or CAAM 335)  
Description: COMP 540 is about learning models from data. The course is designed to give students a foundational understanding of modern algorithms in learning and data mining, as well as hands-on experience with its applications in science and engineering.
COMP 541 - INTRODUCTION TO COMPUTER SECURITY
Short Title: INTRO TO COMPUTER SECURITY
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Seminar
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 310
Description: This elective course covers a wide variety of topics in computer security, including hands-on experience with breaking security. The course will delve into various security vulnerabilities, including web application vulnerabilities, while also teaching students how to defend against them. Graduate Undergraduate Equivalency: COMP 327, COMP 427. Mutually Exclusive: Credit cannot be earned for COMP 541 and COMP 327/COMP 427.

COMP 542 - LARGE-SCALE MACHINE LEARNING
Short Title: LARGE-SCALE MACHINE LEARNING
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Learning from large datasets is becoming a ubiquitous phenomenon in all applications spanning robotics, medical decision-making, internet, communication, and biology, etc. This course is designed to give students a thorough grounding in the theory and algorithms needed for research and practical applications in machine learning for modern massive datasets. Topics draw from machine learning, classical statistics, algorithms, and information theory. Graduate Undergraduate Equivalency: COMP 441. Mutually Exclusive: Credit cannot be earned for COMP 542 and COMP 441.

COMP 543 - GRADUATE TOOLS AND MODELS - DATA SCIENCE
Short Title: GR TOOLS & MODELS - DATA SCI
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: This course is an introduction to modern data science. Data science is the study of how to extract actionable, non-trivial knowledge from data. The course will focus on the software tools used by practitioners of modern data science, the mathematical and statistical models that are employed in conjunction with such software tools and the applications of these tools and systems to different problems and domains. On the tools side, we will cover the basics of relational database systems, as well as modern systems for manipulating large data sets such as Hadoop MapReduce, Apache Spark, and Google's TensorFlow. On the model side, the course will cover standard supervised and unsupervised models for data analysis and pattern discovery. Mathematical sophistication (calculus, statistics) and programming skills that would be acquired in an undergraduate computer science program are expected. Most programming will be in Python and SQL. (SQL is covered in the course) with some Java. Instructor Permission Required. Graduate Undergraduate Equivalency: COMP 330. Mutually Exclusive: Credit cannot be earned for COMP 543 and COMP 330.

COMP 544 - FUNCTIONAL PROGRAMMING
Short Title: FUNCTIONAL PROGRAMMING
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: An introduction to concepts, principles, and approaches of functional programming. Functional programming is a style of programming where the key means of computation is the application of functions to arguments (which themselves might be functions). This style of programming has become increasingly popular in recent years because it offers important advantages in designing, maintaining, and reasoning about programs in many modern contexts such as web services, multicore programming, and cluster computing. Course work consists of a series of programming assignments in the Scala programming language and various library extensions such as Apache Spark. Graduate Undergraduate Equivalency: COMP 311. Mutually Exclusive: Credit cannot be earned for COMP 544 and COMP 311.

COMP 545 - ADVANCED TOPICS IN OPTIMIZATION: FROM SIMPLE TO COMPLEX ML SYSTEMS
Short Title: ADV TOPICS IN OPTIMIZATION
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Seminar
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: COMP 545 is a graduate-level course on optimization techniques and algorithms, as these are used in modern ML/SP tasks. During this course, we will learn and study the above topics (both in depth and breadth). The course i) will focus on different objective classes (convex vs. non-convex objectives, with constraints or not, etc.), ii) will cover different optimization strategies within each class, iii) will study algorithmic choices based on computational resources (e.g., use of low-dimensional structures when/why), asynchronous vs. synchronous algorithms, distributed algorithms, etc.) and iv) lastly, will study schemes that handle some specific, but well-spread optimization constraints (sparsity, low-rankness). The main objective of the course is to highlight optimization as a vital part of contemporary research in ML/SP, and draw the attention of students to open-questions in related topics. In particular, the aim for students is to i) learn how to distinguish differences in research papers of related fields, ii) understand the connection between them and how researchers advance each area, and iii) be able to consider possible extensions of these works, as part of the final (open-ended) project of the course. Repeatable for Credit.
COMP 546 - INTRODUCTION TO COMPUTER VISION  
**Short Title:** INTRO TO COMPUTER VISION  
**Department:** Computer Science  
**Grade Mode:** Standard Letter  
**Course Type:** Lecture/Laboratory  
**Credit Hours:** 3  
**Restrictions:** Enrollment is limited to Graduate level students.  
**Course Level:** Graduate  
**Description:** An introduction to the basic concepts, algorithms and applications in computer vision. Topics include: cameras, camera models and imaging pipeline, low-level vision/image processing methods such as filtering and edge detection; mid-level vision topics such as segmentation and clustering; shape reconstruction from stereo, introduction to high-level vision tasks such as object recognition and face recognition. The course will involve programming and implementing basic computer vision algorithms in Matlab. Additional coursework required beyond the undergraduate course requirements. Cross-list: ELEC 546. Graduate/Undergraduate Equivalency: COMP 447. Mutually Exclusive: Credit cannot be earned for COMP 546 and COMP 345/COMP 447.

COMP 547 - COMPUTATIONAL GENOMICS FOR MICROBIAL FORENSICS  
**Short Title:** COMP MICROBIAL FORENSICS  
**Department:** Computer Science  
**Grade Mode:** Satisfactory/Unsatisfactory  
**Course Type:** Seminar  
**Credit Hours:** 3  
**Restrictions:** Enrollment is limited to Graduate level students.  
**Course Level:** Graduate  
**Description:** We will review, critique, and discuss computational methods and approaches for microbial forensics and infectious disease monitoring in the genomics era. The seminar will be divided into topic-specific sessions, focusing on emerging research trends and open challenges in the field. Mutually Exclusive: Credit cannot be earned for COMP 547 and COMP 347.

COMP 548 - VERIFIED PROGRAMMING  
**Short Title:** VERIFIED PROGRAMMING  
**Department:** Computer Science  
**Grade Mode:** Standard Letter  
**Course Type:** Lecture  
**Credit Hours:** 3  
**Restrictions:** Enrollment is limited to Graduate level students.  
**Course Level:** Graduate  
**Description:** The course will explore the mathematical underpinnings of reliable software. The students will learn how to use proof assistants to construct software along with a machine-checkable proof of its correctness. Basic concepts of logic, functional programming, static type systems and deductive verification will be covered.

COMP 550 - ALGORITHMIC ROBOTICS  
**Short Title:** ALGORITHMIC ROBOTICS  
**Department:** Computer Science  
**Grade Mode:** Standard Letter  
**Course Type:** Lecture  
**Credit Hours:** 4  
**Restrictions:** Enrollment is limited to Graduate level students.  
**Course Level:** Graduate  
**Prerequisite(s):** (COMP 221 or COMP 321) and COMP 215  
**Description:** Robots have fascinated people for generations. Today, robots are built for applications as diverse as exploring remote planets, de-mining war zones, cleaning toxic waste, assembling cars, inspecting pipes in industrial plants and mowing lawns. Robots are also interacting with humans in a variety of ways: robots are museum guides, robots assist surgeon in life threatening operations, and robotic cars can drive us around. The field of robotics studies not only the design of new mechanisms but also the development of artificial intelligence frameworks to make these mechanism useful in the physical world, integrating computer science, engineering, mathematics and more recently biology and sociology, in a unique way. This class will present fundamental algorithmic advances that enable today’s robots to move in real environments and plan their actions. It will also explore fundamentals of the field of Artificial Intelligence through the prism of robotics. The class involves a significant programming project. Cross-list: ELEC 550, MECH 550. Graduate/Undergraduate Equivalency: COMP 450. Mutually Exclusive: Credit cannot be earned for COMP 550 and COMP 450.

COMP 552 - DESIGN AND ANALYSIS OF CYBER-PHYSICAL SYSTEMS  
**Short Title:** DESIGN&ANALYSIS CYBER-PHYS SYS  
**Department:** Computer Science  
**Grade Mode:** Standard Letter  
**Course Type:** Lecture  
**Credit Hours:** 4  
**Restrictions:** Enrollment is limited to Graduate level students.  
**Course Level:** Graduate  
**Description:** This course is an introduction to cyber-physical systems, engineering artifacts in which computational components interact with and typically control physical components. Some common examples of cyber-physical systems include robots, Segways and lane-departure warning, LDW, systems in automobiles.
COMP 554 - COMPUTER SYSTEMS ARCHITECTURE  
Short Title: COMPUTER SYSTEMS ARCHITECTURE  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture/Laboratory  
Credit Hours: 4  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Description: Evolution of key architecture concepts found in advanced uniprocessor systems. Fundamental and advanced pipelining techniques and associated issues for improving processor performance. Illustrated with RISC processors such as the ARM processor. Examine several metrics for processor performance, such as Amdahl’s law. Key concepts of data and program memory systems found in modern systems with memory hierarchies and caches. Perform experiments in cache performance analysis. Influence of technology trends, such as Moore’s law, on processor implementation Approaches for exploiting instruction level parallelism, such as VLIW. Introduction to parallel and multicore architectures. Introduction to processor architectures targeted for embedded applications. Additional coursework required beyond the undergraduate course requirements. Cross-list: ELEC 554. Graduate/Undergraduate Equivalency: COMP 425. Mutually Exclusive: Credit cannot be earned for COMP 554 and COMP 425.

COMP 555 - DESIGN AND ANALYSIS OF CYBER-PHYSICAL SYSTEMS  
Short Title: DESIGN&ANALYSIS CYBER/PHYSICAL  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 4  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Description: This course is an introduction to cyber-physical systems, engineering artifacts in which computational components interact with and typically control physical components. Some common examples of cyber-physical systems include robots, Segways and lane-departure warning, LDW, systems in automobiles. Graduate/Undergraduate Equivalency: COMP 451. Mutually Exclusive: Credit cannot be earned for COMP 555 and COMP 451.

COMP 556 - INTRODUCTION TO COMPUTER NETWORKS  
Short Title: INTRO TO COMPUTER NETWORKS  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 4  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Prerequisite(s): COMP 221 or COMP 321  

COMP 557 - ARTIFICIAL INTELLIGENCE  
Short Title: ARTIFICIAL INTELLIGENCE  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 4  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Prerequisite(s): COMP 310 and (STAT 310 or ECON 307 or ECON 382 or STAT 312 or STAT 331 or ELEC 331 or ELEC 303) and (MATH 354 or MATH 355 or CAAM 335)  
Description: This is a foundational course in artificial intelligence, the discipline of designing intelligent agents. The course will cover the design and analysis of agents that do the right thing in the face of limited information and computational resources. The course revolves around two main questions: how agents decide what to do, and how they learn from experience. Tools from computer science, probability theory, and game theory will be used. Interesting examples of intelligent agents will be covered, including poker playing programs, bots for various games (e.g. WoW), DS1 – the spacecraft that performed an autonomous flyby of Comet Borrely in 2001, Stanley – the Stanford robot car that won the Darpa Grand Challenge, Google Maps and how it calculates driving directions, face and handwriting recognizers, Fedex package delivery planners, airline fare prediction sites, and fraud detectors in financial transactions. Additional coursework required beyond the undergraduate course requirements. Cross-list: ELEC 557. Graduate/Undergraduate Equivalency: COMP 440. Mutually Exclusive: Credit cannot be earned for COMP 557 and COMP 440.  
Course URL: www.owlnet.rice.edu/~comp440

COMP 560 - COMPUTER GRAPHICS AND GEOMETRIC MODELING  
Short Title: COMPUTER GRAPHICS  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture/Laboratory  
Credit Hours: 4  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Description: A survey of core topics in Computer Graphics and Geometric Modeling, including fractals, ray tracing, hidden surface Algorithmic, Bezier, B-spline, blossoming techniques and subdivision procedures. Graduate/Undergraduate Equivalency: COMP 360. Mutually Exclusive: Credit cannot be earned for COMP 560 and COMP 360.

COMP 561 - GEOMETRIC MODELING  
Short Title: GEOMETRIC MODELING  
Department: Computer Science  
Grade Mode: Standard Letter  
Course Type: Lecture  
Credit Hours: 4  
Restrictions: Enrollment is limited to Graduate level students.  
Course Level: Graduate  
Description: Exploration of curves and surfaces (e.g. parametric form, implicit form, and conversion between forms), the representation of solid (e.g., wireframes, octrees, boundary representations, and constructive solid geometry), and applications (e.g., graphics, motion planning, simulation, and finite element mesh generation. Graduate/Undergraduate Equivalency: COMP 361. Repeatable for Credit.
The seminar mixes lectures and readings with group and individual exercises. Instructor Permission Required. Repeatable for Credit.

We will consider some of these challenges, drawing on the insights but vexing problems of organizational change and development as well. Practitioners are likely to encounter not only difficult technical challenges, companies and even the community. In these settings, researchers and practitioners are likely to encounter not only difficult technical challenges, vexing problems of organizational change and development as well. We will consider some of these challenges, drawing on the insights of experts in psychology, organizational change, management and communications along with industry representatives and entrepreneurs. The seminar mixes lectures and readings with group and individual exercises. Instructor Permission Required. Repeatable for Credit.

This seminar introduces pre- and postdoctoral students in biomedical informatics to topics relevant to professional development in the discipline, which is no longer concentrated in labs as it was in its early days, but is now important in hospitals, outpatient clinics, companies and even the community. In these settings, researchers and practitioners are likely to encounter not only difficult technical challenges, but vexing problems of organizational change and development as well. We will consider some of these challenges, drawing on the insights of experts in psychology, organizational change, management and communications along with industry representatives and entrepreneurs. The seminar mixes lectures and readings with group and individual exercises. Instructor Permission Required. Repeatable for Credit.
COMP 587 - COMPUTATIONAL COMPLEXITY
Short Title: COMPUTATIONAL COMPLEXITY
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): COMP 382 or COMP 409 or COMP 509 or COMP 481 or COMP 581
Description: In Computational Complexity we study the computational resources (time, space, communication, etc.) that are required to solve computational problems via various computational needs. Specifically, we are interested in classifying computational problems with classes of other problems that require similar amount of resources to solve. Graduate/Undergraduate Equivalency: COMP 487. Mutually Exclusive: Credit cannot be earned for COMP 587 and COMP 487.

COMP 590 - COMPUTER SCIENCE PROJECTS
Short Title: COMPUTER SCIENCE PROJECTS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Research
Credit Hours: 1-4
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Advanced theoretical and experimental investigations under staff direction. The student must have a full-time internship to receive 4 credits for this course. Instructor Permission Required. Repeatable for Credit.

COMP 591 - GRADUATE COMPUTER SCIENCE TEACHING
Short Title: GRAD COMPUTER SCIENCE TEACHING
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Independent Study
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: A combination of in-service teaching and a seminar. Instructor Permission Required. Repeatable for Credit.

COMP 600 - GRADUATE SEMINAR IN COMPUTER SCIENCE
Short Title: GRADUATE SEMINAR
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Seminar
Credit Hour: 1
Restrictions: Enrollment is limited to Graduate level students. Enrollment limited to students in a Doctor of Philosophy or Master of Science degrees.
Course Level: Graduate
Description: The seminar course meets weekly to discuss current research results by graduate students in the Computer Science Department. Senior Ph.D. Students are expected to present their research results. This course is open ONLY to MS and Ph.D. Students. MCS students may NOT take this course for credit without the consent of the instructor. Repeatable for Credit.
Course URL: www.clear.rice.edu/comp600/

COMP 601 - WRITING AND EDITING CONFERENCE PAPERS
Short Title: WRITING & EDITING CONF PAPERS
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Seminar
Credit Hour: 1
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: This is a seminar on technical writing and preparing publications for peer review. The focus is on conference papers, around 6-10 pages in length. The main topics are: 1) The structure of a conference publication, with guest lectures from the faculty. 2) Good daily writing habits with a group accountability system. 3) Editing techniques and the development a departmental "writing community" with interactive editing sessions. This course will cover a few topics from ENGI 600, but the main focus will be on short computer science conference documents and interactive peer editing. ENGI 600 is still the correct course to take for writing in general, thesis preparation, or journal publications. This course will complement COMP 600, and to develop the same community for writing as this class does for presentations. Repeatable for Credit.

COMP 602 - NEURAL MACHINE LEARNING AND DATA MINING II
Short Title: NEURAL MACHINE LEARNING II
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Lecture
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Prerequisite(s): ELEC 502 or COMP 502 or STAT 502
Description: Advanced topics in ANN theories, with a focus on learning high-dimensional complex manifolds with neural maps (Self-Organizing Maps, Learning Vector Quantizers and variants). Application to data mining, clustering, classification, dimension reduction, sparse representation. The course will be a mix of lectures and seminar discussions with active student participation, based on most recent research publications. Students will have access to professional software environment to implement theories. Cross-list: ELEC 602, STAT 602. Repeatable for Credit.
Course URL: www.ece.rice.edu/~erzsebet/NMLcourseII.html
COMP 607 - AUTOMATED PROGRAM VERIFICATION
Course Title: AUTOMATED PROGRAM VERIFICATION
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Seminar
Credit Hours: 1
Restrictions: Enrollment is limited to Graduate level students.
Description: Methods, tools and theories for the computer-aided verification of concurrent systems. Repeatable for Credit.
Course URL: www.cs.rice.edu/~vardi/comp607/

COMP 611 - TOPICS IN PROGRAMMING LANGUAGES AND FORMAL METHODS
Course Title: PROGRAMMING & FORMAL METHODS
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Seminar
Credit Hours: 1-3
Restrictions: Enrollment is limited to Graduate level students.
Description: This course will cover a selection of topics from the areas of programming languages and formal methods. All students will read classical and recent papers on the selected topics and give presentations on them. A student may elect to perform a semester-long project on a topics related to the content of the course and write a short report on their findings. Repeatable for Credit.

COMP 620 - GRADUATE SEMINAR IN DISTRIBUTED COMPUTING
Course Title: GRAD SEMINAR DIST COMPUTING
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Seminar
Credit Hours: 1
Restrictions: Enrollment is limited to Graduate level students.
Description: Content varies at discretion of instructor. Repeatable for Credit.

COMP 640 - GRADUATE SEMINAR IN MACHINE LEARNING
Course Title: GR SEM IN MACHINE LEARNING
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Seminar
Credit Hours: 1-3
Restrictions: Enrollment is limited to Graduate level students.
Description: A reading course covering the latest developments in statistical machine learning and pattern recognition. Recommended Prerequisite(s): COMP 440. Repeatable for Credit.

COMP 645 - ADVANCED TOPICS IN DISTRIBUTED SYSTEMS
Course Title: ADV TOPICS IN DISTRIBUTED SYST
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Seminar
Credit Hours: 1-3
Restrictions: Enrollment is limited to Graduate level students.
Description: We will learn about and discuss recent advances in various areas in computer systems, including topics on security, distributed systems, networking, operating systems, and databases. The seminar will be divided into several sections, with each section focusing on one research trend. In each class, students will read one classic paper on the topic, and present two recent papers that describe the state of the art. Students can also team up and do a semester-long research project on any relevant topics. All students will need to make a final presentation at the end of the class on a potential project idea; for students that choose to do a semester-long project, they will also submit a six-page report on their project, in addition to giving a final presentation. Instructor Permission Required. Cross-list: ELEC 692. Repeatable for Credit.

COMP 650 - PHYSICAL COMPUTING
Course Title: PHYSICAL COMPUTING
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Seminar
Credit Hours: 1-3
Restrictions: Enrollment is limited to Graduate level students.
Description: Methods, tools and theories for reasoning about problems with physical constraints. The student may elect to perform a project to receive more than 1 credit hour. Instructor Permission Required. Repeatable for Credit.

COMP 677 - SPECIAL TOPICS
Course Title: SPECIAL TOPICS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Seminar, Lecture, Laboratory, Internship/Practicum
Credit Hours: 1-4
Restrictions: Enrollment is limited to Graduate or Visiting Graduate level students.
Description: Topics and credit hours vary each semester. Contact department for current semester's topic(s). Repeatable for Credit.

COMP 690 - RESEARCH AND THESIS
Course Title: RESEARCH AND THESIS
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Research
Credit Hours: 1-12
Restrictions: Enrollment is limited to Graduate level students.
Description: Repeatable for Credit.
COMP 693 - ADVANCED TOPICS-COMPUTER SYSTEMS
Short Title: ADV TOPICS - COMPUTER SYSTEMS
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Seminar
Credit Hours: 1-3
Restrictions: Enrollment is limited to Graduate level students.
Description: This course is a discussion based seminar about state of the art embedded and digital signal processing systems, with emphasis on both hardware architectures as well as software tools, programming models, and compilers. The seminar focuses on state of the art academic and commercial offerings in these areas. Cross-list: ELEC 693. Repeatable for Credit.

COMP 694 - HOW TO BE A CHIEF TECHNOLOGY OFFICER
Short Title: HOW TO BE A CTO
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Seminar
Credit Hours: 3
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Survey of the component and standards trends that are the basis of personal computers and digital appliances with the aim of predicting technologies, solutions, and new products five years into the future. Examples of these technologies are dual Core processors, iPods and their evolution, mobile wireless data devices, and even Google vs. Microsoft. Students will each pick a topic important to the digital lifestyle and through a series of one-on-one sessions develop a depth of understanding that is presented to the class. Formerly "Future Personal Computing Technologies." Cross-list: ELEC 694.
Course URL: www.ece.rice.edu/Courses/694.html/

COMP 696 - RTG CROSS-TRAINING IN DATA SCIENCE
Short Title: RTG CROSS-TRAINING IN DATA SCI
Department: Computer Science
Grade Mode: Standard Letter
Course Type: Seminar
Credit Hour: 1
Restrictions: Enrollment is limited to students with a major in Computer Science or Statistics. Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: A seminar course to introduce students to topics in Data Science at the interface between Statistics and Computer Science. Students participate in the process of preparing, delivering and critiquing talks. Topics change each semester. Instructor Permission Required. Cross-list: STAT 696. Graduate/Undergraduate Equivalency: COMP 496. Mutually Exclusive: Credit cannot be earned for COMP 696 and COMP 496. Repeatable for Credit.

COMP 800 - GRADUATE RESEARCH
Short Title: GRADUATE RESEARCH
Department: Computer Science
Grade Mode: Satisfactory/Unsatisfactory
Course Type: Research
Credit Hours: 1-15
Restrictions: Enrollment is limited to Graduate level students.
Course Level: Graduate
Description: Repeatable for Credit.

Description and Code Legend
Note: Internally, the university uses the following descriptions, codes, and abbreviations for this academic program. The following is a quick reference:

Course Catalog/Schedule
• Course offerings/subject code: COMP

Department Description and Code
• Computer Science: COMP

Undergraduate Degree Descriptions and Codes
• Bachelor of Arts degree: BA
• Bachelor of Science in Computer Science degree: BSCS

Undergraduate Major Description and Code
• Major in Computer Science (for both the BA and BSCS degrees): COMP

Graduate Degree Descriptions and Codes
• Master of Computer Science degree: MCS
• Master of Science degree: MS
• Doctor of Philosophy degree: PhD

Graduate Degree Program Description and Code
• Degree Program in Computer Science: COMP

CIP Code and Description
1. COMP Major/Program: CIP Code/Title: 11.0101 - Computer and Information Sciences, General

1 Classification of Instructional Programs (CIP) 2010 Codes and Descriptions from the National Center for Education Statistics: https://nces.ed.gov/ipeds/cipcode/