Computer Science

IN THE COLLEGE OF SCIENCES

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Faculty
Emeritus: Anantha, Baase-Mayers, Beck, Carroll, Donald, Lane, Marovac, Riggins, Root, Stewart, Vinge, Vuskovic
Chair: Ren
Professors: Edwards, Ren, Roch, Tarokh, Valafar, Xie
Associate Professors: Eckberg, Wang, Whitney
Assistant Professors: Liu, Xu
Lecturers: Bajic, Kraft

Offered by the Department
Master of Science degree in computer science.
Minor in computer science.
Certificate in geographic information science.
Certificate in web and mobile applications development (refer to the Graduate Bulletin).

The Major

Computer Science is the study of computers and their applications. It is concerned with methods for storing and retrieving information, with the design and use of languages for writing computer programs, with the hardware systems that interpret such languages, and with the theoretical principles that form the foundations of computing. Computer Science includes a wide variety of specialties and application areas such as artificial intelligence, robotics, graphics, systems programming, simulation, and computer networks.

The Bachelor of Science in Computer Science is designed to provide students with a fundamental understanding of modern computing methodology and programming practices along with a complementary knowledge of hardware. The first two years provide the basic preparation in programming, data structures and architecture. The final two years are devoted to more advanced fundamentals and specialized electives.

Computers are used to store and manage information, to analyze scientific data, and in a wide variety of other applications. Computing technology is found in an almost limitless number of settings, ranging from automobiles to household appliances to toys. Because of this, a wide range of jobs are open to people trained in Computer Science. Employment opportunities are expected to remain very strong.

Impacted Program

The computer science major is an impacted program. To be admitted to the computer science major, students must meet the following criteria:

a. Complete preparation for the major. Computer Science 107, 108, 237; Mathematics 150, 151, 245, 254; and Statistics 250 must be completed with a minimum grade of C (2.0) or better and cannot be taken for credit/no credit (Cr/NC).
b. Complete a minimum of 60 transferable semester units;
c. Have a minimum cumulative GPA of 2.0.

To complete the major, students must fulfill the degree requirements for the major described in the catalog in effect at the time they are accepted into the premajor at SDSU (assuming continuous enrollment).

Major Academic Plans (MAPs)

Visit http://www.sdsu.edu/mymap for the recommended courses needed to fulfill your major requirements. The MAPs website was created to help students navigate the course requirements for their majors and to identify which General Education course will also fulfill a major preparation course requirement.

Computer Science Major

With the B.S. Degree in Applied Arts and Sciences
(Major Code: 07011) (SIMS Code: 773801)
(SIMS Code: 773804 - Georgia)

All candidates for a degree in applied arts and sciences must complete the graduation requirements listed in the section of this catalog on “Graduation Requirements.”

A minor is not required for this major.

Preparation for the Major:
Computer Science 107, 108, 237; Mathematics 150, 151, 245, 254; Statistics 250. These courses must be completed with a minimum grade of C (2.0) or better and cannot be taken for credit/no credit (Cr/NC). (26 units)

Additional Lower Division Coursework Required:
Twelve units of science courses selected with approval of adviser. Courses must include one of the following two-semester sequences with laboratory: Biology 203, 203L, 204, 204L; or Chemistry 200, 200L; or Physics 195, 195L, 196, 196L. The remainder of the 12 units must be science courses that enhance the student’s ability to apply the scientific method and must be from a department different from the main year-long science sequence.

Graduation Writing Assessment Requirement:
Passing the Writing Placement Assessment with a score of 10 or completing one of the approved upper division writing courses (W) with a grade of C (2.0) or better. See “Graduation Requirements” section for a complete listing of requirements.

Major:
A minimum of 37 upper division units to include Computer Science 310, 320, 370, 440, 490, 530, 560, 570; at least one course selected from Mathematics 541, 579, Statistics 350A, 550, or 551A; and 12 units of computer science electives selected with the approval of a computer science major adviser. At least nine units of electives must be in computer science.

Master Plan:
Students should follow the Master Plan Advising Guide to ensure completion of major requirements. Download it at http://www.cs.sdsu.edu/degree-requirements.

Computer Science Minor
(SIMS Code: 773801)

The minor in computer science consists of a minimum of 18-23 units in computer science and mathematics to include Computer Science 107, 108; and at least 12 upper division units, or at least nine upper division units if the student completes a full calculus sequence, i.e., Mathematics 150 and 151. The courses selected are subject to the approval of the minor adviser. A list of approved electives is listed at http://www.cs.sdsu.edu/cs-minor-requirements.

Courses in the minor may not be counted toward the major, but may be used to satisfy preparation for the major and general education requirements, if applicable. A minimum of six upper division units must be completed in residence at San Diego State University.

Geographic Information Science Certificate*
(SIMS Code: 112949)

The purpose of the program is to prepare students to acquire, analyze, manage, visualize, and develop applications with geospatial data in public and private organizations. Students must apply for admission to the program before the completion of 12 certificate units and must complete the required units with a 2.5 grade point average.

The certificate requires 27 units distributed between the departments of Computer Science and Geography as follows: 12-15 units selected from Computer Science 107, 108, 310, 320, 503, 514, 520, 537, and 12-15 units selected from Geography 104, 381, 484, 581-592. Courses with relevant content (e.g., Computer Science 596 or Geography 596) may be substituted for the computer science and geography courses with the approval of the certificate adviser. Courses in the certificate may be counted toward the major in computer science if applicable.

*Additional prerequisites required for this certificate.
Courses (CS)
Refer to Courses and Curricula and University Policies sections of this catalog for explanation of the course numbering system, unit or credit hour, prerequisites, and related information.

LOWER DIVISION COURSES
CS 100. Computational Thinking (3) [GE]
Prerequisite: Satisfaction of the SDSU Mathematics/Quantitative Reasoning Assessment requirement.

CS 107. Introduction to Computer Programming (3)
Prerequisite: Satisfaction of the SDSU Mathematics/Quantitative Reasoning Assessment requirement.
Programming methodology and problem solving. Basic concepts of computer systems, algorithm design and development, data types, program structures. Extensive programming in Java.

CS 108. Intermediate Computer Programming (3)
Prerequisite: Computer Science 107.
Further training in program design and development. Object-oriented programming to include inheritance, polymorphism, and generic code. Extensive programming in Java. Introduction to data structures.

CS 237. Machine Organization and Assembly Language (3)
Prerequisite: Computer Science 108.
General concepts of machine and assembly language, data representation, looping and addressing techniques, arrays, subroutines, macros. Extensive assembly language programming.

CS 296. Experimental Topics (1-4)
Selected topics. May be repeated with new content. See Class Schedule for specific content. Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor's degree.

CS 299. Special Study (1-3)
Prerequisite: Consent of instructor.
Individual study. Maximum credit six units.

UPPER DIVISION COURSES
(Designed for Undergraduates)
CS 301. Computers and Society (3) [GE]
Prerequisite: Completion of the General Education requirement in Foundations of Learning II.A., Natural Sciences and Quantitative Reasoning.
Impact of computers and computing technology on society: applications, benefits, and risks. Topics include privacy, copyright, computer crime, constitutional issues, risks of computer failures, evaluating reliability of computer models, computers in the workplace, trade and communications in the global village. Not open to computer science majors or to students with credit in Computer Science 440.

CS 310. Data Structures (3)
Prerequisite: Computer Science 108.
Representations and operations on basic data structures. Arrays, linked lists, stacks, queues, and recursion; binary search trees and balanced trees; hash tables, dynamic storage management; introduction to graphs. An object oriented programming language will be used.

CS 320. Programming Languages (3)
Prerequisite: Computer Science 108.
Principles of high-level programming languages, including formal techniques for syntax specification and implementation issues. Languages studied should include at least C++, FORTRAN, and LISP.

CS 370. Computer Architecture (3)
Prerequisite: Computer Science 237.
Logic gates, combinational circuits, sequential circuits, memory and bus system, control unit, CPU, exception processing, traps and interrupts, input-output and communication, reduced instruction set computers, use of simulators for analysis and design of computer circuits, and traps/interrupts.

CS 440. Social, Legal, and Ethical Issues in Computing (3)
Prerequisite: Computer Science 108.
Impact of computers, applications, and benefits, copyright, privacy, computer crime, constitutional issues, risks of computer failures, evaluating reliability of computer models, trade and communications in the global village, computers in the workplace, responsibilities of the computer professional. Not open to students with credit in Computer Science 301.

CS 470. UNIX System Administration (3)
Prerequisite: Computer Science 370.
Installing the UNIX operating system on a UNIX workstation, adding user accounts, backing up and restoring user files, installing windows, adding network capabilities, adding printers and other peripherals.

CS 490. Senior Seminar (1)
Prerequisite: Fifteen units of upper division computer science courses.
Preparation and delivery of oral presentations on advanced topics in computer science. General principles of organization and style appropriate for presenting such material.

CS 496. Experimental Topics (1-4)
Selected topics. May be repeated with new content. See Class Schedule for specific content. Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor's degree.

CS 497. Undergraduate Research Seminar (3)
Six hours of laboratory and one hour with adviser.
Prerequisites: Computer Science 560 or 570, minimum grade point average of 3.3, and consent of instructor.
Designing and carrying out independent research in one of the areas of computer science. Literature search, technical report writing, and oral presentation of results.

CS 498. Undergraduate Honors Thesis (3)
Prerequisites: Computer Science 497 and consent of instructor.
Directed research in computer science and completion of honors thesis. Thesis to be presented at the annual SDSU Research Symposium and/or defended before a committee of faculty. Maximum credit six units.

CS 499. Special Study (1-3)
Prerequisite: Consent of instructor.
Individual study. Maximum credit six units.
UPPER DIVISION COURSES
(Also Acceptable for Advanced Degrees)

CS 503. Scientific Database Techniques (3)
Prerequisites: Computer Science 310 and Mathematics 245.
Fundamental data models for handling scientific data, including
flat file, indexed compressed files, relational databases, and
object oriented databases, and their associated query technolo-
gies; e.g. file formats, input/output libraries, string searching,
structured query language, object-oriented structured query language,
hypertext markup language/common gateway interface, and other
specialized interfaces. Designed for computational science stu-
dents. Computer science majors must obtain adviser approval. See
Computer Science 514.

CS 514. Database Theory and Implementation (3)
Prerequisites: Computer Science 310 and Mathematics 245.
Database systems architecture. Storage structures and access
techniques. Relational model, relational algebra and calculus, nor-
malization of relations, hierarchical and network models. Current
database systems.

CS 520. Advanced Programming Languages (3)
Prerequisites: Computer Science 237, 310, and 320.
Object oriented programming, concurrent programming, logic
programming. Implementation issues.

CS 530. Systems Programming (3)
Prerequisites: Computer Science 237 and 310.
Design and implementation of system software. Relationship
between software design and machine architecture. Topics from
assemblers, loaders and linkers, macro processors, compilers,
d Debuggers, editors. Introduction to software engineering and
review of programming fundamentals and object oriented con-
cepts. Large project in object oriented programming is required.
Not acceptable for the M.S. degree in computer science.

CS 532. Software Engineering (3)
Prerequisites: Computer Science 320 and 530.
Theory and methodology of programming complex computer
software. Analysis, design, and implementation of programs. Team
projects required.

CS 537. Programming for GIS (3)
Prerequisite: Computer Science 310 or Geography 484.
Customization of Geographic Information Science application
development platforms with emphasis on object oriented program-
ing and component architecture. Prominent examples are Map
Objects with Visual Basic, Map Objects with Java. Considerable
programming effort required, especially in Graphical User Interface
development.

CS 540. Software Internationalization (3)
Prerequisite: Computer Science 310.
Principles, techniques, and resources for design and implemen-
tation of software localizable to multiple languages and/or
cultures, including detailed examination of internationalization fea-
tures provided by one or more widely used modern programming
languages.

CS 545. Introduction to Web Application Development (3)
(Offered only in the College of Extended Studies)
Prerequisite: Computer Science 310.
World Wide Web application development. XHTML, CSS, Javas-
script, client-side and server-side scripting, PHP and CGI program-
ing with Perl. Application integration with SQL database systems.

CS 546. Human Computer Interfaces (3)
(Offered only in the College of Extended Studies)
Prerequisites: Computer Science 310 and 320.
Common interface idioms and support available for loose inte-
gration into aesthetically appealing and practical, efficient inter-
action between humans and machine. Editors, browsers, games,
 networking sites, posting boards, etc. Principles that are ubiquitous
among tools for HCl development.

CS 547. Programming and Scripting Languages for Web
Applications (3)
(Offered only in the College of Extended Studies)
Prerequisites: Computer Science 310 and 320.
Principles and practice of dynamic and scripting and functional
languages used in web applications. Basic language concepts,
data structures in dynamic languages, code structure, code quality,
testing, string manipulation, dynamic code generation.

CS 550. Artificial Intelligence (3)
Prerequisites: Computer Science 310 and either Mathematics
245 or 523.
Heuristic approaches to problem solving. Systematic methods of
search of the problem state space. Theorem proving by machine.
Resolution principle and its applications.

CS 556. Robotics: Mathematics, Programming, and Control (3)
Prerequisites: Computer Science 320, Mathematics 254, knowl-
edge of the C programming language.
Robotic systems including manipulators, actuators, sensors, and
controllers. Kinematics of planar robots. Design and implementa-
tion of robot joint controllers. Robot programming languages and
environments, and robot command interfaces.

CS 558. Computer Simulation (3)
Prerequisites: Computer Science 310 and Statistics 550.
Methodology of simulation for discrete and continuous dynamic
systems. State-of-the-art programming techniques and languages.
Statistical aspects of simulation. Students will design, program,
execute, and document a simulation of their choice.

CS 559. Computer Vision (3)
Prerequisites: Computer Science 310 and Mathematics 254.
Algorithms and computer methods for processing of images.
Visual perception as a computational problem, image formation,
characterization of images, feature extraction, regional and edge
detection, computer architectures for machine vision.

CS 560. Algorithms and Their Analysis (3)
Prerequisites: Computer Science 310 and Mathematics 245.
Algorithms for solving frequently occurring problems. Analysis
techniques and solutions to recurrence relations. Searching and
sorting algorithms. Graph problems (shortest paths, minimal span-
ing trees, graph search, etc.). NP complete problems. Not accept-
able for the M.S. degree in Computer Science.

CS 562. Automata Theory (3)
Prerequisite: Mathematics 245.
Definition of finite automaton. Classification of finite automaton
definable languages. Minimization of finite automata. Nondetermi-
 nistic finite automata. Sequential machines with output. Regular sets
and expressions. Introduction to grammars.

CS 570. Operating Systems (3)
Prerequisites: Computer Science 310, 370, and knowledge of the
C programming language.
File systems, processes, CPU scheduling, concurrent program-
ing, memory management, protection. Relationship between the
operating system and underlying architecture. Not acceptable for
the M.S. degree in Computer Science.

CS 572. Microprocessor Architecture (3)
Prerequisites: Computer Science 370 and knowledge of the C
programming language.
Architecture of state-of-the-art microprocessor. Internal pipe-
line, internal cache, external cache, and memory management.
Programming a uniprocessor. Communication among computers
in a distributed environment. Architecture and programming of a
multiprocessor system.

CS 574. Computer Security (3)
Prerequisites: Computer Science 310, Mathematics 245, and
credit or concurrent registration in Computer Science 570.
Principles of computer security and application of principles to
operating systems, database systems, and computer networks.
Topics include encryption techniques, access controls, and infor-
mation flow controls.
CS 576. Computer Networks and Distributed Systems (3)
Prerequisite: Credit or concurrent registration in Computer Science 570.
Basic networking concepts to include seven-layer reference model, transmission media, addressing, subnetting and super-netting, networking devices, LANs and WANs, internetworking, distributed processing, and client-server model. Basic concepts and protocols of TCP/IP protocol suite and basic Internet services.

CS 581. Computational Linguistics (3)
(Same course as Linguistics 581)
Prerequisite: Computer Science 320 or Linguistics 571 or 572.

CS 582. Introduction to Speech Processing (3)
Prerequisite: Computer Science 310.

CS 583. 3D Game Programming (3)
Prerequisite: Computer Science 310 or equivalent programming background.
Development of programming skills using software environment of a game engine and its scripting language. 3D concepts for game play, modeling, and programming. Roles needed in software development team. Contrast creation of original 3D object models for game world with incorporation of pre-created generic models.

CS 596. Advanced Topics in Computer Science (1-4)
Prerequisite: Consent of instructor.
Selected topics in computer science. May be repeated with the approval of the instructor. See Class Schedule for specific content. Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor’s degree. Maximum credit of six units of 596 applicable to a master’s degree with approval of the graduate adviser.

For additional courses useful to computer scientists, see:
Mathematics 541. Introduction to Numerical Analysis and Computing
Mathematics 542. Introduction to Computational Ordinary of Differential Equations
Mathematics 579. Combinatorics

GRADUATE COURSES
Refer to the Graduate Bulletin.