CIS 505  Algorithm Analysis and Design  3 Credit Hours
This course investigates how to design efficient algorithms. Topics covered include: asymptotic analysis, average-case and worst-case analysis, recurrence analysis, amortized analysis, classical algorithms, computational complexity analysis, NP-completeness, and approximation algorithms. In addition, the course investigates approaches to algorithm design including: greedy algorithms, divide and conquer, dynamic programming, randomization, and branch and bound.
Prerequisite(s): CIS 350
Restriction(s):
Can enroll if Class is Graduate
Can enroll if College is Engineering and Computer Science

CIS 510  Computer Interfacing  3 Credit Hours
This course covers fundamentals of computer interfacing to the external world through the following: parallel and serial interfaces, timers, interrupts, UART, and DUART. Programming aspects will be emphasized. Knowledge of an assembly language required. (YR).
Prerequisite(s): CIS 310

CIS 511  Natural Language Processing  3 Credit Hours
This course proves an introduction to the theory and practice of natural language processing (NLP), as well as the approaches that allow understanding, generating, and analyzing natural language. The course will cover the three major areas in NLP: syntax, semantics, and pragmatics. The course will introduce both knowledge-based and statistical approaches to NLP. It illustrates the use of NLP techniques and tools in a variety of application areas, and provide insight into many open research problems. (YR)
Prerequisite(s): CIS 350 or CIS 3501

CIS 515  Computer Graphics  3 Credit Hours
Basic geometrical concepts, graphics primitives, two-dimensional transformations, segmented files, windowing and clipping, camera models, and 3-D viewing transformations. (F).
Prerequisite(s): (CIS 350 or IMSE 350 or CCM 350) and (MATH 217 or MATH 227) and (MATH 205 or MATH 215)
Restriction(s):
Can enroll if Class is Graduate
Can enroll if College is Engineering and Computer Science

CIS 525  Web Technology  3 Credit Hours
This course deals with the study of the technologies used to design and implement multimedia web sites. Topics include web servers, HTML, CGI, scripting languages, Java applets, back-end database connectivity, web security, multimedia, XML, web services, .NET, semantic web. (YR).
Prerequisite(s): CIS 553*
Restriction(s):
Can enroll if Class is Graduate
Can enroll if College is Engineering and Computer Science

CIS 527  Computer Networks  3 Credit Hours
To study the technical and management aspects of computer networks and distributed systems. Topics include: communication hardware, communication protocols, network architectures, local area networks, distributed database systems. Case studies and research project will be assigned for additional insight.
Prerequisite(s): CIS 450 or IMSE 450 or ECE 478
Restriction(s):
Can enroll if College is Engineering and Computer Science

CIS 534  Semantic Web  3 Credit Hours
The aim of this course is to investigate the fundamental concepts, techniques, and technologies for enabling the envisioned semantic Web. The topics to be covered include ontologies, domain modeling, logic, reasoning and inference techniques, semantic Web services, and ontology interoperation/mappings. We will review major semantic web research projects, as well as current technologies for enabling the semantic web.
Prerequisite(s): CIS 556
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate
Can enroll if College is Engineering and Computer Science

CIS 535  Wireless Tech/Pervasive Cmptg  3 Credit Hours
This course covers contemporary technologies for programmable mobile and wireless intelligent hand-held devices. Students will get an overview of mobile operating system concepts/techniques and will learn how to develop software for mobile/smart devices, with particular emphasis on the constraints intrinsic to such devices. Topics in location-based services and pervasive computing will also be covered. Participation in a project is a requirement in this course. This class requires knowledge in computer programming.
Restriction(s):
Can enroll if Class is Graduate
Can enroll if Level is Rackham or Graduate or or Doctorate

CIS 536  Information Retrieval  3 Credit Hours
This course covers techniques for locating relevant semi-structured or unstructured documents, residing in a large document repository, satisfying various information needs. Particular attention will be paid to repositories of text documents or web pages. Participation in a project is a requirement in this course.
Prerequisite(s): CIS 505
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate

CIS 537  Advanced Netwrkng & Dist Syst  3 Credit Hours
This course focuses on the design, implementation, analysis, and evaluation of large-scale networked systems. Specific networking topics include congestion/flow control, traffic analysis, routing, internetworking, multicast, mobile and wireless networks, quality of service, and security. Fundamental distributed systems topics include domain name service, global routing protocols, content delivery networks, and peer-to-peer systems.
Prerequisite(s): CIS 427 or CIS 527
Restriction(s):
Can enroll if College is Engineering and Computer Science

CIS 540  Foundation of Info. Sec.  3 Credit Hours
This course provides the foundation for understanding the key issues associated with protecting information assets, determining the levels of protection and response to security incidents, and designing a consistent, reasonable information security system, with appropriate intrusion detection and reporting features. The purpose of the course is to provide the student with an overview of the field of information security and assurance. Students will be exposed to the spectrum of security activities, methods, methodologies, and procedures. Coverage will include inspection and protection of information assets, detection of and reaction to threats to information assets, and examination of pre- and post-incident procedures, technical and managerial responses, and an overview of the information security planning and staffing functions. (F,YR)
Restriction(s):
Can enroll if Level is Graduate
CIS 544  Computer and Network Security  3 Credit Hours
The course will provide a broad spectrum introduction of the fundamental principles of computer and network security. Topics will include security policies, models and mechanism for confidentiality, integrity and availability, access control, authorization, cryptography and applications, threats and vulnerabilities in computer networks, key management, firewalls and security services in computer networks.
Prerequisite(s): CIS 450 or IMSE 450 or ECE 478
Restriction(s):
Can enroll if College is Engineering and Computer Science

CIS 545  Data Security and Privacy  3 Credit Hours
With the continuing proliferation of ways to collect and use information about people, there is a great concern whether such use of information about people affects privacy adversely. This course covers basics of data security and privacy techniques which can facilitate the use of data in a secure and privacy-sensitive way. Topics include security and privacy challenges due to big data collection and analytics, technologies and strategies for data security and privacy (access control mechanism, integrity policy, cryptography and encryption, notice and consent, anonymization or de-identification, deletion and non-retention). (F)
Restriction(s):
Can enroll if Level is Rackham or Graduate

CIS 546  Security & Privacy Wireless Ntwk  3 Credit Hours
This course focuses on security issues in wireless networks, such as cellular networks, wireless LANs, mobile ad-hoc networks, vehicular networks, sensor networks, and RFID. The course will first present an overview of wireless networks, then focus on attacks and discuss proposed solutions and their limitations.
Prerequisite(s): CIS 527 or CIS 544
Restriction(s):
Can enroll if Class is Graduate
Can enroll if Level is Rackham or Graduate or or Doctorate

CIS 548  Sec and Priv in Cloud Comp  3 Credit Hours
This course covers the major security and privacy topics in cloud computing. The goals of this course are to familiarize students with the major security and privacy issues and challenges associated with cloud computing, and to show them how to address them. Topics include outsourced storage security and privacy, outsourced computation security and privacy, secure virtualization and cloud platform security, trusted cloud computing technology, key management in the cloud, cloud forensics, cloud-related regulatory and compliance issues, and business and security risk models.
Prerequisite(s): (CIS 477 or CIS 544) and ECE 528
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate
Can enroll if College is Engineering and Computer Science

CIS 549  Software Security  3 Credit Hours
This course provides a broad-spectrum introduction to the fundamental principles of software security, as well as the approaches that allow understanding common software security practices, analyzing programs for vulnerabilities, and methods for developing secure software systems. The course will cover three major areas: software attacks and defenses, program analysis, and software verification. Various forms of software will be considered in this class including high level applications and system software. The course will also provide insight into many open research problems in this area. (FYR)
Prerequisite(s): CIS 350 or CCM 350 or CIS 3501 or ECE 371 or IMSE 350
Restriction(s):
Can enroll if Level is Graduate

CIS 550  Obj-Oriet Prog and Its Applic  3 Credit Hours
This course covers advanced programming techniques using objects and classes, including programming windows, menus, toolbars, and drawing in windows. Further applications include distributed computing in which client and server communicate with each other by sending messages.
Prerequisite(s): CIS 350

CIS 551  Advanced Computer Graphics  3 Credit Hours
Prerequisite(s): CIS 515

CIS 552  Inf Vis & Multimedia Gaming  3 Credit Hours
This course introduces basic techniques for digital animation, computer and video games, and web multimedia. Topics include the process of creating animated video clips from start to finish, including story creation, storyboarding, modeling, animation, and post-production; several key techniques for video editing and motion generation, including keyframe, motion capture editing, collision detection, particle systems, physical simulation, and real-time rendering; techniques for web animation and multimedia; and internet gaming.
Prerequisite(s): CIS 515 or CIS 587
Restriction(s):
Can enroll if Class is Graduate or Doctorate
Can enroll if College is Engineering and Computer Science

CIS 553  Software Engineering  3 Credit Hours
Program design methodologies; control flow and data flow in programs; program measurement. Software life cycle; large program design, development, testing, and maintenance. Software reliability and fault tolerance. Evolution dynamics of software. (YR)
Prerequisite(s): CIS 375

CIS 554  Info Sys Analysis and Design  3 Credit Hours
To analyze the information needs of organizations and design suitable information systems to meet their needs. Topics include: systems analysis and design techniques related to analyzing and determining information needs, feasibility studies, designing input/processing/output systems, and hardware/software development and evaluation.
Prerequisite(s): CIS 350

CIS 555  Dec Support and Expert System  3 Credit Hours
To study the application of artificial intelligence in building decision support and expert systems for management and other applications. Topics include: fundamentals of artificial intelligence, knowledge representation and knowledge processing, tools for building expert systems and decision support system design. (YR)
Prerequisite(s): CIS 350 or IMSE 350 or CCM 350

CIS 556  Database Systems  3 Credit Hours
An examination of the database approach to data management in computer systems. Topics include database fundamentals, the relational, network, and hierarchical database models, normalization of data, distributed databases, and current trends and issues. (YR)
Prerequisite(s): CIS 350 or IMSE 350 or CCM 350
Restriction(s):
Can enroll if Class is Graduate or Doctorate
Can enroll if College is Engineering and Computer Science
CIS 5570  Introduction to Big Data  3 Credit Hours
This course provides an overview of what big data is and explores its characteristics. It introduces the fundamental technologies, platforms, and methods that enable Big Data analysis, and covers how to acquire, store, and analyze very large amounts of information to complete Big Data analysis tasks. Students will gain hands-on experience in real-world applications of Big Data such as in cyber-physical systems and health informatics. Most of the work in this course will be team-based and task-oriented.
Restriction(s):
Can enroll if Level is Graduate or Doctorate or Rackham or

CIS 559  Prin of Social Network Science  3 Credit Hours
This course presents an in-depth study of various types of information networks, which range from the structure and behavior of the world-wide web, to the structure and behavior of various collaboration networks, such as bibliographic citations, viral marketing, and online social networks. Using concepts from graph theory and game theory, topics include small-world networks, scale-free networks, the structure of the web, link analysis and web search, and influence networks.
Prerequisite(s): CIS 505
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate
Can enroll if College is Engineering and Computer Science

CIS 560  Electronic Commerce  3 Credit Hours
This course examines how new information technologies and networks affect the exchange of goods and services between buyers and sellers in firms. What are economics of different electronic commerce models for firms? The course combines critical evaluation of business strategies with hands-on experience in building supporting electronic commerce systems utilizing electronic data interchange (EDI) software. (YR).
Prerequisite(s): CIS 564 and IMSE 571
Restriction(s):
Can enroll if Class is Post-baccalaureate Cert only or Post-baccalaureate NCFD or Graduate

CIS 562  Web Information Management  3 Credit Hours
This course provides an in-depth examination of advances in web information management, retrieval and applications. Topics covered include: web interfaces to databases, XML standards, web database design, web database architectures, web query languages, web data restructuring, web information integration, semantic web and ontologies, and web mining. (YR)
Prerequisite(s): CIS 556 or CIS 421
Restriction(s):
Can enroll if Class is Graduate
Can enroll if College is Engineering and Computer Science

CIS 563  Modeling of Computer-based Sys  3 Credit Hours
The purpose is to expose the students to modeling and simulation concepts and methodologies to use modeling and simulation as a tool for both the analysis of systems and the development of their information systems support.
Restriction(s):
Can enroll if Class is Graduate
Can enroll if College is Engineering and Computer Science
Can enroll if Major is Computer & Information Science

CIS 564  Enterprise Information Systems  3 Credit Hours
The purpose of this course is to provide a foundation for the analysis, design and implementation of enterprise information systems. Topics include systems and organization theories, and information systems planning and evaluation. Students will be also introduced to various systems development life cycle phases of an enterprise information system. Students will acquire an understanding of the flow of information (forecasts, financial, accounting and operational data) within an enterprise and the factors that should be considered in designing an integrated enterprise information system. This includes all systems in the business cycle from revenue forecasts, production planning, inventory management, logistics, manufacturing, accounts payable, sales, accounts receivable, payroll, general ledger and report generation. Specifications for some of these systems will be developed utilizing ERP software such as SAP R/3 applications development software suite. (YR).
Restriction(s):
Can enroll if Class is Post-baccalaureate Cert only or Post-baccalaureate NCFD or Graduate

CIS 565  Software Quality Assurance  3 Credit Hours
This course focuses on the processes, methods, and techniques for developing quality software, and maintaining quality software. Software testing processes at the unit, module, subsystem, and systems levels are discussed. Testing methods covered include: automatic and manual generation of test data, static vs. dynamic analysis, functional testing, inspections, and reliability assessment.
Prerequisite(s): CIS 553
Restriction(s):
Can enroll if College is Engineering and Computer Science

CIS 566  Software Arch and Des Patterns  3 Credit Hours
A design pattern is a catalogued solution that has been applied and tested in multiple situations to produce well-designed reusable object-oriented software. This course covers both architectural and software design patterns in theory and in practice, with various applications. The course will end with a case study and design exercise demonstrating identification and utilization of architectural design patterns in real world application. The students will test their understanding by completing three projects utilizing popular design patterns and a term project utilizing multitude of patterns. Class presentation of published advanced patterns may be required.
Prerequisite(s): CIS 553
Restriction(s):
Can enroll if Class is Graduate or Doctorate
Can enroll if College is Engineering and Computer Science

CIS 567  Data Mining  3 Credit Hours
Advances in computer information systems, machine learning, statistics, and intelligent systems and methodologies for the automatic discovery of knowledge from large high-dimensional databases. This course also uses engineering development tools such as neural networks, fuzzy logic, and genetic algorithms.
Prerequisite(s): ECE 479 or CIS 479
Restriction(s):
Can enroll if College is Engineering and Computer Science
CIS 569  Wireless Sensor Networks  3 Credit Hours
This course provides students with an overview of wireless sensor networks and the issues related to their design and implementation. It introduces students to the state-of-the-art in wireless sensor networking and helps them solve problems in designing and deploying resource-limited sensor networks for real-world sensing applications. During this course, students are required to work in teams to design and implement some primitive sensing applications.
Prerequisite(s): CIS 527
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate
Can enroll if College is Engineering and Computer Science

CIS 5700  Advanced Data Mining  3 Credit Hours
This course provides an in-depth study of advanced data mining, data analysis and pattern recognition concepts and algorithms. Course content builds upon a first data mining course and explores advanced machine learning algorithms, high-dimensional data, graph and temporal data, and advanced methods and applications to deal with dynamic stream data. Various applications will be considered, including social networks and health informatics. Students will be able to understand the research methods applied in the field and conduct an end-to-end data mining project and document and present the results.
Restriction(s):
Can enroll if Level is Graduate or Doctorate or Rackham or

CIS 571  Web Services  3 Credit Hours
A study of the major concepts and techniques for enabling web service-based interactions on the web. The objective is to familiarize students with the recent trends in industry and academia to address web service research issues. The course will address various aspects of web services, including the reference model for web services (UUDI, SOAP, WSDL), web service composition, semantic web services, security/privacy issues in web services and an overview of web service standards (BPEL4WS, WS-Security, etc). Students will participate in a major project.
Prerequisite(s): CIS 350 or ECE 370
Restriction(s):
Can enroll if Class is Graduate or Doctorate
Can enroll if Level is Rackham or Graduate or or Doctorate
Can enroll if College is Engineering and Computer Science

CIS 572  Object Oriented Systems Design  3 Credit Hours
Students will be introduced to fundamental concepts and methods of object design and development. Topics that will be covered include object database concepts, data models, schema design (conceptual schema and physical schemas), query languages, physical storage of objects and indexes on objects, version management, schema evolution and systems issues such as concurrent control and recovery from failure. For application programming, a programming language such as C++ will be used for database design and query language. (YR).
Restriction(s):
Can enroll if Class is Post-baccalaureate Cert only or Post-baccalaureate NCFD or Graduate

CIS 574  Compiler Design  3 Credit Hours
Lexical analysis and symbol table; syntactical analysis of expressions and statements; error detection; translation into intermediate code and its correctness. (YR).
Prerequisite(s): CIS 350 or CIS 3501 or IMSE 350 or (ECE 370 and MATH 276)
Restriction(s):
Can enroll if Class is Graduate
Can enroll if College is Engineering and Computer Science

CIS 575  Software Engineering Mgmt  3 Credit Hours
Quantitative models of the software lifecycle; cost-effectiveness; uncertainty and risk analysis; planning and modeling a software project; software cost estimation (COCOMO, Function points); software engineering metrics; software project documentation. Special emphasis on emerging software process standards such as the Capability Maturity Model of the Software Engineering Institute, and other international ones.
Prerequisite(s): CIS 553
Restriction(s):
Can enroll if College is Engineering and Computer Science

CIS 577  S/W User Interface Dsgn&Analys  3 Credit Hours
This course introduces current theory and design techniques concerning how user interface (UI) and user experience (UX) should be designed and assessed to be easy to learn and use. Course includes flowing general modules: introduction of HCI & UX; Interface/Interaction design strategy; Advanced Issues in HCI, and Evaluation methods.
Prerequisite(s): CIS 553*
Restriction(s):
Can enroll if College is Engineering and Computer Science

CIS 578  Advanced Operating Systems  3 Credit Hours
Advanced techniques used in operating system design. Distributed operating systems. Message-based operating systems. Operating systems for parallel architectures. Layered techniques in operating systems. Formal models of operating systems. Current trends in operating system design. (YR).
Prerequisite(s): CIS 450 or IMSE 450 or ECE 478
Restriction(s):
Can enroll if College is Engineering and Computer Science

CIS 579  Artificial Intelligence  3 Credit Hours
This course introduces students to the essential concepts, methods, and techniques of artificial intelligence (AI) from a computer science perspective. The general topics of the course will include a variety of knowledge representations and algorithms for interference, decision-making, planning, and learning. Modern intelligent systems, including those that can handle uncertainty, will serve to motivate the course material. The course will cover topics at a depth appropriate for an introductory AI course at the graduate level. A student project may be required.
Prerequisite(s): CIS 350 or CIS 3501 or IMSE 350 or (ECE 370 and MATH 276)
Restriction(s):
Can enroll if Class is Post-baccalaureate NCFD or Graduate or Doctorate
Can enroll if College is Engineering and Computer Science

CIS 580  Data Analytics in Software Eng  3 Credit Hours
Full Course Title: Data Analytics in Software Engineering-This course focuses on state-of-the-art methods, tools, and techniques for evolving software. Topics such as reverse engineering, design recovery, program analysis, program transformation, refactoring, and traceability will be covered. There will be a project in which student teams participate.
Prerequisite(s): CIS 553
CIS 584  Adv Comp Net Sec  3 Credit Hours
This course consists of an in-depth examination of current technological advancements in computer and network security. Topics will include secure group communication (key generation, distribution, and management), secure routing and multicasting, identity-based encryption, digital signatures, broadcast authentication, device pairing, and malware/intrusion detection and mitigation.
Prerequisite(s): CIS 544
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate
Can enroll if College is Engineering and Computer Science

CIS 585  Adv AI  3 Credit Hours
This course will cover the most recent advances in the theory and practice of artificial intelligence, from a computer-science perspective. Topics covered will include the state-of-the-art in knowledge representation, uncertainty, learning, CSPs, graphical models, multi-agent systems, algorithms and heuristics, and propagation-based techniques. Various application areas will be taken from security, game theory, economics, finance, biology, sociology, and big data. (W)
Prerequisite(s): CIS 579
Restriction(s):
Can enroll if Level is Graduate or Doctorate or Rackham or

CIS 586  Advanced Data Management  3 Credit Hours
This course provides an in-depth examination of some advanced database technologies. Topics are selected from: object-relational databases, active databases, distributed databases, parallel databases, deductive databases, fuzzy databases, data warehousing and data mining, spatial and temporal databases, multimedia databases, advanced transaction processing, information retrieval and database security.
Prerequisite(s): CIS 556
Restriction(s):
Can enroll if College is Engineering and Computer Science

CIS 587  Computer Game Design and Impl  3 Credit Hours
This course is a continuation of the material studied in CIS 587. The focus of the course will be hands-on development of computer game development tools (e.g. game engines). Students will study a variety of software technologies relevant to computer game design, including: 3D graphics, computer animation, data-driven game design, multiplayer game programming, and game AI. Lecture topics will be taken from several areas of computer science: simulation and modeling, computer graphics, artificial intelligence, game theory, software engineering, human computer interaction, and game content development, and game aesthetics.
Prerequisite(s): CIS 587
Restriction(s):
Can enroll if Class is Graduate
Can enroll if College is Engineering and Computer Science
Can enroll if Major is Software Engineering, Computer & Information Science

CIS 590  Selected Topics  1 to 3 Credit Hours
In-depth study of a CIS topic of contemporary interest. Topic varies from semester to semester.
Restriction(s):
Can enroll if Class is Graduate

CIS 590I  Select Topics in CIS  3 Credit Hours
Topic: Large Scale Enterprise Computing. This course helps students gain an understanding of the reasons companies chose large scale systems to run (and grow) their computing environments. Topics include capacity, scalability, integrity and security, availability, access to large amounts of data, systems management, and autonomic capabilities. Large scale enterprise computing technologies power all 50 of the top 50 worldwide banks and 22 of the top 25 U.S. retailers. The course provides a broad understanding of networking principles and the hardware and software components necessary to allow large scale systems to participate in a high volume data communications network. It discusses security principles and the hardware and software components needed to insure that the large scale systems resources and environment are secure.
Restriction(s):
Can enroll if Class is Graduate
Can enroll if Level is Rackham or Graduate

CIS 591  Directed Research Project  1 to 3 Credit Hours
Special projects for laboratory or library investigation with the intent of developing initiative and resourcefulness. The student will submit a report of the project and give an oral presentation to a panel of faculty members at the close of the term.
Restriction(s):
Can enroll if Class is Graduate

CIS 592  Res Adv Cmp Net Sec  3 Credit Hours
An in-depth study of the current state-of-the-art in computer and network security. Selected topics will be from areas such as social network security, sensor network security, information and network provenance, cyber-physical system security, pervasive and mobile computing security, smart-grid security, and healthcare system security and privacy.
Prerequisite(s): CIS 584
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate
CIS 647  Rsrch Advances Ntwkng&Dist Sys  3 Credit Hours
This course presents an in-depth study of such topics as Internet analysis, approaches for network performance enhancements, multimedia applications, network coding, routing techniques, congestion control, and sensor networks, vehicular networks, social networks, network science, and other emerging networking technologies and applications.

Prerequisite(s): CIS 537
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate

CIS 652  Info Vuslztn & Comp Anim  3 Credit Hours
This course introduces algorithms for three-dimensional imaging, geometric modeling, geometric processing, information visualization, and computer animation. Particular research topics include volume graphics, point-based graphics, surface reconstruction, wavelet and subdivision methods, level of details, and physics-based animation. Students will study state-of-the-art papers in the above areas and be involved in a course project.

Prerequisite(s): CIS 551
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate

CIS 658  Research Advances in Data Mgt  3 Credit Hours
An in-depth study of special topics of current interest in database systems. Selected topics will be from areas such as query optimization for emerging database systems, indexing for non-traditional data, data provenance for scientific databases, databases on modern hardware, self-managing databases, information integration and retrieval, bioinformatics, or other emerging database areas/applications.

Prerequisite(s): CIS 586
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate

CIS 676  Soft Arch Des & Analysis  3 Credit Hours
This course introduces algorithms for three-dimensional imaging, geometric modeling, geometric processing, information visualization, and computer animation. Particular research topics include volume graphics, point-based graphics, surface reconstruction, wavelet and subdivision methods, level of details, and physics-based animation. Students will study state-of-the-art papers in the above areas and be involved in a course project.

Prerequisite(s): CIS 553
Restriction(s):
Can enroll if Level is Rackham or Graduate or or Doctorate

CIS 677  Computational Game Theory  3 Credit Hours
This course will introduce students to fundamental concepts and results in the area of computational game theory and economics, and expose them to the state-of-the-art and applications, providing them with the ability to make significant contributions to this quickly developing research area. This emerging area is at the interface of computer science and economics and seeks to build on classical results in game theory to provide practical models and effective algorithms better suited to study and solve problems in large complex systems in modern society. Of major interest are compact models and efficient algorithms to understand and predict the complex global behavior that emerges from local interactions. Auctions, the Internet, social networks, computational biology, and interdependent security are some example application domains. (F).

Prerequisite(s): CIS 579
Restriction(s):
Can enroll if Level is Graduate or Doctorate or Rackham or

CIS 685  Res Adv in Art Intell  3 Credit Hours
Full Course Title: Research Advances in Artificial Intelligence. An in-depth study of the current state-of-the-art in artificial intelligence. Selected topics will be from areas such as analytics, advanced neural nets and deep learning, multi-agent systems, auctions, cooperation, competition, genetic algorithms and evolutionary computing, swarm intelligence, game-theoretic approaches to decision and policy making, advanced techniques for natural language processing, and advanced techniques in knowledge discovery. (F).

Prerequisite(s): CIS 585
Restriction(s):
Can enroll if Level is Graduate or Doctorate or Rackham or
Can enroll if College is Engineering and Computer Science

CIS 691  Adv Dir Study  1 to 3 Credit Hours
Advanced Directed Studies: Special topic in computer and information science. A project report and a seminar are required.

Restriction(s):
Can enroll if Level is Doctorate or
Can enroll if College is Engineering and Computer Science

CIS 695  Master's Project  3 Credit Hours
Application of the methodologies, tools and theory of software engineering to produce a specific validated software product. Projects can be faculty-generated, self-generated, and/or work related. All projects must be undertaken with one or more students under the supervision of the instructor. Prior to enrollment, a project proposal must be prepared and approved by the instructor and department chair. Standard software engineering documents must be prepared and approved at each phase of the project, and an oral presentation of the project is required. Course includes lectures and case studies. Permission of instructor required.

Prerequisite(s): CIS 553
Restriction(s):
Can enroll if Class is Graduate
Can enroll if College is Engineering and Computer Science
Can enroll if Program is MS-Software Engineering, MS-Computer & Information Sci

CIS 699  Master's Thesis  1 to 6 Credit Hours
Graduate students electing this course, while working under the general supervision of a member of the department faculty, are expected to plan and carry out the work themselves and submit a thesis for review and approval, and also present an oral defense of the thesis.

Restriction(s):
Can enroll if Class is Graduate
CIS 791  Adv Guided Study  2 to 6 Credit Hours
This is a guided study course for doctoral students on an advanced topic of research. A report and an oral presentation are required.
Restriction(s):
Can enroll if Level is Doctorate or
Can enroll if College is Engineering and Computer Science

CIS 798  Doctoral Seminar  0 Credit Hours
After attaining candidacy, every Ph.D. student is required to attend and actively participate in seminars each semester until graduation. In addition, each Ph.D. student is required to present a one-hour seminar about his/her research on a pre-assigned research topic, as well as lead a follow-up discussion on the future trends in his/her field. (F,W,S)
Restriction(s):
Can enroll if Level is Doctorate or
Can enroll if Major is Computer & Information Science

CIS 980  Pre-Cand Dissertation Research  1 to 9 Credit Hours
Full Title: Pre-Candidate Dissertation Research Dissertation work by a pre-candidate student in Computer and Information Sciences program conducted under guidance of the faculty advisor. (F,W,S)
Restriction(s):
Can enroll if Level is or Doctorate
Can enroll if Major is Computer & Information Science

CIS 990  Doctoral Dissertation  1 to 9 Credit Hours
Dissertation work by a student of the Ph.D. in Computer and Information Science program, conducted under guidance of the faculty advisor. The student must be a Ph.D. candidate. (F,W,S)
Restriction(s):
Can enroll if Level is Doctorate or
Can enroll if Major is Computer & Information Science

* An asterisk denotes that a course may be taken concurrently.

Frequency of Offering

The following abbreviations are used to denote the frequency of offering:
(F) fall term; (W) winter term; (S) summer term; (F, W) fall and winter terms; (YR) once a year; (AY) alternating years; (OC) offered occasionally