Computer Science (CS)

CS Class Schedule (https://courses.illinois.edu/schedule/DEFAULT/DEFAULT/CS/)

Courses

CS 100  Freshman Orientation  credit: 1 Hour. (https://courses.illinois.edu/schedule/terms/CS/100/)
Introduction to Computer Science as a field and career for computer science majors. Overview of the field and specific examples of problem areas and methods of solution.

CS 101  Intro Computing: Engrg & Sci  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/101/)
Fundamental principles, concepts, and methods of computing, with emphasis on applications in the physical sciences and engineering. Basic problem solving and programming techniques; fundamental algorithms and data structures; use of computers in solving engineering and scientific problems. Intended for engineering and science majors. Prerequisite: MATH 220 or MATH 221.
This course satisfies the General Education Criteria for: Quantitative Reasoning II

CS 102  Little Bits to Big Ideas  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/102/)
Same as INFO 102. See INFO 102.

CS 105  Intro Computing: Non-Tech  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/105/)
Computing as an essential tool of academic and professional activities. Functions and interrelationships of computer system components: hardware, systems and applications software, and networks. Widely used application packages such as spreadsheets and databases. Concepts and practice of programming for the solution of simple problems in different application areas. Intended for non-science and non-engineering majors. Prerequisite: MATH 112.
This course satisfies the General Education Criteria for: Quantitative Reasoning I

CS 107  Data Science Discovery  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/107/)
Same as IS 107 and STAT 107. See STAT 107.
This course satisfies the General Education Criteria for: Quantitative Reasoning I

CS 124  Introduction to Computer Science I  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/124/)
Basic concepts in computing and fundamental techniques for solving computational problems. Intended as a first course for computer science majors and others with a deep interest in computing. Credit is not given for both CS 124 and CS 125. Prerequisite: Three years of high school mathematics or MATH 112.

CS 125  Introduction to Computer Science  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/125/)
Basic concepts in computing and fundamental techniques for solving computational problems. Intended as a first course for computer science majors and others with a deep interest in computing. Credit is not given for both CS 125 and CS 124. Prerequisite: Three years of high school mathematics or MATH 112.
This course satisfies the General Education Criteria for: Quantitative Reasoning I

CS 126  Software Design Studio  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/126/)
Fundamental principles and techniques of software development. Design, documentation, testing, and debugging software, with a significant emphasis on code review. Credit is not given for both CS 242 and CS 126. Prerequisite: CS 125. For majors only.

CS 128  Introduction to Computer Science II  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/128/)
Continuation of CS 124. More advanced concepts in computing and techniques and approaches for solving computational problems. Prerequisite: CS 124.

CS 173  Discrete Structures  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/173/)
Discrete mathematical structures frequently encountered in the study of Computer Science. Sets, propositions, Boolean algebra, induction, recursion, relations, functions, and graphs. Credit is not given for both CS 173 and MATH 213. Prerequisite: One of CS 124, CS 125, ECE 220; one of MATH 220, MATH 221.

CS 210  Ethical & Professional Issues  credit: 2 Hours. (https://courses.illinois.edu/schedule/terms/CS/210/)
Ethics for the computing profession. Ethical decision-making; licensing; intellectual property, freedom of information, and privacy. Credit is not given for both CS 210 and either CS 211 or ECE 316. Prerequisite: CS 225. Junior standing required.

CS 211  Ethical and Professional Conduct  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/211/)
Navigating the complex ethical and professional landscape of the computing professional: privacy, intellectual property, cybersecurity, and freedom of speech. Hands-on exercises, assignments, and discussions in which students analyze current events from perspectives in both philosophical and professional ethics. Writing professionally and technically in several writing assignments requiring peer review, workshops, and multiple rounds of editing and revising. Credit is not given for both CS 211 and CS 210 or ECE 316. Prerequisite: CS 225.

CS 222  Software Design Lab  credit: 1 Hour. (https://courses.illinois.edu/schedule/terms/CS/222/)
Design and implementation of novel software solutions. Problem identification and definition; idea generation and evaluation; and software implementation, testing, and deployment. Emphasizes software development best practices—including framework selection, code review, documentation, appropriate library usage, project management, continuous integration and testing, and teamwork. Prerequisite: CS 128 or CS 225. Restricted to majors in Computer Science undergraduate curricula only.

Information listed in this catalog is current as of 03/2021
CS 225  Data Structures  credit: 4 Hours. ([https://courses.illinois.edu/schedule/terms/CS/225/](https://courses.illinois.edu/schedule/terms/CS/225/))
Data abstractions: elementary data structures (lists, stacks, queues, and trees) and their implementation using an object-oriented programming language. Solutions to a variety of computational problems such as search on graphs and trees. Elementary analysis of algorithms. Credit is not given for both CS 225 and CS 277. Prerequisite: CS 126 or CS 128 or ECE 220; One of CS 173, MATH 213, MATH 347, MATH 412 or MATH 413. This course satisfies the General Education Criteria for: Quantitative Reasoning II

CS 233  Computer Architecture  credit: 4 Hours. ([https://courses.illinois.edu/schedule/terms/CS/233/](https://courses.illinois.edu/schedule/terms/CS/233/))
Fundamentals of computer architecture: digital logic design, working up from the logic gate level to understand the function of a simple computer; machine-level programming to understand implementation of high-level languages; performance models of modern computer architectures to enable performance optimization of software; hardware primitives for parallelism and security. Prerequisite: CS 125 or CS 128 and CS 173; credit or concurrent enrollment in CS 225.

CS 240  Introduction to Computer Systems  credit: 3 Hours. ([https://courses.illinois.edu/schedule/terms/CS/240/](https://courses.illinois.edu/schedule/terms/CS/240/))
Basics of computer systems. Number representations, assembly/machine language, abstract models of processors (fetch/execute, memory hierarchy), processes/process control, simple memory management, file I/O and directories, network programming, usage of cloud services. Prerequisite: CS 225.

CS 241  System Programming  credit: 4 Hours. ([https://courses.illinois.edu/schedule/terms/CS/241/](https://courses.illinois.edu/schedule/terms/CS/241/))
Basics of system programming, including POSIX processes, process control, inter-process communication, synchronization, signals, simple memory management, file I/O and directories, shell programming, socket network programming, RPC programming in distributed systems, basic security mechanisms, and standard tools for systems programming such as debugging tools. Credit is not given for both CS 241 and ECE 391. Prerequisite: CS 225 and CS 233.

CS 242  Programming Studio  credit: 3 Hours. ([https://courses.illinois.edu/schedule/terms/CS/242/](https://courses.illinois.edu/schedule/terms/CS/242/))
Intensive programming lab intended to strengthen skills in programming. Prerequisite: CS 241.

CS 265  Innovation Illinois: From Accessible Design to Supercomputing Cultures  credit: 3 Hours. ([https://courses.illinois.edu/schedule/terms/CS/265/](https://courses.illinois.edu/schedule/terms/CS/265/))
Same as IS 265 and MACS 265. See MACS 265.

CS 277  Algorithms and Data Structures for Data Science  credit: 4 Hours. ([https://courses.illinois.edu/schedule/terms/CS/277/](https://courses.illinois.edu/schedule/terms/CS/277/))
Introduction to elementary concepts in algorithms and classical data structures with a focus on their applications in Data Science. Topics include algorithm analysis (ex: Big-O notation), elementary data structures (ex: lists, stacks, queues, trees, and graphs), basics of discrete algorithm design principles (ex: greedy, divide and conquer, dynamic programming), and discussion of discrete and continuous optimization. Credit is not given for both CS 277 and CS 225. Prerequisite: STAT 207; one of MATH 220, MATH 221, MATH 234. CS 277 cannot be taken concurrently with CS 225.

CS 296  Honors Course  credit: 1 Hour. ([https://courses.illinois.edu/schedule/terms/CS/296/](https://courses.illinois.edu/schedule/terms/CS/296/))
Group projects for honors credit in computer science. Sections of this course are offered in conjunction with other 200-level computer science courses taken concurrently. A special examination may be required for admission to this course. May be repeated. Prerequisite: Concurrent registration in another 200-level computer science course (see Schedule).

CS 307  Modeling and Learning in Data Science  credit: 4 Hours. ([https://courses.illinois.edu/schedule/terms/CS/307/](https://courses.illinois.edu/schedule/terms/CS/307/))
Introduction to the use of classical approaches in data modeling and machine learning in the context of solving data-centric problems. A broad coverage of fundamental models is presented, including linear models, unsupervised learning, supervised learning, and deep learning. A significant emphasis is placed on the application of the models in Python and the interpretability of the results. Prerequisite: STAT 207; one of MATH 225, MATH 415, MATH 416, ASRM 406.

CS 357  Numerical Methods I  credit: 3 Hours. ([https://courses.illinois.edu/schedule/terms/CS/357/](https://courses.illinois.edu/schedule/terms/CS/357/))
Fundamentals of numerical methods for students in science and engineering; floating-point computation, systems of linear equations, approximation of functions and integrals, the single nonlinear equation, and the numerical solution of ordinary differential equations; various applications in science and engineering; programming exercises and use of high quality mathematical library routines. Same as MATH 357. Credit is not given for CS 357 if credit for CS 450 has been earned. (Counts for advanced hours in LAS). Prerequisite: One of CS 101, CS 105, CS 125 or CEE 220; MATH 241; one of MATH 225, MATH 257, MATH 415, MATH 416 or ASRM 406.

CS 361  Probability & Statistics for Computer Science  credit: 3 Hours. ([https://courses.illinois.edu/schedule/terms/CS/361/](https://courses.illinois.edu/schedule/terms/CS/361/))
Introduction to probability theory and statistics with applications to computer science. Topics include: visualizing datasets, summarizing data, basic descriptive statistics, conditional probability, independence, Bayes theorem, random variables, joint and conditional distributions, expectation, variance and covariance, central limit theorem. Markov inequality, Chebyshev inequality, law of large numbers, Markov chains, simulation, the PageRank algorithm, populations and sampling, sample mean, standard error, maximum likelihood estimation, Bayes estimation, hypothesis testing, confidence intervals, linear regression, principal component analysis, classification, and decision trees. Same as STAT 361. Credit is not given for both CS 361 and ECE 313. Prerequisite: MATH 220 or MATH 221; credit or concurrent registration in one of MATH 225, MATH 257, MATH 415, MATH 416 or ASRM 406. For majors only.

CS 374  Introduction to Algorithms & Models of Computation  credit: 4 Hours. ([https://courses.illinois.edu/schedule/terms/CS/374/](https://courses.illinois.edu/schedule/terms/CS/374/))
Analysis of algorithms, major paradigms of algorithm design including recursive algorithms, divide-and-conquer algorithms, dynamic programming, greedy algorithms, and graph algorithms. Formal models of computation including finite automata and Turing machines. Limitations of computation arising from fundamental notions of algorithm and from complexity-theoretic constraints. Reductions, undecidability and NP-completeness. Same as ECE 374. Prerequisite: One of CS 173, MATH 213; CS 225.

CS 397  Individual Study  credit: 1 to 3 Hours. ([https://courses.illinois.edu/schedule/terms/CS/397/](https://courses.illinois.edu/schedule/terms/CS/397/))
May be repeated. Prerequisite: Consent of instructor.
CS 398  Special Topics  credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/398/)
Subject offerings of new and developing areas of knowledge in computer science intended to augment the existing curriculum. See Class Schedule or departmental course information for topics and prerequisites. May be repeated in the same or separate terms if topics vary.

CS 407  Cryptography  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/407/)
Same as ECE 407. See ECE 407.

CS 410  Text Information Systems  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/410/)
Theory, design, and implementation of text-based information systems. Text analysis, retrieval models (e.g., Boolean, vector space, probabilistic), text categorization, text filtering, clustering, retrieval system design and implementation, and applications to web information management. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225.

CS 411  Database Systems  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/411/)
Examination of the logical organization of databases: the entity-relationship model; the hierarchical, network, and relational data models and their languages. Functional dependencies and normal forms. Design, implementation, and optimization of query languages; security and integrity; concurrency control, and distributed database systems. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225.

CS 412  Introduction to Data Mining  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/412/)
Concepts, techniques, and systems of data warehousing and data mining. Design and implementation of data warehouse and on-line analytical processing (OLAP) systems; data mining concepts, methods, systems, implementations, and applications. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225.

CS 413  Intro to Combinatorics  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/413/)
Same as MATH 413. See MATH 413.

CS 414  Multimedia Systems  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/414/)
Organization and structure of modern multimedia systems; audio and video encoding; quality of service concepts; scheduling algorithms for multimedia within OS and networks multimedia protocols over high-speed networks; synchronization schemes, user-interface design; multimedia teleservices. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 241 or ECE 391.

CS 416  Data Visualization  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/416/)
Elements of databases, computer graphics and perceptual psychology combined to utilize the human visual system to improve user understanding of large datasets. Topics include appropriate and effective selection and construction of charts, organization of databases, and design for user engagement and interaction. 3 undergraduate hours. 4 graduate hours. Prerequisite: CS 225.

CS 417  Virtual Reality  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/417/)
Provides both a deep understanding of the fundamentals of virtual reality (VR) and practical experience implementing VR systems. Topics covered include visual and audio display technology, tracking, human perception and psychophysics, building user interfaces for VR, and analyzing VR experiences. 3 undergraduate hours. 4 graduate hours. Prerequisite: CS 225.

CS 418  Interactive Computer Graphics  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/418/)
Basic mathematical tools and computational techniques for modeling, rendering, and animating 3-D scenes. Same as CSE 427. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225; one of MATH 225, MATH 257, MATH 415, MATH 416 or ASRM 406; MATH 241.

CS 419  Production Computer Graphics  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/419/)
Advanced methods for representing, displaying, and rendering two-, three-, and four-dimensional scenes. General algebraic curves and surfaces, splines, Gaussian and bump-function representation, fractals, particle systems, constructive solid geometry methods, lighting models, radiosity, advanced ray-tracing methods, surface texturing animation techniques, data visualization methods. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 418.

CS 420  Parallel Programing: Sci & Engrg  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/420/)
Fundamental issues in design and development of parallel programs for various types of parallel computers. Various programming models according to both machine type and application area. Cost models, debugging, and performance evaluation of parallel programs with actual application examples. Same as CSE 402 and ECE 492. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225.

CS 421  Programming Languages & Compilers  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/421/)
Structure of programming languages and their implementation. Basic language design principles; abstract data types; functional languages; type systems; object-oriented languages. Basics of lexing, parsing, syntax-directed translation, semantic analysis, and code generation. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 233 or CS 240; CS 374; one of MATH 225, MATH 257, MATH 415, MATH 416, ASRM 406.

CS 422  Programming Language Design  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/422/)
Exploration of major language design paradigms using imperative and functional programming as unifying themes. Tools include both practical language processor construction and theoretical models. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 421.

CS 423  Operating Systems Design  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/423/)
Organization and structure of modern operating systems and concurrent programming concepts. Deadlock, virtual memory, processor scheduling, and disk systems. Performance, security, and protection. Same as CSE 423. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 241 or ECE 391.

CS 424  Real-Time Systems  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/424/)
Supervisory control aspects of Cyber Physical Systems (CPS): fundamentals of reliability analysis, real-time scheduling, simple feedback control, software fault tolerance architecture, wireless networking and energy saving, principles of safety critical system engineering. Student groups design and demonstrate supervisory control architecture for a robot. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 241.
CS 425  Distributed Systems  credit: 3 or 4 Hours. ([https://courses.illinois.edu/schedule/terms/CSCS425/](https://courses.illinois.edu/schedule/terms/CSS425/))

Protocols, specification techniques, global states and their determination, reliable broadcast, transactions and commitment, security, and real-time systems. Same as ECE 428. 3 or 4 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 241 or ECE 391.

CS 426  Compiler Construction  credit: 3 or 4 Hours. ([https://courses.illinois.edu/schedule/terms/CSCS426/](https://courses.illinois.edu/schedule/terms/CSS426/))

Compiler structure, syntax analysis, syntax-directed translation, automatically constructed recognizers, semantic analysis, code generation, intermediate language, optimization techniques. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 241.

CS 427  Software Engineering I  credit: 3 or 4 Hours. ([https://courses.illinois.edu/schedule/terms/CSCS427/](https://courses.illinois.edu/schedule/terms/CSS427/))

Software process, analysis and design. Software development paradigms, system engineering, function-based analysis and design, and object-oriented analysis and design. Course will use team-projects for hands-on exercises. Same as CSE 426. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 241.

CS 428  Software Engineering II  credit: 3 or 4 Hours. ([https://courses.illinois.edu/schedule/terms/CSCS428/](https://courses.illinois.edu/schedule/terms/CSS428/))

Continuation of CS 427. Software development, management, and maintenance. Project and configuration management, collaborative development models, software quality assurance, interoperability domain engineering and software reuse, and software re-engineering. Same as CSE 429. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 427.

CS 429  Software Engineering II, ACP  credit: 3 Hours. ([https://courses.illinois.edu/schedule/terms/CSCS429/](https://courses.illinois.edu/schedule/terms/CSS429/))

Continuation of CS 427. Identical to CS 428 except for the additional writing component. See CS 428. 3 undergraduate hours. 3 graduate hours. Prerequisite: CS 427.

This course satisfies the General Education Criteria for: Advanced Composition

CS 431  Embedded Systems  credit: 3 or 4 Hours. ([https://courses.illinois.edu/schedule/terms/CSCS431/](https://courses.illinois.edu/schedule/terms/CSS431/))

A survey of sampled data systems and embedded architecture; key concepts in common embedded system applications; signal processing and control; embedded microprocessor and device interface; time-critical I/O handling; data communications; real-time operating systems and techniques for the development and analysis of embedded real-time software; hands-on laboratory projects. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 241 or ECE 391.

CS 433  Computer System Organization  credit: 3 or 4 Hours. ([https://courses.illinois.edu/schedule/terms/CSCS433/](https://courses.illinois.edu/schedule/terms/CSS433/))

Computer hardware design and analysis and interface with software. Advanced processor design, including superscalar, out-of-order issue, branch prediction, and speculation. Memory hierarchy design, including advanced cache optimizations, main memory, and virtual memory. Principles of multiprocessor design, including shared-memory, cache coherence, synchronization, and consistency. Other advanced topics depending on time; e.g., GPUs and accelerators, warehouse computers and data centers, security. Same as CSE 422. 3 undergraduate hours. 4 graduate hours. Prerequisite: CS 233.

CS 434  Mobile Computing & Application  credit: 3 or 4 Hours. ([https://courses.illinois.edu/schedule/terms/CSCS434/](https://courses.illinois.edu/schedule/terms/CSS434/))

Same as ECE 434. See ECE 434.
CS 415
will be required to bring to class their laptops and headphones to
variety of core audio operations that are commonplace today. Students
recognition, audio restoration, missing data recovery, and many more.
and audio coding, applications of machine learning to audio scene
communications and forensics, audio classification, music information
Computational foundations of modern audio applications: theory of audio
CS 448   Audio Computing Laboratory   credit: 3 or 4 Hours.
Given for both
sentences). 3 undergraduate hours. 3 or 4 graduate hours. Credit is not
given towards a degree from multiple offerings of this
course, if those offerings have significant overlap, as determined by
fairness; security; political change; business models; technology divide.
Topics selected from key current areas of impact of computer technology
on aspects of society and ethics such as: freedom versus the rule of law
in cyberspace; social discourse; privacy; livelihoods and automation;
fairness; security; political change; business models; technology divide.
3 undergraduate hours. No graduate credit. May be repeated if topics
vary. Credit is not given towards a degree from multiple offerings of this
course, if those offerings have significant overlap, as determined by
the CS department. Prerequisite: CS 225. One of CS 210 or CS 211 or
ECE 316 or PHIL 316. One of CS 361 or STAT 400 or STAT 200. Restricted
to students with senior standing.
CS 374 Undergraduate hours. 3 or 4 graduate hours. Prerequisite: in parameterized complexity, logic and its role in automatic program applications of logic in knowledge representation, proof complexity, learning, higher order logics, applications of logic to program verification, syntax, semantics and proofs for propositional and first order logic, the tool to solve problems in computer science and AI. Topics include: theoretical computer science. Prepares students to use logic as a formal science in artificial intelligence, databases, formal methods, and automated reasoning, as well as applications of logic to computer science, emphasizing both computable aspects of logic, especially automated reasoning, as well as applications of logic to computer science in artificial intelligence, databases, formal methods, and theoretical computer science. Prepares students to use logic as a formal tool to solve problems in computer science and AI. Topics include: syntax, semantics and proofs for propositional and first order logic, the decidability logics and efficient realizations in terms of SAT/SMT solvers, decision and semi-decision procedures for first order logic and several first order logic theories, finite model theory and descriptive complexity. Additional topics include: connections between logic and machine learning, higher order logics, applications of logic to program verification, applications of logic in knowledge representation, proof complexity, modal and temporal logic, Courcelle's theorem and its applications in parameterized complexity, logic and its role in automatic program synthesis, connections between logic and database query languages. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225, CS 374.

CS 465 User Interface Design credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/465/) A project-focused course covering fundamental principles of user interface design, implementation, and evaluation. Small teams work on a term-long project that involves: analysis of the problem domain, user skills, and tasks; iterative prototyping of interfaces to address user needs; conducting several forms of evaluation such as cognitive walkthroughs and usability tests; implementation of the final prototype. Non-technical majors may enroll as non-programmers who participate in all aspects of the projects with the possible exception of implementation. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225.

CS 466 Introduction to Bioinformatics credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/466/) Algorithmic approaches in bioinformatics: (i) biological problems that can be solved computationally (e.g., discovering genes, and interactions among different genes and proteins); (ii) algorithmic techniques with wide applicability in solving these problems (e.g., dynamic programming and probabilistic methods); (iii) practical issues in translating the basic algorithmic ideas into accurate and efficient tools that biologists may use. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225.

CS 467 Social Visualization credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/467/) Visualizing social interaction in networked spaces: investigation of patterns in networked communications systems such as messaging (email, instant messaging), social networking sites and collaborative sites; social network theory and visualizations; exploration of how to move beyond existing visualization techniques; visualizing the network identity over compilations of online data. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225.

CS 468 Tech and Advertising Campaigns credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/468/) Same as ADV 492. See ADV 492.

CS 473 Algorithms credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/473/) Design and analysis techniques, approximation algorithms, randomized algorithms and amortized analysis, and advanced topics such as network flow, linear programming, and dynamic data structures, among others. Same as CSE 414 and MATH 473. 4 undergraduate hours. 4 graduate hours. Prerequisite: CS 374, and one of CS 361, MATH 461, or STAT 400.

CS 474 Logic in Computer Science credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/474/) An introduction to mathematical logic from the perspective of computer science, emphasizing both computable aspects of logic, especially automated reasoning, as well as applications of logic to computer science in artificial intelligence, databases, formal methods, and theoretical computer science. Prepares students to use logic as a formal tool to solve problems in computer science and AI. Topics include: syntax, semantics and proofs for propositional and first order logic, the decidability logics and efficient realizations in terms of SAT/SMT solvers, decision and semi-decision procedures for first order logic and several first order logic theories, finite model theory and descriptive complexity. Additional topics include: connections between logic and machine learning, higher order logics, applications of logic to program verification, applications of logic in knowledge representation, proof complexity, modal and temporal logic, Courcelle's theorem and its applications in parameterized complexity, logic and its role in automatic program synthesis, connections between logic and database query languages. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 173, CS 225, CS 374.

CS 475 Formal Models of Computation credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/475/) Finite automata and regular languages; pushdown automata and context-free languages; Turing machines and recursively enumerable sets; linear-bounded automata and context-sensitive languages; computability and the halting problem; undecidable problems; recursive functions; Chomsky hierarchy; computational complexity. Same as MATH 475. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 374.

CS 476 Program Verification credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/476/) Formal methods for demonstrating correctness and other properties of programs. Invariant assertions; Hoare axiomatics; well-founded orderings for proving termination; structural induction; computational induction; data structures; parallel programs; overview of predicate calculus. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225; CS 374 or MATH 414.

CS 477 Formal Software Development Methods credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/477/) Mathematical models, languages, and methods for software specification, development, and verification. Same as ECE 478. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225; CS 374 or MATH 414.

CS 481 Advanced Topics in Stochastic Processes & Applications credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/481/) Same as IE 410. See IE 410.

CS 482 Simulation credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/482/) Same as IE 413. See IE 413.

CS 483 Applied Parallel Programming credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/483/) Same as CSE 408 and ECE 408. See ECE 408.

CS 484 Parallel Programming credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/484/) Techniques for the programming of all classes of parallel computers and devices including shared memory and distributed memory multiprocessors, SIMD processors and co-processors, and special purpose devices. Key concepts in parallel programming such as reactive and transformational programming, speculation, speedup, isoefficiency, and load balancing. Synchronization primitives, libraries and languages for parallel programming such as OpenMP and MPI, performance monitoring, program tuning, analysis and programming of numerical and symbolic parallel algorithms. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 241.

CS 491 Seminar credit: 0 to 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/491/) Seminar on topics of current interest as announced in the Class Schedule. 0 to 4 undergraduate hours. 0 to 4 graduate hours. Approved for S/U grading only. May be repeated in the same or separate terms if topics vary to a maximum of 4 hours. Prerequisite: As specified for each topic offering, see Class Schedule or departmental course description.
CS 492  Senior Project I  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/492/)
First part of a project course in computer science. Students work in teams to solve typical commercial or industrial problems. Work involves planning, design, and implementation. Extensive oral and written work is required both on-campus and possibly off-campus at sponsors' locations. CS 492 must be taken as a sequence with either CS 493 or CS 494. 3 undergraduate hours. No graduate credit. Credit is not given for both CS 492 and a project course in another engineering department for the same project. Prerequisite: For Computer Science majors with senior standing.

CS 493  Senior Project II, ACP  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/493/)
Continuation of CS 492. Identical to CS 494 except for an additional writing component. See CS 494. 3 undergraduate hours. No graduate credit. Credit is not given for both CS 493 and a project course in another engineering department for the same project. Prerequisite: CS 492. This course satisfies the General Education Criteria for: Advanced Composition

CS 494  Senior Project II  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/494/)
Continuation of CS 492. 3 undergraduate hours. No graduate credit. Credit is not given for both CS 494 and a project course in another engineering department for the same project. Prerequisite: CS 492.

CS 497  CS Team Project  credit: 1 to 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/497/)
Student teams work with CS faculty to complete a significant project requiring advanced knowledge of CS principles. Project topics vary. 1 to 3 undergraduate hours. No graduate credit. May be repeated in the same term up to 6 hours, if topics vary; may be repeated in separate terms. Prerequisite: For majors only; junior or senior standing required.

CS 498  Special Topics  credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/498/)
Subject offerings of new and developing areas of knowledge in computer science intended to augment the existing curriculum. See Class Schedule or departmental course information for topics and prerequisites. 1 to 4 undergraduate hours. 1 to 4 graduate hours. May be repeated in the same or separate terms if topics vary.

CS 499  Senior Thesis  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/CS/499/)
Research and thesis development experience in computer science underguidance of a faculty member. Literature search, oral presentation, analysis and implementation, paper preparation, and completion of a written thesis. 3 undergraduate hours. No graduate credit. May be repeated to a maximum of 6 hours. Prerequisite: Consent of instructor. This course satisfies the General Education Criteria for: Advanced Composition

CS 500  Current Topics in Computing Education Research  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/500/)
Current research topics and theories in Computers and Education with an emphasis on learning theories such as constructivism, behaviorism, cognitivism, knowledge-in-pieces, test-potentiated learning, and transfer of learning. These theories will be applied to understanding how students learn computing topics such as programming and theoretical computing. These topics will be applied through the design of ethically responsible educational research studies. The course will culminate in students writing a research proposal or conference-style research paper based upon pilot data. 4 graduate hours. No professional credit. May be repeated if topics vary. Credit towards a degree from multiple offerings of this course is not given if those offerings have significant overlap, as determined by the CS department.

CS 508  Manycore Parallel Algorithms  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/508/)
Same as ECE 508. See ECE 508.

CS 510  Advanced Information Retrieval  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/510/)
Advanced concepts, models, and algorithms in information retrieval and major recent developments in the field, including historical milestones in information retrieval research, evaluation methodology, vector space retrieval model, probabilistic retrieval models, learning to rank algorithms, probabilistic topic models, information retrieval systems, text analytics, and topics of research frontiers in information retrieval. 4 graduate hours. No professional credit. Prerequisite: One of CS 410, CS 412, CS 446 or LING 406.

CS 511  Advanced Data Management  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/511/)
Advanced concepts in data management and information system design and implementation, and recent developments in the field. 1) Relational roots, objects and extensibility, query languages, data indexing, query processing, transaction processing, benchmarks, and 2) semi-structured data and unstructured data, information extraction, information integration, web search and mining, and other emerging directions in the field. Prerequisite: CS 411.

CS 512  Data Mining Principles  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/512/)
An advanced course on principles and algorithms of data mining. Data cleaning and integration; descriptive and predictive mining; mining frequent, sequential, and structured patterns; clustering, outlier analysis and fraud detection; stream data, web, text, and biomedical data mining; security and privacy in data mining; research frontiers. Prerequisite: CS 412.

CS 513  Theory & Practice of Data Cleaning  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/513/)
Same as IS 537. See IS 537.

CS 514  Advanced Topics in Network Science  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/514/)
We shall discuss classic and recent research in network analysis. Advanced topics include individual decision-making models, game theory, mechanism design, social choice, social signal design, diffusion of behavior on a network, choice architecture, network models, network mining algorithms and applications. 4 graduate hours. No professional credit. May be repeated if topics vary. Credit is not given towards a degree from multiple offerings of this course, if those offerings have significant overlap, as determined by the CS department. Prerequisite: CS 412, CS 446. Additional prerequisites or corequisites may be specified each term. See section information.
CS 519 Scientific Visualization  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/519/)
Visualization techniques useful in analysis of engineering and scientific data. Physical models; methods of computational science; two- and three-dimensional data types; visual representation schemes for scalar, vector, and tensor data; isosurface and volume visualization methods; visual monitoring; interactive steering. Same as CSE 527. Prerequisite: CS 418.

CS 521 Advanced Topics in Programming Systems  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/521/)
Advanced topics in building and verifying software systems, selected from areas of current research such as: model checking and automated verification, testing and automated test generation, program synthesis, runtime verification, machine learning and its applications in the design of verified systems, formal analysis of machine learning algorithms, principles of programming languages and type systems. 4 graduate hours. No professional credit. May be repeated if topics vary. Credit is not given towards a degree from multiple offerings of this course if those offerings have significant overlap, as determined by the CS department. Prerequisite: CS 374, CS 421. Additional prerequisites or corequisites may be specified each term. See section information.

CS 522 Programming Language Semantics  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/522/)
Theory of programming languages including functional programming, meta-circular interpreters, typed, untyped and polymorphic lambda-calculi, and denotational semantics. Prerequisite: CS 422 and CS 426.

CS 523 Advanced Operating Systems  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/523/)
Advanced concepts in operating system design and coverage of recent research directions. Resource management for parallel and distributed systems. Interaction between operating system design and computer architectures. Process management, virtual memory, interprocess communication, context switching, parallel and distributed file system designs, persistent objects, process and data migration, load balancing, security, protection. Term projects. Prerequisite: CS 423, CS 425, and CS 433.

CS 524 Concurrent Progrm Languages  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/524/)
Theory of concurrency and concurrent programming languages. Formal models of concurrent computation such as process algebras, nets, and actors; high level concurrent programming languages and their operational semantics; methods for reasoning about correctness and complexity of concurrent programs. Prerequisite: CS 422; CS 475 or CS 476.

CS 525 Advanced Distributed Systems  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/525/)
Peer-to-peer systems, sensor networks, and fundamental theoretical distributed computing. Review of classical work in each area, and application of design methodologies to explore overlaps across them. Emphasis on protocol design, systems issues, and theory. Reading selections are roughly two-third classical to one-third contemporary. Students write critiques, make presentations, and create a conference paper in a systematic manner. Prerequisite: One of CS 423, CS 425, CS 438.

CS 526 Advanced Compiler Construction  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/526/)
Incremental and interactive compiling, error correction, code optimization, models of code generators. Prerequisite: CS 426.
CS 542  Statistical Reinforcement Learning  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/542/))
Theory of reinforcement learning, with a focus on sample complexity analyses. Specific topics include MDP basics, finite-sample analyses of online (i.e., exploration) and offline (i.e., batch) RL with a tabular representation, finite-sample analyses of online and offline RL with function approximation, state abstraction theory, off-policy evaluation (importance sampling), and policy gradient. The course goal is to provide a comprehensive understanding of the statistical properties of RL under various settings (e.g., online vs offline), preparing the students for doing research in the area. 4 graduate hours. No professional credit. Prerequisite: Calculus, linear algebra, probability and statistics, and basic concepts of machine learning. Familiarity with (at least one of) the following topics is highly recommended: stochastic processes, numerical analysis, and theoretical computer science.

CS 543  Computer Vision  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/543/))
Same as ECE 549. See ECE 549.

CS 544  Optimiz in Computer Vision  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/544/))
Applications of continuous and discrete optimization to problems in computer vision and machine learning, with particular emphasis on large-scale algorithms and effective approximations: gradient-based learning; Newton’s method and variants, applied to structure from motion problems; the augmented Lagrangian method and variants; interior-point methods; SMO and other specialized algorithms for support vector machines; flows and cuts as examples of primal-dual methods; dynamics programming, hidden Markov models, and parsing: 0-1 quadratic forms, max-cut, and Markov random-fields solutions. Prerequisite: CS 450 and CS 473.

CS 545  Machine Learning for Signal Processing  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/545/))
Fundamentals of machine learning and signal processing as they pertain to the development of machines that can understand complex real-world signals, such as speech, images, movies, music, biological and mechanical readings, etc. Hands-on examples of how to decompose, analyze, classify, detect and consolidate signals, and examine various commonplace operations such as finding faces from camera feeds, organizing personal music collections, designing speech dialog systems and understanding movie content. 4 graduate hours. No professional credit. Prerequisite: MATH 415, CS 361 or MATH 461 or STAT 400.

CS 546  Advanced Topics in Natural Language Processing  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/546/))
Advanced topics in natural language processing, ranging from general techniques such as deep learning for NLP to specific topics such as information extraction, knowledge acquisition, dialogue systems, language grounding, and natural language generation. Review of classic as well as state-of-the-art techniques and remaining challenges, and exploration of recent proposals for meeting these challenges. Intended for graduate students doing research in natural language processing. 4 graduate hours. No professional credit. May be repeated in separate terms up to 16 hours, if topics vary. Credit towards a degree from multiple offerings of this course is not given if those offerings have significant overlap, as determined by the CS department. Prerequisite: CS 447 and CS 446 or equivalent background.

CS 547  Deep Learning  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/547/))
Same as IE 534. See IE 534.

CS 548  Models of Cognitive Processes  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/548/))
Formal models and concepts in automated cognition; integrating machine learning and prior knowledge; current approaches and detailed analyses of the role of reasoning in the learning process; computational complexity and fundamental tradeoffs between expressiveness and tractability; implications for state-of-the-art artificial intelligence areas such as automated planning, the semantic web, relational learning, structured prediction, latent models, structure learning, theory formation, etc.; philosophical and psychological aspects of integrating analytic and empirical evidence. Same as ECE 548. Prerequisite: CS 440 or CS 446.

CS 549  Seminar in Cognitive Science  credit: 2 or 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/549/))
Same as PSYC 514, ANTH 514, EPSY 551, LING 570, and PHIL 514. See PSYC 514.

CS 554  Parallel Numerical Algorithms  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/554/))
Numerical algorithms for parallel computers: parallel algorithms in numerical linear algebra (dense and sparse solvers for linear systems and the algebraic eigenvalue problem), numerical handling of ordinary and partial differential equations, and numerical optimization techniques. Same as CSE 512. Prerequisite: One of CS 450, CS 457, CS 555.

CS 555  Numerical Methods for PDEs  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/555/))
Numerical techniques for initial and boundary value problems in partial differential equations. Finite difference and finite element discretization techniques, direct and iterative solution methods for discrete problems, and programming techniques and usage of software packages. Same as CSE 510 and MATH 552. 4 graduate hours. No professional credit. Prerequisite: CS 450 or CS 457.

CS 556  Iterative & Multigrid Methods  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/556/))
Comprehensive treatment of algebraic and multigrid iterative methods to solve systems of equations, primarily linear equations arising from discretization of partial differential equations. Same as CSE 511.

CS 558  Topics in Numerical Analysis  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/558/))
Advanced topics in numerical analysis selected from areas of current research. Same as CSE 513. May be repeated. Prerequisite: As specified for each topic offering, see Schedule or departmental course description.

CS 562  Advanced Topics in Security, Privacy, and Machine Learning  credit: 4 Hours. ([link](https://courses.illinois.edu/schedule/terms/CS/562/))
Advanced topics in security and privacy problems in machine learning systems, selected from areas of current research such as: adversarial machine learning, differential privacy, game theory enabled defenses, robust learning methods, machine learning based cybercrime analysis, network intrusion detection, and malware analysis, and machine learning interpretation techniques. 4 graduate hours. No professional credit. May be repeated if topics vary. Credit is not given towards a degree from multiple offerings of this course if those offerings have significant overlap, as determined by the CS department. Prerequisite: CS 446 and CS 463 or equivalent courses, by consent of instructor. Additional prerequisites or corequisites may be specified each term. See section information.

Information listed in this catalog is current as of 03/2021
CS 563  Advanced Computer Security  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/563/)
Current research trends in computer and network security. Privacy, tamper-resistance, unwanted traffic, monitoring and surveillance, and critical infrastructure protection. Subtopics will vary depending upon current research trends. Students work in teams in close coordination with the course instructor to develop one of the topics in depth by carrying out background research and an exploratory project. Same as ECE 524. Prerequisite: CS 461 or CS 463.

CS 565  Human-Computer Interaction credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/565/)
In-depth coverage of advanced topics in human-computer interaction (HCI). Applied models of human performance and attention, design tools for creative design tasks, interruptions and peripheral displays, gestures, and bimanual input, and usability evaluation techniques. Students complete a research-oriented term project of their choosing. Prerequisite: CS 465.

CS 571  Combinatorial Mathematics  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/571/)
Same as MATH 580. See MATH 580.

CS 572  Extremal Graph Theory  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/572/)
Same as MATH 581. See MATH 581.

CS 573  Algorithms  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/573/)
NP-completeness, design and analysis techniques, approximation algorithms, randomized algorithms, combinatorial optimization, linear programming. Intended for graduate students in Computer Science. Same as CSE 515. 4 graduate hours. No professional credit.

CS 574  Randomized Algorithms  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/574/)
Basic and advanced concepts in the design and analysis of randomized algorithms. Sampling; concentration inequalities such as Chernoff-Hoeffding bounds; probabilistic method; random walks, dimension reduction; entropy; martingales and Azuma’s inequality; derandomization. Randomized algorithms for sorting and searching; graphs; geometric problems. Basics of pseudorandomness and randomized complexity classes. Prerequisite: CS 473; MATH 461 or STAT 400.

CS 575  Methods of Combinatorics  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/575/)
Same as MATH 584. See MATH 584.

CS 576  Topics in Automated Deduction  credit: 2 to 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/576/)
Advanced topics in computer-aided methods for formal deduction, selected from areas of current research, such as: resolution theorem proving strategies, special relations, equational reasoning, unification theory, rewrite systems, mathematical induction, program derivation, hybrid inference systems, and programming with logic. May be repeated in separate terms. Prerequisite: As specified for each topic offering, see Schedule or departmental course description.

CS 579  Computational Complexity  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/579/)
Turing machines; determinism and non-determinism; time and space hierarchy theorems; speed-up and tape compression; Blum axioms; structure of complexity classes NP, P, NL, L, and PSPACE; complete problems; randomness and complexity classes RP, RL, and BPP; alternation, polynomial-time hierarchy; circuit complexity, parallel complexity, NC, and RNC; relativized computational complexity; time-space trade-offs. Same as ECE 579. Prerequisite: CS 473 or CS 475.

CS 580  Topics in Algorithmic Game Theory  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/580/)
A theoretical CS course covering advances in algorithmic game theory. This includes study of strategic, computational, learning, dynamic, and fairness aspects of games and markets (organizations that involves rational and strategic agents). In particular, topics will include computation and complexity of equilibria, mechanism design, fair-division, dynamics in games and markets, price-of-anarchy etc.. These topics arise from applications such as online marketplaces (like Lyft, Uber, eBay, sponsored search, TaskRabbit), social networks, recommendation systems, kidney exchange, spectrum auction, etc., and thereby we will prepare students for related research and/or industry jobs. 4 graduate hours. No professional credit. Prerequisite: CS 473.

CS 581  Algorithmic Genomic Biology  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/581/)
The purpose of the course is to give each student enough background and training in the area of algorithmic genomic biology so that each will be able to do research in this area, and publish papers. The main focus of the course is phylogeny (evolutionary tree) estimation, multiple sequence alignment, and genome-scale phylogenetics, which are problems that present very interesting challenges from a computational and statistical standpoint. Time permitting, we will also discuss computational problems in microbiome analysis, protein function and structure prediction, genome assembly, and even historical linguistics. Students will learn the mathematical and computational foundations in these areas, read the current literature, and do a team research project. The course is designed for doctoral students in computer science, computer engineering, bioengineering, mathematics, and statistics, and does not depend on any prior background in biology. The technical material will depend on discrete algorithms, graph theory, simulations, and probabilistic analysis of algorithms. 4 graduate hours. No professional credit. Prerequisite: CS 374 and CS 361/STAT 361, or consent of instructor.

CS 582  Machine Learning for Bioinformatics  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/582/)
This graduate course on bioinformatics introduces a selection of topics in computational biology and bioinformatics, with special emphasis on current problems in regulatory genomics and systems biology. Computational approaches discussed will focus on Machine Learning techniques such as Bayesian inference, graphical models, supervised learning and network analysis. Bioinformatics topics will be introduced through lectures by instructor and research paper presentations by students, and include regulatory sequence analysis, cistromics, epigenomics, regulatory network reconstruction, non-coding variant interpretation, and protein structure and function prediction. A research project involving real data analysis with techniques related to course content is mandatory and will help prepare students for bioinformatics research. 4 graduate hours. No professional credit. Prerequisite: CS 446; Credit or concurrent enrollment in CS 466; or consent of instructor.
CS 583  Approximation Algorithms  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/583/)
Approximation algorithms for NP-hard problems. Basic and advanced techniques in approximation algorithm design: combinatorial algorithms; mathematical programming methods including linear and semi-definite programming, local search methods, and others. Algorithms for graphs and networks, constraint satisfaction, packing and scheduling. Prerequisite: CS 573 or consent of instructor.

CS 584  Embedded System Verification  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/584/)
Same as ECE 584. See ECE 584.

CS 585  Hardware Verification  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/585/)
Same as ECE 519. See ECE 519.

CS 586  Combinatorial Optimization  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/586/)
Same as IE 519. See IE 519.

CS 588  Autonomous Vehicle System Engineering  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/588/)
Will introduce students to the computational principles involved in autonomous vehicles, with practical labwork on an actual vehicle. Sensing topics will include vision, lidar and sonar sensing, including state-of-the-art methods for detection, classification, and segmentation. Bayesian filtering methods will be covered in the context of both SLAM and visual tracking. Planning and control topics will cover vehicle dynamics models, state-lattice planning, sampling-based kinodynamic planning, optimal control and trajectory optimization, and some reinforcement learning. Evaluation will involve ambitious challenge projects implemented on a physical vehicle. 4 graduate hours. No professional credit. Prerequisite: CS 374, ECE 484, or equivalent.

CS 591  Advanced Seminar  credit: 0 to 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/591/)
Seminar on topics of current interest as announced in the Class Schedule. Approved for S/U grading only. May be repeated in the same or separate terms if topics vary. Prerequisite: As specified for each topic offering, see Class Schedule or departmental course description.

CS 597  Individual Study  credit: 2 to 16 Hours. (https://courses.illinois.edu/schedule/terms/CS/597/)
Individual study or reading in a subject not covered in normal course offerings. May be repeated. Prerequisite: Consent of instructor.

CS 598  Special Topics  credit: 2 to 4 Hours. (https://courses.illinois.edu/schedule/terms/CS/598/)
Subject offerings of new and developing areas of knowledge in computer science intended to augment the existing curriculum. See Class Schedule or departmental course information for topics and prerequisites. May be repeated in the same or separate terms if topics vary.

CS 599  Thesis Research  credit: 0 to 16 Hours. (https://courses.illinois.edu/schedule/terms/CS/599/)
Approved for S/U grading only. May be repeated.