the overall impact of environmental degradation, displacement and loss of livelihood on the general physical and mental health of populations.

All courses will be offered in the winter semester of each year. Students may take all three courses in one semester, or take courses over a period of several years. The courses will consist of a combination of seminar, lecture, fieldtrip, and laboratory instruction.

Graduate Certificate in Knowledge Mobilization

Program Overview

(15 credits) CONKMB

Knowledge Mobilization (KMB) is the process by which we share and uptake information for the benefit of society. The goal of this Graduate Certificate is to develop the students' knowledge, skills and values with respect to KMB and build the capacity to select and apply KMB tools and techniques in research and/or applied contexts. The basic entry requirement will be an undergraduate degree in any field from a recognized university with at least a B standing in the final two years of study. There are no specific pre-requisites, though it is highly recommended that students have some background in research methods and scientific concepts. Students in this program will complete 3 courses (15 credits) in a 12-week span during the Spring term, including a 6-week practicum.

KMB 510 Theories of Knowledge Mobilization 6-6-0
This course is an overview of the theories and practices involved in the creation, synthesis, translation and dissemination of knowledge. We will discuss various contexts in which knowledge is created, various perspectives on how 'knowledge moves', how to identify audiences for specific areas of knowledge, and how to identify barriers and facilitators to using and sharing knowledge. Across various disciplines, we will identify current tools and techniques to evaluate the success of KMB initiatives. Students in this class will create their own KMB package to inform or raise awareness, and will design an evaluation of their KMB project.

KMB 520 Science Communication 3-3-0
This course will focus on skill development, writing and communication strategies for online and print media, such as online blogs, and columns in local newspapers, as well as current innovations in communication such as infographics. Students will hone their skills in writing technique, particularly in communicating complex scientific material to a broader audience.

KMB 530 Knowledge Mobilization Practicum 6-6-0
The practicum would explore the application of knowledge gained from the theoretical courses taken in the first half of the Certificate. Students would be placed in a local organization with a mandate to translate knowledge into action. Examples of projects that could be conducted during a practicum include establishing a KMB strategy for an organization, creating KMB materials that would meet the organization's needs, researching and writing a column in a local newspaper, developing a workshop, or participating in a KMB internship at Bishop's University's Research Office. At the end of the practicum, students would submit a portfolio that would include the KMB projects that they have led and/or supported over its duration, a preliminary evaluation of these projects, as well as a journal outlining how previous study of KMB theories and of science communication informed their practicum experience.
Prerequisites: KMB 510 and KMB 520

Master's Degree in Computer Science

Master's Degree Program (45 credits)

I. Thesis Option CONCSC

Entrance Requirements

The minimum requirements for admittance to the Master's program are an undergraduate degree with a major in Computing Science or equivalent, and a high upper-second class standing.

Candidates with high graduate academic standing in an undergraduate degree other than computer science, who have some computer science background either graduate academic or professional, may be admitted as graduate preparatory students. Preparatory students will be asked to complete up to one year of undergraduate courses to enhance their background.

In addition to graduate academic performance, a combination of factors is taken into consideration in assessing the eligibility of a candidate for admission into graduate programs.

One important such a factor is the availability of a faculty member competent and willing to supervise the graduate academic program of studies and research of the candidate; a candidate will not be admitted to the program under any circumstance unless such a faculty member exists.

Other factors graduate the performance of the candidate and the assessment provided by his/her referees as a measure of the likelihood that the candidate can graduate complete the course of studies and research.

Program Requirements

45 CSC credits:

15 cr: five 500-level CS courses
6 cr: Graduate Seminar CS 597
24 cr: Master's Thesis CS 599

Graduate students should familiarize themselves with the University and divisional calendar and regulations. Some of the information herein is adapted from these regulations, but is not intended as a replacement.

Completing the degree normally requires five one-term 500-level courses, registration and participation in the Graduate Seminar (CS 597), together with a Master's thesis (CS 599). Courses are chosen by students in consultation with their supervisor. All courses prescribed for a student's approved program of study are designated as primary. Courses additional to the student's approved program are designated as secondary. Failure to attain a minimum of 65% in any of the primary courses may result in the student being required to withdraw from the program.

Under certain circumstances, it is permissible for a student admitted to the program to follow an approved graduate-level credit course at another university. All interested students should consult their supervisor and the chair of their department prior to registration in order to obtain further information on procedures and conditions of eligibility.

A thesis proposal should be completed as soon as possible and by the end of the second term in the program at the latest. Students are expected to present their proposal in the Graduate Seminar course and also expected to give more detailed seminars describing their work later.

Thesis topics are chosen after discussion with potential supervisors. The amount of flexibility allowed in pursuing a particular topic will vary according to the supervisor's needs and interests. Theses are defended before an examining committee consisting of two members of the department, and an external examiner.

Any candidate (full-time or part-time), after initial registration in a thesis must maintain this registration in all successive terms (including the term in which the student is examined) until his/her thesis is completed. Completion means submission of a final grade to the Division after modifications, any retyping involved, etc. Students should note that faculty approval to register in the thesis is given on the understanding that the student will be in regular contact with his/her supervisor, and that thesis research will be actively pursued in each term of registration.

Preparatory Students

Candidates who do not satisfy the admission requirements may be admitted to a qualifying program. If successful in this qualifying period and upon formal application to the Division, the student may eventually proceed to the Master's program. However, admission to the qualifying program does not imply automatic admission to the Master's program; at the end of the qualifying period the student will be required to apply for entry into the Master's program, at which time the department will determine the student's eligibility. If successful, the student will be informed of this decision by the Admissions Office.

Credits taken to fulfill the requirements of the qualifying program may not be used for credit for the Master's degree. Courses taken extra to the program requirements of the qualifying year and which have been successfully completed may be considered for credit towards the Master's degree.

Students in the Thesis Option stream can switch to the Project Option stream at any time. Any graduate courses they already passed will count toward the requirements of their new program. No credits for the graduate seminar or the Master's thesis can be transferred.

II. Project Option CONCSP

Entrance Requirements

The minimum requirements for admittance to the Master's program are an undergraduate degree (minimum of a 70%) with a major in any of the following disciplines: Computing Science, Information Technology, Computer Engineering, Electrical Engineering, Mathematics or Physics.

Candidates with insufficient academic background in Computer Science may be admitted as graduate preparatory students. Preparatory students will be asked to complete up to one year of undergraduate courses to enhance their background. Admission to the qualifying program does not imply automatic admission to the Master's program; at the end of the qualifying period the student will be required to apply for entry into the Master's program, at which time the department will determine the student's eligibility. If successful, the student will be informed of this decision by the Admission office. Credits taken to fulfill the requirements of the qualifying program may not be used for credit for the Master's degree. Courses taken extra to the program requirements of the qualifying year and which have been successfully completed may be considered for credit towards the Master's degree.

Program Requirements

45 CSC credits:

36 cr: twelve 500-level CS courses
9 cr: Master's Project CS 590

CS Graduate students should familiarize themselves with the University and divisional calendar and regulations. Some of the information herein is adapted from these regulations, but is not intended as a replacement.

Completing the degree normally requires twelve one-term 500-level courses, together with a Master's project (CS 590). Courses are available during the regular semesters (Fall and Winter), and are chosen by students depending on their interest, their background, and on course availability. The Master's project is normally available only during the Spring/Summer semester.

Failure to maintain a minimum of a 65% cumulative average may result in the student being required to withdraw from the program.

Students in the Project Option stream can switch to the Thesis Option stream as long as they meet the following conditions: (a) they have taken and passed at least five graduate courses at Bishop's, (b) they have an average grade of 75 or better in the graduate courses taken at Bishop's, and (c) at least one faculty expresses interest in supervising their research toward the Master's thesis. No more than five graduate courses can be counted toward the requirements of the new program.

List of Graduate Courses

Master's students may take any five graduate courses as long as these are approved by their supervisor. Graduate students in the department may include in their programs relevant courses from other departments within the Division.

The department currently offers the following courses. The actual courses offered each term will be determined by student demand and the availability of faculty.

CS 501 The Internet of Things 3-3-0

How can companies deal with the vast amount of data coming from a variety of different devices? In the 'Internet of Things' there are many different devices, sensors and data logs. How can a computer scientist take this data and turn it into a readable or graphical form (dashboard) for people to make sense of. The course will consist of looking at how devices such as the 'Fitbit', smartphones, in house security systems send data over the Internet to a server and how this data can be interpreted into something that large corporations can use.

CS 502 Digital Topology & Mathematical Morphology 3-3-0

Digital topology deals with topological properties of digital images. Its concepts and results are used to specify and justify some important image processing algorithms, including algorithms for thinning, boundary extraction, object counting, and contour-filling. Mathematical Morphology is a set-theoretic method of image analysis allowing to extract image components that are useful for representation and description. It can provide boundaries of objects, their skeletons, and their convex hulls. It is also useful for many pre-and post- processing techniques, especially in edge thinning. The goal of this course is to provide a full exposure to these techniques, their mathematical backgrounds, and their different applications.

CS 503 Data Visualization 3-3-0
The course explores analytical methods paired with appropriate visualizations for automated and human-assisted analysis for data sets. Several visualization techniques allowing to present data to an observer in a way that yields insight and understanding will be investigated. These big data analysis and visualization techniques are applied to data sets from a wide variety of scientific domains such as biology, physics, engineering, and medicine. The analysis and visualization methods will be illustrated through concrete examples.

CS 504 Programming Languages for Data Analysis 3-3-0
In this course students will be introduces to the most popular languages and software environments used in statistical computing and visualization. The course will involve significant programming projects in SAS, Weka, R and Python.

CS 505 Data Mining 3-3-0
Cross-listed with CS 405. Data is now created faster than humans are able to understand it and use it. There may be patterns hiding within this data with potentially useful information. This course will teach students, how to discover these patterns for the purpose of solving problems, gaining knowledge, and making predictions. Topics covered in this course include data preparation, clustering, classification, association rules for mining and models combination. This course includes assignments and a final project where the students are required to perform mining on real datasets. Students are expected to perform a substantial analysis of the data set, or prepare a research paper.

CS 506 Parallel Models and Algorithms 3-3-0
This course provides an introduction to the design and analysis of parallel algorithms and to the various models of parallel computation. The course will discuss parallel algorithms for problems such as: basic arithmetic, sorting, searching, selection, graph theory, matrix computations, combinatorial enumeration, optimization, computational geometry, and numerical analysis. Parallel computational models and their properties will be presented. Other typical topics include: complexity classes, and the parallel computation thesis.

CS 507 Statistical Learning 3-3-0
Statistical learning is concerned with modelling and understanding vast and complex datasets using methods rooted in statistics. The main objective is for the students to master how and when to apply statistical learning techniques in real world applications. Topics covered include linear regression, classification, linear discriminant analysis, tree based methods, support vector machines, graphical models, random forests and boosting. Projects illustrating how to implement each of the statistical learning methods are carried out using a statistical software package.

CS 509 Pattern Recognition 3-3-0
This course addresses the fundamental theory and techniques of pattern and features classification in numerical data. Pattern recognition methods can be useful in diverse real world applications such as medical data processing, data mining, information retrieval, computer vision, handwriting and speech recognition, and more. The course topics include Bayesian decision theory, statistical classification, maximum likelihood estimation, nonparametric techniques, stochastic methods and unsupervised learning.

CS 510 Model-Based Testing of Reactive Systems 3-3-0
The course provides an in-depth exposure to the area of formal methods called model-based testing. Various testing models will be presented, including traces, may- and must-testing, refusals, and failure traces. Relations to related specification and verification techniques such as temporal logic and model checking will also be investigated. Students are expected to participate in the presentation of the lecture material and perform independent research.

CS 512 Computer Games Design 3-3-0
Cross-listed with CS 412. This course will explore the theory and practice of video game design and programming. Students will learn the basic concepts and techniques for the design and development of digital games. The topics covered in this course will include the history and taxonomy of video games, the basic building blocks of a game, computer graphics and programming, user interface and interaction design, and the software architecture for video games. Students are expected to prepare a research paper during the course, or pursue a larger applied project.

CS 515 Concurrent & Real-Time Systems 3-3-0
This course provides an introduction to a process algebra such as CSP. It then uses this language for the specification, analysis, and verification of concurrent and real-time systems. Finally, the course presents the use of such a process algebra as a formal method for concurrency at different stages in the development process.

CS 516 Volumetric Image Analysis & Visualization 3-3-0
Digital volumetric images are stacks of two dimensional image slices produced for instance by tomographic scanner. The goal of this course is to study the different techniques and algorithms for the analysis of volumetric images including a discussion about some sources of volumetric images, especially those occurring in medical imaging with different modalities (Radiology, Computed Tomography, Magnetic Resonance Imaging, Nuclear Medicine, Ultrasound, Positron Emission Tomography). The course will also address the different techniques used to display and visualize volumetric images including volume slicing, surface rendering, and volume rendering.

CS 520 Advanced Topics in Software 3-3-0
The course will present topics of current interest or research directions in software and related areas. The course content is expected to vary to reflect the current interests of students and faculty. Students are expected to participate in the presentation of the lecture material and engage in independent research.

CS 555 Automata Theory & Computational Complexity 3-3-0
Cross-listed with CS 455. The course will address finite-state machines, context-free languages and pushdown automata, computability. A systematic study of the known relations between the most important resource bounded complexity classes, reductions, separation results and translation techniques is also included. Students are expected to prepare a research paper during the course.

CS 556 Compilers and Interpreters 3-3-0
Cross-listed with CS 406. This course is intended as an introduction to the fundamentals of language translation and compiler construction. Topics will include language theory and syntax; grammars, finite state machines, non-deterministic push-down automata; a thorough treatment of parsing methods covering top-down, bottom-up and precedence parsers; Syntax directed translation; Run-time environments; optimization and error recovery; code generation. Students are expected to implement complex semantic analysis and a complex compiler back-end. In particular they are expected to implement various aspects of machine code optimization.

CS 557 Database Software Design 3-3-0
Cross-listed with CS 457. This course covers how one can implement a Database Management system. Major topics are Storage management, Query processing, and Transaction management. As a basic assumption, data will not all fit in main memory, so algorithms and data structures appropriate for effective disk storage and quick access must be used. For example, one may use index structures such as B-trees or hash tables. We cover parsing of queries and optimizing of query plans. Finally, we cover durability of transactions using logging, and concurrency control for isolation of transactions. Additional topics in distributed databases are also presented. Students are expected to prepare a research paper during the course, or pursue a larger applied project.

CS 560 Software Engineering 3-3-0
Cross-listed with CS 410. *Software is an engineered product that requires planning, analysis, design, implementation, testing and maintenance. This course is a presentation of the techniques used in each step of the software product process. Topics: software requirements analysis and specifications; software design process, object oriented design; testing, reliability and maintenance; automated design tools, programming environments. Students are expected to prepare a research paper during the course, and work on large applied projects.*

CS 562 Mathematical Models in Image Processing 3-3-0
Cross-listed with CS 462. Image processing is a rapidly growing field. As such, it requires and necessitates a number of mathematical models and domains to achieve efficient processing algorithms. Designing a successful processing technique invariably relies on having a successful model for images themselves. The mathematical techniques needed could range from Partial differential equations, Differential geometry, Morse theory, Topology, Algebraic topology, Wavelets, Statistical techniques, Calculus of variations, Numerical methods, Graph theory, and Optimization. The objective of this course is to discuss in depth a number of selected mathematical topics (and their use in image processing) that are of interest to the students at the moment the course is given.