Group 2 Electives

# CMPUT 250

Course Description:

An interdisciplinary course for students in Science, Arts, and other faculties. The focus is on games as interactive entertainment, their role in society, and how they are made. Teams composed of students with diverse backgrounds (e.g. English, Art and Design, and Computing Science) follow the entire creative process: from concept, through pitch, to delivery, of a short narrative-based game using a commercial game engine. To achieve the required mix of backgrounds and experience, students must apply to be considered for this course. See the Department web site for the online form.

# CMPUT 304

Course Description:

The second course of a two-course sequence on algorithm design. Emphasis on principles of algorithm design. Categories of algorithms such as divide-and-conquer, greedy algorithms, dynamic programming; analysis of algorithms; limits of algorithm design; NP-completeness; heuristic algorithms.

# CMPUT 307

Course Description:

An introductory course on the theory and applications of computer based 3D modeling and animation. The course will cover a selection of topics from overview of tools supporting modeling and animation, automatically generating 3D models, and animation of skeleton based models through algorithms and software. Applications of 3D modeling and animation in games, virtual/augmented environments, movies, and emerging video transmission algorithms will be discussed.

# CMPUT 325

Course Description:

A study of the theory, run-time structure, and implementation of selected non-procedural programming languages. Languages will be selected from the domains of functional, and logic-based languages.

# CMPUT 350

Course Description:

This course focuses on state-of-the-art AI and graphics programming for video games. Part 1 introduces C++, the language of choice for video game engines, emphasizing efficiency, safety, the Standard Template Library, and OpenGL. Part 2 on real time strategy deals with efficient pathfinding algorithms, planning, and scripting AI systems. Student projects give hands-on experience directly applicable to the video games industry.

# CMPUT 366

Course Description:

This course provides an introduction to search and planning in artificial intelligence. The course covers deterministic single-agent and multi-agent problems. Students will learn how to model real-world problems as state-space search problems and how to solve such problems. The course covers algorithms for solving deterministic shortest path problems with factored and non-factored states, combinatorial optimization problems, constraint satisfaction problems, and multi- agent problems.

# CMPUT 391

Course Description:

This course covers the implementation of RDBMSs and some non- relational data models, along with their query languages. Topics: compilation, execution, and optimization of SQL queries; concurrent execution of transactions; indexing; advanced constructs in SQL; semi-structured data models and query languages; distributed and parallel databases; NoSQL and cloud-based database systems.

# CMPUT 404

Course Description:

Introduction to modern web architecture, from user-facing applications to machine-facing web-services. Topics include: the evolution of the Internet, relevant technologies and protocols, the architecture of modern web-based information systems, web data exchange and serialization, and service-oriented middleware.

# CMPUT 411

Course Description:

2D and 3D transformation; 3D modeling and viewing; illumination models and shading methods; texture mapping; ray tracing.

# CMPUT 415

Course Description:

Compilers, interpreters, lexical analysis, syntax analysis, syntax- directed translation, symbol tables, type checking, flow analysis, code generation, code optimization.

# CMPUT 466

Course Description:

Learning is essential for many real-world tasks, including recognition, diagnosis, forecasting and data-mining. This course covers a variety of learning scenarios (supervised, unsupervised and partially supervised), as well as foundational methods for regression, classification, dimensionality reduction and modeling. Techniques such as kernels, optimization and probabilistic graphical models will typically be introduced. It will also provide the formal foundations for understanding when learning is possible and practical. Credit cannot be obtained for both CMPUT 367 and CMPUT 466.

# ECE 360

Course Description:

Linear system models. Time response and stability. Block diagrams and signal flow graphs. Feedback control system characteristics. Dynamic compensation. Root locus analysis and design. Frequency response analysis and design. Credit may be obtained in only one of ECE 360, ECE 362, E E 357, E E 462 or E E 469.

# ECE 370

Course Description:

Review of vector calculus, electrostatics, and magnetostatics. Electric and magnetic fields in material media, including polarization mechanisms and general boundary conditions. Solutions to static field problems. Maxwell's equations and waves in free space, dielectrics and conducting media. Reflection and refraction, standing waves. Credit may be obtained in only one of ECE 370 or E E 315.

# ECE 380

Course Description:

Basics of analog communication: amplitude, angle, and analog pulse modulation; modulators and demodulators; frequency multiplexing. Basics of digital communication: sampling, quantization, pulse code modulation, time division multiplexing, binary signal formats. Credit may be obtained in only one of ECE 380 or E E 390.

# ECE 405

Course Description:

Introduction to the principles of biophysical instrumentation. Various sensors are examined including strain gauges, inductive, capacitive, thermal, and piezoelectric sensors. Methods of measuring blood pressure are discussed. Origin of biopotentials; membrane and action potentials. Measurement of bioelectrical signals such as the ECG and EMG. Electrical safety, noise, impedance matching, and analog-to-digital conversion. Applications of electrodes, biochemical sensors, and lasers. Credit may be obtained in only one of ECE 405 or EE BE 512.

# ECE 406

Course Description:

This course is intended to enable individuals or a small group of students to study topics in their particular field of interest under the supervision of a member of the Department of Electrical and Computer Engineering or the Department of Computing Science or other appropriate departments.

# ECE 407

Course Description:

This course is intended to enable individuals or a small group of students to study topics in their particular field of interest under the supervision of a member of the Department of Electrical and Computer Engineering or the Department of Computing Science or other appropriate departments.

# ECE 423

Course Description:

Topics include distributed communication models (e.g., sockets, remote procedure calls, distributed shared memory), distributed synchronization (clock synchronization, logical clocks, distributed mutex), distributed file systems, replication, consistency models, fault tolerance, QoS and performance, scheduling, concurrency, agreement and commitment, Paxos-based consensus, MapReduce and NoSQL datastores, cloud infrastructures and microservices.

# ECE 440

Course Description:

Extension of sampling theory and the Fourier transform to two dimensions, pixel operations including gray-level modification, algebraic and geometric transformations. The design of spatial filters for noise reduction, image sharpening and edge enhancement, and some discussion of interpolation techniques. An introduction to the concepts of image restoration from known degradations and the reconstruction of images from parallel and fan projections. Credit may be obtained in only one of EE BE 540 or ECE 440.

# ECE 442

Course Description:

Human visual/audio perception and multimedia data representations. Basic multimedia processing concepts, multimedia compression and communications. Machine learning tools for multimedia signal processing, including principle component analysis and Gaussian mixture modeling. Applications to human-computer interaction, visual-audio, and visual-text processing. Credit may be obtained in only one of ECE 442 or E E 442.

# ECE 447

Course Description:

The course introduces basic concepts and techniques of data analysis and machine learning. Topics include: data preprocessing techniques, decision trees, nearest neighbor algorithms, linear and logistic regressions, clustering, dimensionality reduction, model evaluation, deployment methods, and emerging topics.

# ECE 449

Course Description:

Intelligent systems for automatic control and data analysis. The concepts of vagueness and uncertainty, approximate reasoning, fuzzy rule-based systems and fuzzy control. Strategies for learning and adaptation, supervised and reinforcement learning, self-organization and the selection of neural network architectures. Discussion of the principles of search and optimization, evolution and natural selection and genetic algorithms. Introduction to hybrid intelligence. Applications of intelligent systems for pattern recognition, classification, forecasting, decision support, and control. Credit may be obtained in only one of CMPE 449 or ECE 449.

# ECE 455

Course Description:

Microfluidic and nanobiotechnological devices. Fabrication techniques for devices: self-assembly, lithographic technologies. Applications of nanobiotechnology in computing, electronics, human health, environment and manufacture. Credit may be obtained in only one of ECE 455 or E E 455.