In-depth introduction to artificial intelligence concentrating on aspects of intelligent problem-solving. Topics include situated agents, advanced search techniques, knowledge representations, logical reasoning techniques, reasoning under uncertainty, advanced planning and control, and learning. Prereq: data structures.

CS 833 - Mobile Robotics
Credits: 3
An introduction to the foundational theory and practices in mobile robotics. Topics include Kinematics of wheeled mobile robots. Seniors for mobile robots, robot navigation and perception, robot vision, localization and mapping of mobile robots. Hands-on experience directed towards implementation with a real robot. Prereq: Programming or permission of instructor.

CS 835 - Introduction to Parallel and Distributed Programming
Credits: 3
Programming with multiple processes and threads on distributed and parallel computer systems. Introduces programming tools and techniques for building applications on such platforms. Course requirements consist primarily of programming assignments. Prereq: Undergraduate course in operating systems fundamentals and computer organization; or permission.

CS 845 - Formal Specification and Verification of Software Systems
Credits: 3
Course focuses on the formal specification and verification of reactive systems, most notably concurrent and distributed systems. Topics relevant to these systems, such as non-determinism, safety and liveness properties, asynchronous communication or compositional reasoning, are discussed. We rely on a notation (T LA+, the Temporal Logic of Actions) and a support tool (TLC, the TLA+ Model Checker). Prereq: Students are expected to be knowledgeable in logic and to be able to write symbolic proofs in predicate calculus. A basic understanding of the notions of assertion, precondition, and post-condition is also assumed.

CS 850 - Machine Learning
Credits: 3
An introduction to fundamental concepts and common methods in machine learning. In addition to theoretical topics, the course involves hands-on experience in making predictions using synthetic and real-world datasets. Prereq: Statistics, Programming or permission of instructor.

CS 853 - Information Retrieval
Credits: 3
Fundamental algorithms and techniques for text processing and text-based information retrieval systems. Topics include how to build an end-to-end information retrieval system, such as a Web search engine. Prereq: Data Structures.

CS 854 - System/Software Test and Evaluation
Credits: 3
This course identifies an integrated software test and evaluation process framework that emphasizes a "systems engineering" approach: the validation and viability of customer/user needs statements, verification of system design, full exercise of developmental testing, system integration/ test dovetailing on the prior validations, plus evaluation of system quality attributes. This system engineering approach is intended to contain major problems, including interface issues, to phases preceding system test.
CS 858 - Algorithms
Credits: 3
An introduction to important concepts in the design and analysis of algorithms and data structures, including implementation, complexity, analysis, and proofs of correctness. Prereq: understanding of basic data structures, familiarity with proof methods and basic concepts from discrete mathematics and the ability to program with recursion.

CS 860 - Introduction to Human-Computer Interaction
Credits: 3
Human-computer interaction is a discipline concerned with the design, evaluation and implementation of interactive computing systems for human use and with the study of major phenomena surrounding them. Prereq: operating systems fundamentals.

CS 867 - Interactive Data Visualization
Credits: 3
Detailed discussion of how an understanding of human perception can help us design better interactive displays of data. Topics include: color, space perception, object perception and interactive techniques. Students write interactive programs, give presentations and undertake a project designing and evaluating a novel display technique. Prereq: Introductory level C or C++ programming course. (Also listed as OE 867.)

CS 870 - Computer Graphics
Credits: 3
Input-output and representation of pictures from hardware and software points of view; interactive techniques and their applications; three-dimensional image synthesis techniques. Prereq: data structures.

CS 871 - Web Programming Paradigms
Credits: 3
In this course you will learn languages to program the Web. Languages integrated into browsers, like Javascript, and languages invoked on the server, like Ruby. You will also learn about frameworks, like Rails, and various techniques used to support the programming process. In addition, you will learn languages you will need to create, modify and process Web documents. Although we will learn how to read and write in these languages, our primary goal will be on understanding how the design of these multi-paradigm dynamic languages support the process of developing Web applications. Prereq: programming language concepts or permission.

CS 875 - Database Systems
Credits: 3
Database analysis, design, and implementation. Focus on the relational model. Data description and manipulation languages, schema design and normalization, file and index organizations, data integrity and reliability. Usage of selected DBMS. Prereq: data structures; mathematical proof.

CS 880 - Topics
Credits: 1-4
Material not normally covered in regular course offerings. May be repeated.

CS 898 - Master's Project
Credits: 3

CS 899 - Master's Thesis
Credits: 1-6
May be repeated up to a maximum of 6 credits. Cr/F.

CS 900 - Graduate Seminar
Credits: 1
Regularly scheduled seminars presented by outside speakers, UNH faculty, and graduate students. Topics include reports of research ideas, progress, and results. Cr/F.

CS 920 - Advanced Operating Systems
Credits: 3
This course covers techniques for formally analyzing various fundamental concepts and mechanisms which form the basis of the design of advanced operating systems, including distributed, database, and multiprocessor operating systems. Topics covered include synchronization, mutual exclusion, distributed algorithms, security, fault-tolerance, and distributed resource management. Prereq: operating system fundamentals or equivalent.

CS 925 - Advanced Computer Networks
Credits: 3

CS 931 - Planning for Robots
Credits: 3
Students read research papers and perform a research project pertaining to algorithms for planning and decision-making for robots, with an emphasis on autonomous systems. Advanced undergraduate students in Computer Science and graduate students from other disciplines are eligible to take the course with the instructor's permission.

CS 933 - Human Robot Interaction
Credits: 3
Human robot interaction (HRI) is a multidisciplinary research domain that investigates the issues involved with smooth integration of robots in the human society. This course will discuss the evolution of HRI research over the past two decades with an emphasis on HRI algorithms that promote safe, meaningful, and goal-oriented human-robot interactions. Topics also include experimental design methodologies commonly used in HRI studies. Prereq: CS 830 or CS 833 or CS 850 or instructor's permission.

CS 950 - Advanced Machine Learning
Credits: 3
Course covers advanced machine learning techniques for making good decisions driven by data. The main focus areas are reinforcement learning, exploration-exploitation trade-off, mathematical optimization methods, and practical applications. Group-based Project on a selected topic. Prereq: instructor's permission.

CS 953 - Data Science for Knowledge Graphs and Text
Credits: 3
This course covers basic and advanced algorithms and techniques for data science with knowledge graph and text data. This includes a wide range of algorithms for graph processing, text processing, and information retrieval with a focus of knowledge graphs and text from knowledge articles. Prereq: CS 853 or Permission of Instructor.

CS 980 - Advanced Topics
Credits: 3

CS 981 - Advanced Topics in Database Systems
Credits: 3
CS 986 - Advanced Topics in Formal Specification and Verification  
Credits: 3  
This course explores more thoroughly some of the material introduced in CS 845. It focuses on concurrent and reactive systems and on temporal logics. Topics include safety and liveness properties, asynchronous communication, and compositional reasoning. Support tools, like interactive theorem provers and model-checkers, are presented and used in class. Prereq: introduction to formal specification and verification. May be repeated up to a maximum of 6 credits.

CS 988 - Advanced Topics in Computer Graphics  
Credits: 3

CS 989 - Advanced Topics in Algorithms  
Credits: 3

CS 998 - Independent Study  
Credits: 1-6

CS 999 - Doctoral Research  
Credits: 0
Cr/F.