COMPUTATIONAL MOD, SIM, & DATA (CX)

CX 1801. Special Topics in Computational Science and Engineering. 1 Credit Hour.
Course topics will vary. This course number will use to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 1802. Special Topics in Computational Science and Engineering. 2 Credit Hours.
Course topics will vary. This course number will be to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 1803. Special Topics in Computational Science and Engineering. 3 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 1804. Special Topics in Computational Science and Engineering. 4 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 1805. Special Topics in Computational Science and Engineering. 5 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 1XXX. CSE Elective. 1-21 Credit Hours.

CX 2801. Special Topics in Computational Science and Engineering. 1 Credit Hour.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 2802. Special Topics in Computational Science and Engineering. 2 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 2803. Special Topics in Computational Science and Engineering. 3 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 2804. Special Topics in Computational Science and Engineering. 4 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of a timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 2805. Special Topics in Computational Science and Engineering. 5 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 2XXX. CSE Elective. 1-21 Credit Hours.

CX 3740. Probability and Statistics for Computing and Machine Learning. 3 Credit Hours.
Introductory probability and statistics for computing and machine learning, from random variables, joint distribution and concentration inequalities to parameter estimation, statistical models and Bayesian simulation.

CX 3801. Special Topics in Computational Science and Engineering. 1 Credit Hour.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 3802. Special Topics in Computational Science and Engineering. 2 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 3803. Special Topics in Computational Science and Engineering. 3 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 3804. Special Topics in Computational Science and Engineering. 4 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 3805. Special Topics in Computational Science and Engineering. 5 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 3XXX. CSE Elective. 1-21 Credit Hours.

CX 4010. Computational Problem Solving for Scientists and Engineers. 3 Credit Hours.
Computing principles, computer archietecture, algorithms and data structures; software development, parallelism. No credit for graduate students or undergraduates in Computer Science or Computational Media.

CX 4140. Computational Modeling Algorithms. 3 Credit Hours.
Design, analysis and implementation of algorithms for modeling natural and engineered systems; algorithm experimentation, and optimization.

CX 4220. Introduction to High Performance Computing. 3 Credit Hours.
Design of algorithms and software for high performance computing platforms used in computational science and engineering. Topics include parallelism, locality, machine architectures, and programming.

CX 4230. Computer Simulation. 3 Credit Hours.
Algorithms and techniques for creating computer simulations and their realization in software.

CX 4232. Simulation and Military Gaming. 3 Credit Hours.
Creation and use of modeling and simulation tools to analyze and train students regarding strategic events in international relations.

CX 4236. Distributed Simulation. 3 Credit Hours.
Algorithms and techniques used to execute simulations on parallel/distributed computing platforms. Simulations for analysis, virtual environments, and computer gaming.

CX 4240. Introduction to Computing for Data Analysis. 3 Credit Hours.
Computational techniques needed for data analysis; programming, accessing databases, multidimensional arrays, basic numerical computing, and visualization; hands-on applications and case studies.

CX 4242. Data and Visual Analytics. 3 Credit Hours.
Introduction to the analysis of complex data; theory, applications and practical case studies.

CX 4640. Numerical Analysis I. 3 Credit Hours.
Introduction to numerical algorithms for some basic problems in computational mathematics. Discussion of both implementation issues and error analysis.

CX 4641. Numerical Analysis II. 3 Credit Hours.
Introduction to the numerical solution of initial and boundary value problems in differential equations.

CX 4740. Computational Methods for Simulation and Machine Learning. 3 Credit Hours.
Introduction to numerical methods which are fundamental in modeling, simulation, and machine learning.

CX 4777. Introduction to Parallel and Vector Scientific Computing. 3 Credit Hours.
Scientific computational algorithms on vector and parallel computers. Speed-up and algorithm complexity, interprocess communication, synchronization, modern algorithms for linear systems, programming techniques, code optimization.

CX 4801. Special Topics in Computational Science and Engineering. 1 Credit Hour.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 4802. Special Topics in Computational Science and Engineering. 2 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 4803. Special Topics in Computational Science and Engineering. 3 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 4804. Special Topics in Computational Science and Engineering. 4 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 4805. Special Topics in Computational Science and Engineering. 5 Credit Hours.
Course topics will vary. This course number will be used to prototype new courses and/or offer courses on topics of timely interest. The final digit in the course number indicates the number of units offered awarded for the course.

CX 4893. Special Topics. 3 Credit Hours.
Special Topics for CX (lecture + lab).

CX 4903. Special Problems in Computational Science and Engineering. 3 Credit Hours.
An investigation of significant areas of computational science and engineering. Guided study and research.

CX 4XXX. CSE Elective. 1-21 Credit Hours.