DEPARTMENT OF SCIENTIFIC COMPUTING CLASSES **FALL 2017**

ISC 1057 3 Credit Hours	***Computational Thinking***	JANET PETERSON	This introductory course considers the question of how computers have come to imitate many kinds of human intelligence. The answer seems to involve our detecting patterns in nature, but also in being able to detect patterns in the very way we think. This course will look at some popular computational methods that shape our lives, and try to explain the ideas that make them work. This course has been approved to satisfy the Liberal Studies Quantitative/Logical Thinking requirement.	**T R 2:00-3:15** **217 HCB**
ISC 3222 3 Credit Hours	***Symbolic and Numerical Computations***	MING YE	Introduces state-of-the-art software environments for solving scientific and engineering problems. Topics include solving simple problems in algebra and calculus; 2-D and 3-D graphics; non-linear function fitting and root finding; basic procedural programming; methods for finding numerical solutions to DE's with applications to chemistry, biology, physics, and engineering. Prerequisites: MAC 2311, MAC 2312.	**M W F 9:05-9:55** **152 DSL**
ISC 3313 3 Credit Hours	***Introduction to Scientific Computing***	TOMASZ PLEWA	This course introduces the student to the science of computations. Topics cover algorithms for standard problems in computational science, as well as the basics of an object-oriented programming language, to facilitate the student's implementation of algorithms. The computer language will be Fortran. Prerequisites: MAC 2311, MAC 2312. ISC 3313 is approved to satisfy the FSU Computer Competency requirement.	**M W F 1:25-2:15** **152 DSL**
DIG 3725/ISC 5326 3 Credit Hours	***Introduction to Game and Simulator Design***	GORDON ERLEBACHER	Techniques used to design and implement computer games and/or simulation environments. Topics include a historic overview of computer games and simulators, game documents, description/use of a game engine, practical modeling of objects and terrain, use of audio. Physics and artificial intelligence in games covered briefly. Programming is based on a scripting language. Topics are assimilated through the design of a 3D game. Prerequisite: MAC 2311.	**T R 11:00-12:15** **499 DSL**
ISC 4221C 4 Credit Hours	***Algorithms for Science Applications II***	CHEN HUANG	This course offers stochastic algorithms, linear programming, optimization techniques, clustering and feature extraction presented in the context of science problems. The laboratory component includes algorithm implementation for simple problems in the sciences and applying visualization software for interpretation of results. Prerequisites: MAC 2312, ISC 3222. Co-requisite: ISC 4304C.	**M W F 10:10-11:00** **152 DSL** **W 2:30-5:00 (Lab)** **152 DSL**
ISC 4223C 4 Credit Hours	***Computational Methods for Discrete Problems***	ANKE MEYER-BAESE	This course describes several discrete problems arising in science applications, a survey of methods and tools for solving the problems on computers, and detailed studies of methods and their use in science and engineering. The laboratory component illustrates the concepts learned in the context of science problems. Prerequisites: MAS 3105, ISC 4304.	**M W F 11:15-12:05** **152 DSL** **M 2:30-5:00 (Lab)** **152 DSL**
ISC 4232C 4 Credit Hours	***Computational Methods for Continuous Problems***	JANET PETERSON	This course provides numerical discretization of differential equations and implementation for case studies drawn from several science areas. Finite difference, finite element, and spectral methods are introduced and standard software packages used. The lab component illustrates the concepts learned on a variety of application problems. Prerequisites: MAS 3105, ISC 4304.	**T R 9:30-10:45** **152 DSL** **T 3:30-6:00 (Lab)** **152 DSL**
ISC 4933/ISC 5238C 3 Credit Hours	***Integral Equation Methods***	BRYAN QUAIFE	An alternative approach for solving a partial differential equation (PDE) reformulates it as an integral equation (IE). This aproach is naturally adaptive, allows high order approximations, handles complex geometry and divergence-free constraints. Applications will be drawn from scattering, incompressible Stokes flow, Maxwell's equations, and interfacial dynamics.	**M W F 1:25-2:15** **499 DSL**
ISC 4933/ISC 5317 3 Credit Hours	***Computational Evolutionary Biology***	PETER BEERLI	This course presents computational methods for evolutionary inferences. Presentation includes the underlying models, the algorithms that analyze models, and the creation of software to carry out the analysis.	**T R 11:00-12:15** **422 DSL**
ISC 4246C/ISC 5249C 3 Credit Hours	***Computational Forensics***	DENNIS SLICE	This course will investigate some of the methods and protocols of Computational Forensics with an emphasis on the analysis and interpretation of physical evidence. Topics will include stature, sex, and ancestry estimation from skeletal remains, DNA analysis, and fingerprint, toolmark, and bloodstain analysis. Students will develop their own simple programs in the R programming language to build and verify models and use existing programs to investigate the processing and analysis of physical evidence.	**T R 2:00-3:15** **152 DSL**
ISC 5305 3 Credit Hours	***Scientific Programming***	XIAOQIANG WANG	This course uses the C++ language to present object-oriented coding, data structures, and parallel computing for scientific programming. Discussion of class hierarchies, pointers, function and operator overloading, and portability. Examples include computational grids and multidimensional arrays.	**T R 9:30-10:45** **499 DSL**
ISC 5315 4 Credit Hours	***Applied Computational Science I***	SACHIN SHANBHAG	Course provides students with high-performance computational tools necessary to investigate problems arising in science and engineering, with an emphasis on combining them to accomplish more complex tasks. A combination of course work and lab work provides the proper blend of theory and practice with problems culled from the applied sciences. Topics include numerical solutions to ODEs and PDEs, data handling, interpolation and approximation and visualization. Prerequisites: ISC 5305; MAP 2302.	**T R 12:30-1:45** **152 DSL** **R 3:30-6:00 (Lab)** **152 DSL**
CAP 5771/ISC 4245C 3 Credit Hours	***Data Mining***	ANKE MEYER-BAESE	This course enables students to study concepts and techniques of data mining, including characterization and comparison, association rules mining, classification and prediction, cluster analysis, and mining complex types of data. Students also examine applications and trends in data mining.	**M W F 12:20-1:10** **499 DSL**