

433-395 Advanced Topic in Computer Science

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	This subject is not offered in 2009.
Time Commitment:	Contact Hours: Twenty-four hours of lectures Total Time Commitment: Not available
Prerequisites:	Successful completion of at least 37.5 points of study from level 2 subjects in computer science.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>
Subject Overview:	On completion of this subject students will have studied a particular area of computer science at an advanced level. This subject will be offered when suitable teaching staff are available.
Assessment:	Project work during semester, expected to take about 36 hours (30%); and a 3-hour end-of-semester written examination (70%). To pass the subject, students must obtain at least 50% overall, 15/30 in project work, and 35/70 in the written examination.
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>On completion of this subject, students will:</p> <ul style="list-style-type: none"> # have gained advanced knowledge of an area of computer science; # be aware of parallel architectures and computations; # have detailed knowledge of communication patterns and interconnection networks; # be able to analyze the complexity of parallel algorithms and the efficiency of a particular implementation; # be able to implement a parallel algorithm using a number of techniques; # be able to construct proofs using formal models of communication complexity and parallel computing; and # gain experience with a real application; # be able to undertake problem identification, formulation and solution; # have a capacity for independent critical thought, rational inquiry and self-directed learning; and # have a profound respect for truth and intellectual integrity, and for the ethics of scholarship.
Related Course(s):	Bachelor of Engineering (Software Engineering)
Related Majors/Minors/Specialisations:	Computer Science Major