Computer Science

CS 525  **Topics in Distributed Systems**  credit: 4 hours.
Peer-to-peer systems, sensor networks, and fundamental/theoretical distributed computing. Reviews classical work in each, and uses
design methodologies to explore overlaps across the three otherwise scattered research areas. Studies revolve around protocol design,
systems issues, and theory. Reading selections are roughly two-third classical to one-third contemporary, which are updated every
year. Students learn to write critiques, make presentations, and create a conference paper in a systematic manner. Prerequisite: One of
CS 423, CS 425, CS 438.

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Credit Hours: 4 hours