Professors who have a wealth of experience, who are committed to your advancement, and who are willing to take the extra steps to make sure you get a quality education will surround you. You’ll also be surrounded by a great group of fellow students with diverse interests. Finally, you’ll be attending one of the most beautiful campus settings in the country. If the challenge of expanding your education and doing research in your chosen field interests you, we’re anxious to have you join us.

**PH.D. DEGREE PROGRAM**

A Master’s degree in Computer Science is helpful but strong candidates with a Bachelor’s degree in Computer Science may also apply directly to the Ph.D. program. Admission to the doctoral program follows the requirements of the College of Engineering and the Graduate School. Factors that the department uses in its admissions process include GRE scores, English equivalency scores (for non-native English speakers), reference letters, GPA and previous coursework.

**M.S. DEGREE PROGRAM**

A Bachelor’s degree in Computer Science is recommended. Students with non-Computer Science degrees at the Bachelor’s level or above are also encouraged to apply; such students will generally be required to take appropriate courses while enrolled at MSU to make up Computer Science and related subject matter deficiencies prior to full acceptance into the Computer Science Master’s program. Factors that the department uses in its admissions process include GRE scores, English equivalency scores (for non-native English speakers), reference letters, GPA and previous coursework. Details about applying can be found at cs.montana.edu The Computer Science Department encourages applicants to use the online application procedure.
**PROGRAM REQUIREMENTS**

**Ph.D. Degree**

A Ph.D. student must complete a minimum of 60 credits of coursework beyond the Bachelor's degree or a minimum of 36 credits of coursework beyond the Master's degree.

**M.S. Degree**

Students may pursue the Master's degree under the thesis option or the courses-only option. Both options require 30 credits. In the thesis option, 10 of these must be thesis credits.

**RESEARCH EXPERIENCE**

Ph.D. students gain research experience through their doctoral work, journal or conference submissions, and by attending conferences.

Thesis option Master's degree students gain research experience through their thesis and are expected to submit the results of their thesis work to at least one journal or conference.

**RESEARCH FACILITIES**

Graduate research and coursework can be performed on systems owned and operated by the Computer Science Department. On-campus work is typically performed in laboratories or graduate student offices. A typical machine is a dual boot (Linux/Windows) PC. Intel-based Macs running OS X are also available. Outside the department, MSU Information Technology Center provides additional computing infrastructure. Computer Science is completely housed in MSU's high technology Engineering and Physical Sciences Building.

**FINANCIAL ASSISTANCE**

A number of research and teaching assistantships are available for qualified graduate students. These appointments are normally for 19 hours per week during the academic year. Some appointments may also be available during the summer. Assistantships will only be offered to formally admitted graduate students. See the appropriate Computer Science M.S. degree or Ph.D. degree web page for more information.

**FACULTY**

**Department Head**
John Paxton

**Graduate Coordinators**
John Sheppard (Ph.D.), Qing Yang (Master's)

**Professors**
- Brendan Mumey: applied algorithms, combinatorial optimization, green networking and computational biology
- John Paxton: artificial intelligence, machine learning, computer science education
- John Sheppard: machine learning, data mining, evolutionary computation, Bayesian methods, fault diagnosis and prognosis, domain ontologies
- Binhai Zhu: applied computational geometry, intelligent web searching, combinatorial optimization

**Assistant Professors**
- Brittany Fasy: computational topology and geometry, topological data analysis, road network analysis, algorithms
- Clem Izurieta: software engineering, software evolution, ecological modeling
- Upulee Kanewala: software testing, software engineering, machine learning, scientific software development and testing
- Dave Millman: computational geometry, scientific computing, parallel computing
- Mike Wittie: network design and management, distributed optimization, network economics
- Qing Yang: wireless networks, mobile computing, vehicular networks, network security and privacy

**Teaching Professors**
- Hunter Lloyd: Robotics, computer vision, multimedia and animation