

Computer Engineering Curriculum - Fall 2021

CEGEP Entry

1st Term (Fall)		15 credits	Prerequisites/Co-requisites
ECSE 202	Intro. to Software Development	3	
ECSE 205	Probability & Statistics for Eng.	3	
MATH 262	Intermediate Calculus	3	P - MATH 133 or equiv, MATH 141
MATH 263	ODEs for Engineers	3	C - MATH 262
HSS 1	Humanities & Social Sciences 1*	3	
2nd Term (Winter)		16 credits	Prerequisites/Co-requisites
COMP 250	Introduction to Computer Science	3	P- Familiarity with a high level programming language and CEGEP level MATH (MATH 133, MATH 140, MATH 141))
ECSE 222	Digital Logic	3	P - ECSE 202
ECSE 200	Electric Circuits 1	3	P - PHYS 142 ; C - MATH 263
CCOM 206	Communication in Engineering	3	
Impact	Impact of Technology on Society **	3	
FACC 100	Intro. to Engineering Profession	1	
3rd Term (Fall)		16 credits	Prerequisites/Co-requisites
ECSE 210	Electric Circuits 2	3	P - ECSE 200
ECSE 211	Design Principles and Methods	3	P - ECSE 200, ECSE 202
ECSE 206	Intro. to Signals & Systems	3	P - ECSE 200
ECSE 324	Computer Organization	4	P - ECSE 200, ECSE 222
ECSE 223	Model-based Programming	3	P - ECSE 202
4th Term (Winter)		15 credits	Prerequisites/Co-requisites
COMP 251	Algorithms and Data Structures	3	P - COMP 250, C - MATH 240
ECSE 321	Intro. to Software Engineering	3	P - ECSE 223, (COMP 202 or COMP 208 or ECSE 202)
ECSE 310	Thermodynamics of Computing	3	P - ECSE 200, ECSE 205, ECSE 222
ECSE 325	Digital Systems	3	P - ECSE 324
MATH 240	Discrete Structures	3	C - MATH 133
FACC 250	Resp. of the Prof. Engineer	0	P - FACC 100 or BREE 205
5th Term (Fall)		14 credits	Prerequisites/Co-requisites
ECSE 331	Electronics	4	P - ECSE 210
ECSE 308	Intro. Comm. Sys. & Networks	4	P - ECSE 205, ECSE 206
ECSE 353	Electromagnetic Fields & Waves	3	P - ECSE 210, MATH 262, MATH 263
ECSE 427	Operating Systems	3	P - (ECSE 324 or COMP 273)
6th Term (Winter)		16 credits	Prerequisites/Co-requisites
ECSE 458 N1	Capstone Design Project	3	P - ECSE 211 and ECSE 324 and CCOM 206 and (ECSE 331 or COMP 302)
XXXX xxx	Technical Complementary 1	3	
XXXX xxx	Technical Complementary 2	3	
ECSE 425	Computer Architecture	3	P - ECSE 324
ECSE 444	Microprocessors	4	P - ECSE 324
7th Term (Fall)		16 credits	Prerequisites/Co-requisites
ECSE 458 N2	Capstone Design Project	3	P- ECSE 458 N1
XXXX xxx	Technical Complementary 3	3	
XXXX xxx	Technical Complementary 4	3	
Elective	Elective Course	3	
FACC 300	Engineering Economy	3	
FACC 400	Engineering Professional Practice	1	P - FACC 100, FACC 250, and 60 program credits

Technical Complementary courses are selected from an approved list given on the next page.

*The Complementary Studies (CS) courses are Impact of Technology courses (Group A) and Humanities & Social Sciences, Management Studies and Law courses (Group B). Students must take one course (3 credits) from Group A and one course (3 credits) from Group B. The curriculum above includes suggested terms during which these courses can be taken. These must be chosen from an approved list of courses/departments, found in the program list under "Complementary Studies" in the Faculty of Engineering Undergraduate section of the Programs, Courses and University Regulations publication (www.mcgill.ca/study) (see your program listing in the "Browse Academic Units & Programs" section).

Elective course (3 credits) must be taken at the 200 level or higher from any department at McGill, approved by the Undergraduate Programs Office in the Department of Electrical and Computer Engineering. For approval, please contact undergrad.ece@mcgill.ca.

Students are responsible for satisfying pre/co-requisites and verifying with their department that they are meeting the requirements of their program.

Technical Complementary Courses - Computer Engineering

Technical Complementaries

12 - 16 credits (4 courses) must be taken, chosen as follows:

3 - 4 credits (1 course) from List A

9 - 12 credits (3 courses) from List A or List B

List A

3 - 16 credits from the following list

		Credits	Prerequisites/Co-requisites
ECSE 307	Linear Systems & Control	4	P - ECSE 206, ECSE 210
ECSE 335	Microelectronics	4	P - ECSE 331
ECSE 343	Numerical Methods in Engineering	3	P - ECSE 205, COMP 250, MATH 263
ECSE 403	Control	4	P - ECSE 307
ECSE 408	Communication Systems	4	P - ECSE 205, ECSE 308
ECSE 412	Discrete-Time Signal Processing	3	P - ECSE 206
ECSE 415	Intro. to Computer Vision	3	P - ECSE 205, (ECSE 206 or ECSE 316)
ECSE 416	Telecom. Networks	4	P - (ECSE 316 or ECSE 308), ECSE 205, COMP 250
ECSE 420	Parallel Computing	3	P - ECSE 427
ECSE 422	Fault Tolerant Computing	3	P - ECSE 324, COMP 250
ECSE 428	Software Engineering Practice	3	P - (ECSE 321 or COMP 335)
ECSE 429	Software Validation	3	P - (ECSE 321 or COMP 303)
ECSE 435	Mixed Signal Test Techniques	3	P - ECSE 206, ECSE 335
ECSE 436	Signal Processing Hardware	3	P - ECSE 206, ECSE 324, ECSE 325
ECSE 437	Software Delivery	3	P - (ECSE 321 or COMP 303)
ECSE 439	Software Language Engineering	3	P - (ECSE 321 or COMP 303)
ECSE 446	Realistic Image Synthesis	3	P - ECSE 202, ECSE 205, COMP 250
ECSE 450	Electromagnetic Compatability	3	P - ECSE 222, ECSE 331, (ECSE 353 or ECSE 354)
ECSE 472	Fundamentals of Circuit Simulation & Modelling	3	P - ECSE 206, ECSE 331, (ECSE 251 or ECSE 353)
ECSE 501	Linear Systems	3	C - ECSE 500 or permission from the instructor
ECSE 508	Multi-Agent Systems	3	P - ECSE 205 or equivalent
ECSE 510	Filtering & Prediction for Stochastic Systems	3	P - ECSE 500, ECSE 509 or equivalent
ECSE 516	Nonlinear and Hybrid Control Systems	3	P - ECSE 500, ECSE 501 or equivalent
ECSE 544	Computational Photography	4	P - ECSE 205, ECSE 206
ECSE 551*	Machine Learning for Engineers	4	P - COMP 250, (ECSE 205 or MATH 323); C- ECSE 343 or ECSE 543 or MATH 247
ECSE 552	Deep Learning	4	P - (ECSE 551 or COMP 551)

List B

0 - 12 credits from the following list or the previous:

COMP 424**	Artificial Intelligence	3	P - COMP 206 or ECSE 321, (MATH 323 or equivalent), COMP 251
COMP 445	Computational Linguistics	3	P - COMP 250 and MATH 240 or permission of instructor
COMP 520	Compiler Design	4	P - COMP 273, COMP 302
COMP 550	Natural Language Processing	3	P - (MATH 323 or ECSE 205) and (COMP 251 or COMP 252)
COMP 551*	Applied Machine Learning	4	P - MATH 323 or ECSE 205 or equivalent
COMP 559	Fundamentals of Computer Animation	4	P - MATH 222, MATH 223, COMP 206, COMP 250
COMP 579	Reinforcement Learning	4	P - A university level course in machine learning such as COMP 451 or COMP 551. Background in calculus, linear algebra, probability at the level of MATH 222, MATH 223, MATH 323, respectively.
ECSE 421	Embedded Systems	3	P - ECSE 324
ECSE 424	Human-Computer Interaction	3	P - (ECSE 324, COMP 250) or (COMP 251, COMP 273)
ECSE 500	Mathematical Foundations of Systems	3	
ECSE 507	Optimization & Optimal Control	3	P - (ECSE 343 or ECSE 543 or ECSE 501 or COMP 540 or permission of instructor)
ECSE 509	Probability & Random Signals 2	3	P - (ECSE 206 or ECSE 316), ECSE 205
ECSE 521	Digital Communications 1	3	P - ECSE 408 or ECSE 511; C- ECSE 509
ECSE 526**	Artificial Intelligence	3	P - ECSE 324
ECSE 532	Computer Graphics	4	P - ECSE 324
MATH 247	Honours Applied Linear Algebra	3	P - MATH 133 or equiv.

* ECSE 551 and COMP 551 cannot both be taken.

** COMP 424 and ECSE 526 cannot both be taken.

Last update: March 4, 2021

For the official program listing, see the *Programs, Courses and University Regulations* publication (www.mcgill.ca/study).