The following listings and diagrams provide suggestions for graduate students preparing Plans of Study in Computer Engineering. The courses are organized loosely into three sub-areas: Computer Architecture, Software Systems, and Artificial Intelligence. In all cases, courses other than those listed may be used with the approval of your advisor and the ECE Graduate Office. Additional experimental courses are available: for the current list see the web page at http://www.purdue.edu/ECE/Graduates/.

Legend
- Core course
- Recommended non-CE graduate course
- Undergraduate course that covers pre-requisite knowledge
- Arrows show prerequisites, i.e. A is a prerequisite of B

Courses:
- ECE511 Psychophysics
- ECE547 Intro to Computer Communication Networks
- ECE559 MOS VLSI Design
- ECE562 Intro to Data Management
- ECE563 Programming Parallel Machines
- ECE565 Computer Architecture
- ECE566 CISC Microprocessor System Design
- ECE568 Embedded Systems
- ECE569 Introduction to Robotic Systems
- ECE570 Artificial Intelligence
- ECE572 Fault Tolerant Computer Systems
- ECE573 Compiler & Translator Writing Systems
- ECE574 Software Engineering Methodology
- ECE576 Image Synthesis
- CSE313 Operating Systems
- CS565 Programming Languages
- CS573 Interactive Computer Graphics
- CSE574 Advanced Computer Graphics
- ECE689 Random Variables & Signals
- ECE690 Computational Models & Methods
- ECE694 Multimedia Information Systems
- ECE628 Computer Graphic Simulation & Visualization
- ECE629 Intro to Neural Networks
- ECE632 Machine Learning & Data Mining
- ECE647 Computer Communication Network
- ECE660 Topics Computer Engineering
- ECE661 Computer Vision
- ECE662 Pattern Recognition & Decision Making Processes
- ECE663 Compiler Code Generation, Optimization, & Parallelization
- ECE664 Formal Languages, Computability, & Complexity
- ECE666 Advanced Computer Systems
- ECE668 Artificial Intelligence
- ECE669 Natural Language Processing
- ECE673 Distributed Computing Systems

Other
- ECE632 Machine Learning & Data Mining