

Course #	Course Title	Text/Ref.	Call #	Title	Author / Editor	Publisher	Note
I212E	Analysis for Information Science (E)	Ref.	C53.1 / O	Signals and Systems [2nd ed.] (Prentice Hall signal processing series)	A. Oppenheim, A. Willsky, and S. Nawab	Prentice Hall, 1997	
I213E	Discrete Signal Processing (E)	Ref.	C54.2/ C	Linear system theory and design [International 4th ed.]	Chi-Tsong Chen	Oxford University Press, 2013	
		Ref.	C53.1/ O	Discrete-Time Signal Processing [3rd ed.]	Alan V. Oppenheim and Ronald W. Schafer	Pearson/Prentice-Hall, 2010	
I214E	System Optimization (E)	Ref.	412.6/ G	A Gentle Introduction to Optimization	B. Guenin, J. Könemann, L. Tuncel	Cambridge University Press, 2014	
		Ref.	412.6/ B	Introduction to Linear Optimization (Athena Scientific optimization and computation series ; 7)	D. Bertsimas and J. N. Tsitsiklis	Athena Scientific, 1997	
I218E	Computer Architecture (E)	Text	C31.3/ P	Computer Organization and Design : The Hardware/Software Interface : MIPS edition [6th ed.]	David A.Patterson and John L.Hennessy	Morgan Kaufmann, 2021	
I219E	Software Design Methodology (E)	Ref.	C42.3/ B	The Unified Modeling Language User Guide [2nd ed.]	G. Booch, et al.	Addison-Wesley, 2005	
		Ref.	C42.3/ R	The Unified Modeling Language Reference Manual [2nd ed.]	J. Rumbaugh, et al.	Addison-Wesley, 2005	
		Ref.	C42.3/ F	UML Distilled : A Brief Guide to the Standard Object Modeling Language [3rd ed.] (The Addison-Wesley object technology series)	M. Fowler	Addison-Wesley, 2004	
		Ref.	C45.2/ D	Design Patterns: Elements of Reusable Object-Oriented Software (Addison-Wesley professional computing series)	E. Ganmma, et al.	Addison-Wesley, 1995	
		Ref.	C33.1/ A	The Java Programming Language [4th ed.]	K. Arnold, et al.	Addison-Wesley, 2006	
I233E	Operating Systems (E)	Text	C44.1/ S	Operating system concepts [10th ed., global ed.]	Abraham Silberschatz, Peter Baer Galvin, Greg Gagne	Wiley, 2019	
		Ref.	C44.1/ T	Modern Operating Systems [4th ed., global ed.]	Andrew S. Tanenbaum, Herbert Bos	Pearson, 2015	
I235E	Game Informatics (E)	Ref.	C51/ Y	Artificial Intelligence and Games	Georgios N. Yannakakis and Julian Togelius	Springer, 2018	Only available from JAIST network https://doi.org/10.1007/978-3-319-63519-4
		Ref.	C42/ H/ 1	Handbook of Digital Games and Entertainment Technologies (v. 1)	Nakatsu, Ryohei, Rauterberg, Matthias, Ciancarini, Paolo (Eds.)	Springer, 2017	
		Ref.	C42/ H/ 2	Handbook of Digital Games and Entertainment Technologies (v. 2)	Nakatsu, Ryohei, Rauterberg, Matthias, Ciancarini, Paolo (Eds.)	Springer, 2017	
		Ref.	C51/ C	Chips Challenging Champions: Games, Computers and Artificial Intelligence	Jonathan Schaeffer and Jaap van den Herik (Eds.)	Elsevier, 2002	
I239E	Machine Learning (E)	Ref.	C53.3/ B	Pattern recognition and machine learning	Christopher M. Bishop	Springer, 2006	
		Ref.	C51.3/ M	Machine Learning: A Probabilistic Perspective (Adaptive Computation and Machine Learning) [4th printing]	Kevin P. Murphy	MIT press, 2012	
		Ref.	C51.3/ G	Deep Learning	Ian Goodfellow and Yoshua Bengio and Aaron Courville	MIT press, 2016	
		Ref.	C51.3/ G	Hands-On Machine Learning with Scikit-Learn ,Keras and Tensorflow [3rd ed.]	Aurélien Géron	O'Reilly, 2022	
I440	Enhanced Operating Systems	Ref.	C44.1/ T	Distributed Operating Systems	A.S.Tanenbaum	Prentice-Hall, 1995	
		Ref.	C44/ B	Hard Real-Time Computing Systems - Predictable Scheduling Algorithms and Applications [4th ed]	Giorgio Buttazzo	Springer, 2024	
I466	Introduction to International Standardization	Ref.	-	情報通信技術委員会標準化教育テキスト			Available on the web https://www.ttc.or.jp/activities/sdt_text
		Ref.	-	標準化実務入門	経済産業省		Available on the web https://www.meti.go.jp/policy/economy/hyojun-kijun/katsuyo/iitsumu-nyumon/pdf/2015text_zenbun.pdf
I494	Data Science Practical Exercise I	Ref.	C41.8/ M	Python for data analysis : data wrangling with pandas, NumPy, and Jupyter [3rd ed]	McKinney, Wes	O'Reilly Media, 2022	
I662E	Data Science Practical Exercise II (E)	Ref.	C41.8/ M	Python for data analysis : data wrangling with pandas, NumPy, and Jupyter [3rd ed]	McKinney, Wes	O'Reilly Media, 2022	