Faculty Spotlight

("Faculty Spotlight", a regular feature of the ACM newsletter, attempts to introduce one CS faculty member to our readers. Portions of this article have been reprinted from the Department of Computer Science Guide,1969.-Ed)

Head of the Department of Computer Science(DCS), Professor James N. Snyder, has been with the University since receiving his Ph.D. in theoretical physics from Harvard. At this time, he joined the Physics Department in 1949. From 1953 to 1956, he worked with the University's Control Systems Laboratory writing programs for Illiac I. He was also a member of the original study group set up by MURA to design high-energy accelerators. This work demonstrated the importance of computers in the design of other research devices.

In 1957, Professor Snyder joined DCS, contributing greatly to the computer analysis portions of bubble chamber data reduction systems.

"I joined this department after having accomplished the traditional academic progression as a member of another department in this university. Thus , joining was a considered act based upon positive attributes of the Department. During this initial period, I had observed the computer moving ever toward a more central role in many research fields. It thus served as a common element tending to tie many fields and many kinds of people together. The opportunity to associate with such a widely diverse, but yet closely knit group of ideas and people was too much to resist."

As some of you may know, Professor Snyder will retire at the end of this semester. He has seen the evolution of the computer age from its vacuum-tube beginnings to the forefront of parallel processing in the fifth generation. He has worked diligently to further these activities and establish one of the best Computer Science Departments in the country.

— Chris Ravencroft

→For Your Information←

Two of the most popular applications on computers are word processing and game playing. Let's look at how you can do both on university computers.

Word processing - Cyber editing uses ICE (Illinois Central Editor) and RNF, a text formatter. You can get documentation on both of these from the bookstores. After you write, format, and edit your paper, the Diablo typewriter/printer can type it. The Diablo charges about 20 cents real money per page. Obtain information on the Diablo from Cyber by typing:
  HELP
Wait for "?". Then type
  DIABLO
Read the information. To exit help, type
  END
at the next "?". If you wish to do a report on Cyber, start early and print it well ahead of any deadlines.

Personal computers offer an alternative to Cyber. Found at E.E. and ComWest, the P.C.'s give you better editors, but lower quality printing. Any student may use these computers. With a University I.D. you can check out software from the operator at the site. Bring a blank soft-sectored diskette to save your work.

Games - On PLATO? Yes! At night any student can play games on PLATO. To take advantage of this go to room 166 ERL anytime. Bring an I.D.. Tell the operator you wish sign up for recreational lessons on PLATO. He or she will set you up and give you an information sheet. You can then make a reservation for game play.

What's New at The Woodshop?

On the first floor, the west end is still used for the art shops, the east end is still the foundry, but something new is in 105E Woodshop. It is the Design Automation Laboratory. In this lab, students have the facilities to design and fabricate n-MOS digital circuits using IBM's MVISA design fabrication machine. The MVISA design system is composed of 22 workstations(12-PC's and 10-3277 Graphics Attach) connected to a 4381 CPU. The users of this system are students from EE312 and CS339 as well as students involved in CS397 Independent Study.

With the University contributing a fraction of the funding for this lab, IBM has picked up the rest. As part of this lab project, twice a year the department will choose four completed student designs; IBM will then fabricate and return them to the students so that they may test and observe the finished product of their designs.

When construction on the Woodshop is completed, the second floor will contain the labs presently in the basement of DCL(Microlab, Exel lab, etc.). The basement of DCL will then be left for research and storage designs.

TI Talks To ACM

The second meeting of the semester is Thursday, February 21 at 4 p.m. in 100 MetMin. The guest speaker, a graduate of the University, will be from Texas Instruments. Refreshments will be served! EVERYONE is welcome!

Computer Science Open House

Interested in getting involved with something but not quite sure of what to do? Well, the Computer Science Open House committee would like to aid you in your dilemma! There are many things to be done: from demonstrating projects to handing out balloons. Wherever your talents lie, there is something to do.

Engineering Open House is March 1st and 2nd . Get involved! Leave your name, number and your interests in the ACM mailbox or call Lisa Felice at 367-1162.

§Puzzles and Games§

(Carl Kadie, a recent graduate, has contributed this section since last spring. If anyone else is interested in writing "Puzzles and Games", please submit your name and number to me. Thanks. -Ed.)

How about a nice game of Clackbraps? How about a charming game about the nice game? How about an interesting contest about the charming game? Let's start at the beginning, **Clackbraps**. You will need a set of two dice and a deck of playing cards. The game is against the house. It plays as follows:

Roll a pair of dice.
Take a card from the deck, if one dice number is even and the other odd.
Otherwise, take two cards from the deck.
You win when the product of the card values is less than the product of the dice values.
The product of a single card is its value.
The value of a card is the number on its face, except for Aces which are valued one, and Jacks, Queens and Kings which are valued ten.
The deck is shuffled before each play.

I played 100 games (**really!**). The game about the game is to guess or figure out how many times I won. Your answer should be a range of wins. For example, the answer "You won between 0 and 100 times" will always be right.

The contest is to submit the smallest correct range. To win, your range must: 1) include the number of games I actually won. 2) be smaller than anyone else's submission. Only one entry per individual shall be considered. Send your answers to Felice via unix mail or campus mail c/o ACM, D.C.L.

On to last semester's puzzles: Thanks to Trooper Saladino, Prof. Mickunas, Carl Barlow, David Tots, Mario Contreras, Judy Grass, Randy Saint, "Dr. Pangloss", Kris Wunderlich, Ken Porter, and Gil Gondolfi. They correctly deciphered Dwygano Yknjan. The key was to replace each letter with the letter 4 beyond it in the alphabet. So D becomes H, w becomes a, etc.

Congratulations to Dr. Pangloss and Kris Wunderlich, the campus solvers of the 5-D tic-tac-toe problem. The submitted solutions were (3,2,3,2,3). This move guarantees a win.

— Carl Kadie