

SIGCSE 2010

41st TECHNICAL SYMPOSIUM on COMPUTER SCIENCE EDUCATION



“Making Contact”

March 10 - 13, 2010

Midwest Airlines Center
Milwaukee, Wisconsin

Exhibit Guide



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Cloud computing is fast becoming the most important platform for research. Scientists today need vast computing resources to collect, share, manipulate, and explore massive data sets as well as to build and deploy new services for research. Cloud computing has the potential to advance research discoveries by making data and computing resources readily available at unprecedented economy of scale and nearly infinite scalability. Invited talks will illustrate the role of cloud computing across a variety of research and curriculum development areas—including computer science, earth sciences, healthcare, humanities, life sciences, and social sciences—that highlight how new techniques and methods of research in the cloud may solve distinct challenges arising in those diverse areas. To register go to www.microsoft.com/usfaculty

Microsoft

Welcome...

to the 41st annual SIGCSE Symposium, recognized as the premier event in computer science education. The approximately 1,200 attendees come from around the world, representing high schools, community colleges, four-year colleges, universities, industry, and government. Exhibits are always an important part of the SIGCSE Symposium, introducing and presenting new and exciting educational materials. Each day's program includes substantial open time slots when participants can visit the hall to examine textbooks, software and other materials, and to discuss their needs and concerns with you. Such personal connections are a favorite part of the SIGCSE Symposium for many of our attendees, and we further encourage this interaction by holding morning and afternoon refreshment breaks in the exhibits hall. Ample exhibit hours allow time for attendees and exhibitors to meet and talk.

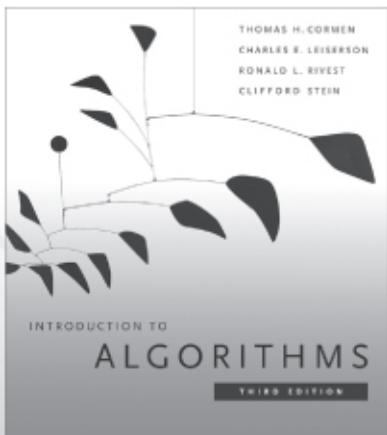
Other highlights of this year's Symposium include . . .

- A full program of scholarly papers, panels, workshops, special sessions, "birds-of-a-feather" meetings, posters, and supporter sessions.
- An opening keynote talk Thursday morning by Sally Fincher, University of Kent, the 2010 SIGCSE Award Winner for Outstanding Contributions to Computer Science Education.
- A first-timer's luncheon on Thursday to reach out to our newest attendees and encourage continuing participation in the Symposium, with an address by the 2010 SIGCSE Award Winner for Lifetime Service to the Computer Science Education Community, Peter Denning, Naval Postgraduate School.
- A Thursday evening reception in the Hilton Crystal Ballroom that provides an opportunity to mingle informally with Symposium attendees.
- A Friday morning keynote talk, "Science Education for the 21st Century: Using the Insights of Science to Teach/Learn Science," by Carl E. Wieman, Director of the Carl Wieman Science Education Initiative and Professor of Physics at the University of British Columbia and Director of the Science Education Initiative.
- A Saturday luncheon talk by Michael Wrinn of Intel on "Suddenly, All Computing is Parallel: Seizing Opportunity Amid the Clamor."
- Kids Camp for children of Symposium attendees.
- A full day of pre-symposium events including workshops for Department Chairs and New Teaching Faculty, as well as several day-long tutorials and mini-symposia.
- The CONNECT project makes its SIGCSE debut, facilitating attendee-attendee and attendee-exhibitor contact during and most importantly, after the Symposium.

We hope you will take part in as many of these activities as your schedule permits.

You help make the SIGCSE Symposium an extraordinary event, and we are very happy that you are participating. Once again, welcome to SIGCSE 2010.

Steven Wolfman
Gary Lewandowski
SIGCSE 2010 Symposium co-Chairs



Introduction to Algorithms

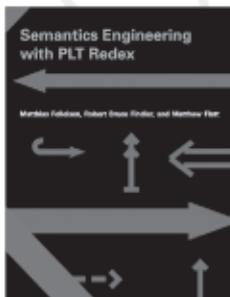
THIRD EDITION

Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

"In light of the explosive growth in the amount of data and the diversity of computing applications, efficient algorithms are needed now more than ever. This beautifully written, thoughtfully organized book is the definitive introductory book on the design and analysis of algorithms. The first half offers an effective method to teach and study algorithms; the second half then engages more advanced readers and curious students with compelling material on both the possibilities and the challenges in this fascinating field."

— Shang-Hua Teng, University of Southern California

1216 pp., \$87 cloth

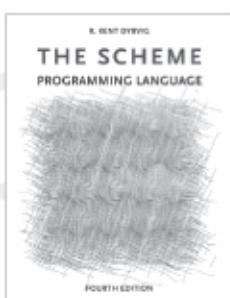


Semantics Engineering with PLT Redex

Matthias Felleisen, Robert Bruce Findler, and Matthew Flatt

"This book is nothing short of revolutionary."
— Michael Vanier, Caltech

528 pp., 36 illus., \$45 cloth



The Scheme Programming Language

FOURTH EDITION

R. Kent Dybvig

"Kent Dybvig's *The Scheme Programming Language* is to Scheme what Kernighan and Ritchie's *The C Programming Language* is to C. Kent's book is the book for either the novice or serious Scheme programmer. Its style, wit, and organization has reached a new high with the publication of the fourth edition." — Daniel P. Friedman, Indiana University
512 pp., 12 illus., \$42 paper



Metamodeling for Method Engineering

edited by Manfred A. Jeusfeld, Matthias Jarke, and John Mylopoulos

A practical guide to method engineering based on metamodeling, with theoretical foundations and case studies, suitable for classroom use or as a reference for practitioners.

Cooperative Information Systems series
424 pp., 154 illus., \$55 cloth

Probabilistic Graphical Models

PRINCIPLES AND TECHNIQUES

Daphne Koller and Nir Friedman

"This landmark book provides a very extensive coverage of the field, ranging from basic representational issues to the latest techniques for approximate inference and learning. As such, it is likely to become a definitive reference for all those who work in this area. Detailed worked examples and case studies also make the book accessible to students." — Kevin Murphy, University of British Columbia

Adaptive Computation and Machine Learning series
1208 pp., 399 illus., \$95 cloth

Introduction to Machine Learning

SECOND EDITION

Ethem Alpaydin

"This volume offers a very accessible introduction to the field of machine learning. Ethem Alpaydin gives a comprehensive exposition of the kinds of modeling and prediction problems addressed by machine learning, as well as an overview of the most common families of paradigms, algorithms, and techniques in the field. The volume will be particularly useful to the newcomer eager to quickly get a grasp of the elements that compose this relatively new and rapidly evolving field."

— Joaquin Quiñonero-Candela, coeditor, *Data-Set Shift in Machine Learning*
Adaptive Computation and Machine Learning series
584 pp., 172 figures, \$55 cloth

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SIGCSE 2010

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Wireless internet access is available throughout the SIGCSE 2010 Conference courtesy of

SIGCSE

CONFERENCE HOURS AND INFORMATION

EXHIBIT HALL HOURS

The SIGCSE 2010 Exhibits are located in the Midwest Airlines Center, Hall A.

The Exhibit Hall is open during the following hours:

Thursday • March 11 • 10:00 am - 6:00 pm
Friday • March 12 • 10:00 am - 6:00 pm
Saturday • March 13 • 9:30 am - 12:00 pm

GENERAL INFORMATION

Badges

ACM SIGCSE 2010 badges must be worn for admission to all SIGCSE 2010 events. Badges will be checked at the door of the Exhibit Hall and all workshops and sessions.

Breaks

Breaks will be held at the following times:

Thursday • March 11 • 10:00 am - 10:45 am
Thursday • March 11 • 3:00 pm - 3:45 pm
Friday • March 12 • 10:00 am - 10:30 am
Friday • March 12 • 2:45 pm - 3:30 pm
Saturday • March 13 • 10:10 am - 10:40 am

Policies

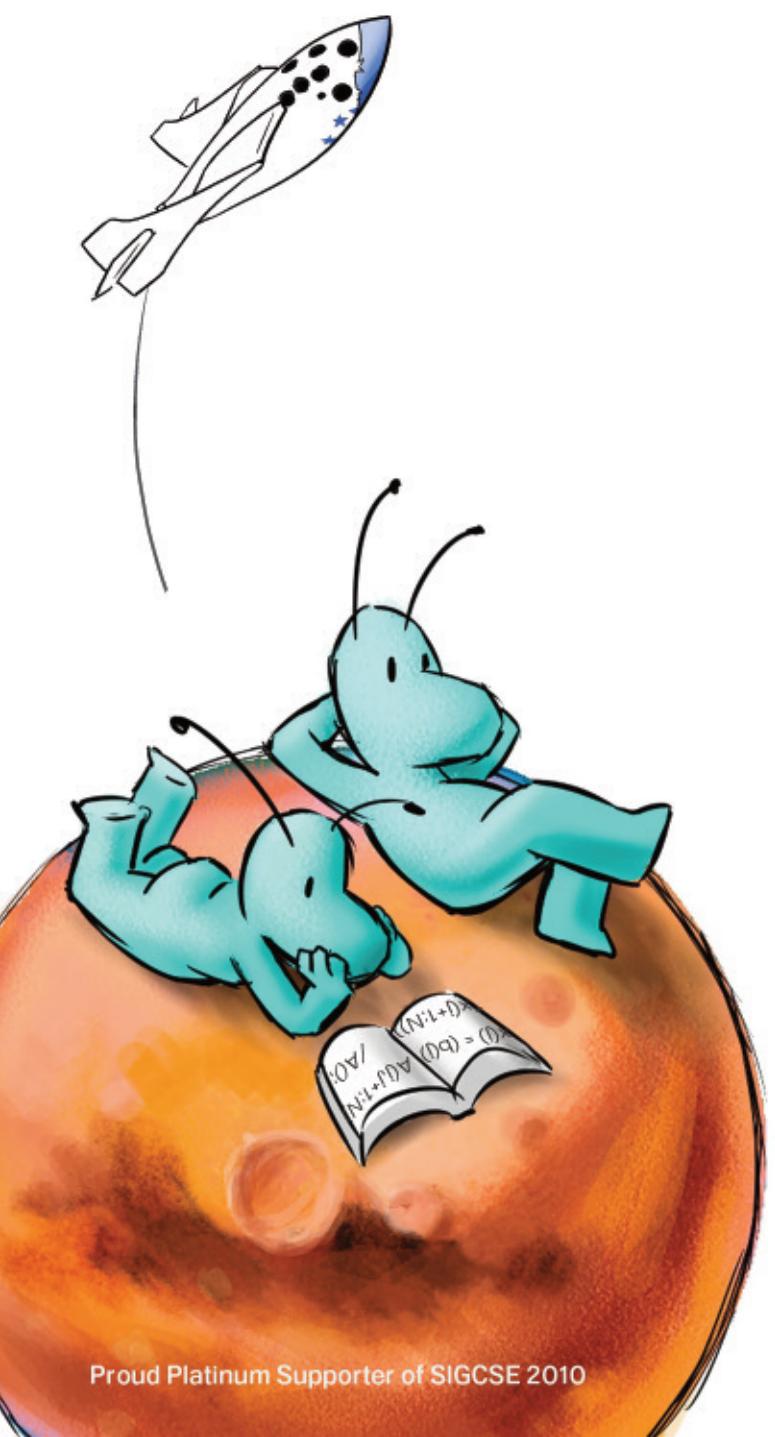
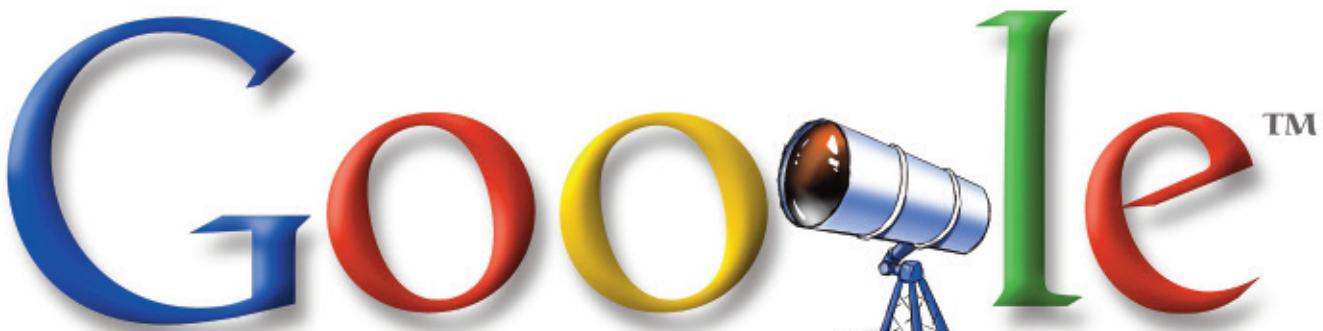
Cameras or recording devices of any kind will not be allowed. For insurance reasons, children under the age of 18 are not permitted on the Exhibit Floor.

Registration Area

The Registration Area is located on the upper level and is open during the following times:

Wednesday • 3:00 pm - 9:30 pm
Thursday • 7:30 am - 4:00 pm
Friday • 7:30 am - 5:00 pm
Saturday • 8:00 am - 2:30 pm

Be sure to visit the Exhibits during the symposium and support our exhibitors and sponsors.



SIGSCE Technical Symposium 2010,
Google is Making Contact! Our goal is to showcase our work in education, build relationships with the CS education community, and obtain feedback to understand how we can better meet the challenges that are affecting STEM education today.

Google believes that all students should have the opportunity to become active creators of tomorrow's technology. Through our diverse set of education initiatives, we invest in the next generation of computer scientists and engineers, providing opportunities for all students to engage more directly in technology. Googlers are living proof of the value of math, science, computing and engineering education. That's why we are so enthusiastic about supporting access for all students.

SUPPORTER SESSIONS

Thursday • March 11, 2010

► Teaching Compilers

10:45 am - 12 Noon • Room 101C

Presenter: Alfred V. Aho, Department of Computer Science Columbia University

Presented courtesy of **Microsoft**

The compilers design course offers a wonderful opportunity for students to appreciate the interplay of theory and practice, to exercise their creativity, and to learn robust software development practices. I will describe how the compilers course at Columbia has evolved from a theoretical course to a design studio in which students work in small teams to create and implement innovative little languages of their own design. The talk will be illustrated with a number of the novel languages created in this course and one of the languages is showcased in the exhibit area.

► Gaming Architecture: Why Parallelism is Important

1: 45 pm - 3:00 pm • Room 101C

Presented courtesy of **Intel**

Task and domain decompositions are two basic and powerful approaches of exploiting parallelism in a given problem. An effective decomposition requires careful partitioning of tasks and data, and a balanced mapping of these partitions across the available cores in a system. This panel will demonstrate how the use of appropriate game architecture enables easier decomposition and allows for a more effective application of threading in the creation of games. In addition, we will discuss the impact of threading, explore how gaming architecture can be used in variety of undergrad/grad courses, and how educators can prepare students for parallel-aware software engineering.

► Software for a Cause: A Discussion About Student Projects for Organizations in Need

1:45 pm - 3:00 pm • Room 202D

Presenter: Li-Te Cheng, IBM Research

Presented courtesy of **IBM Corporation**

Humanitarian Free and Open Source Software. Socially Relevant Computing. Socially Responsible Computing. Computing for Good. SIGCSE is a leading forum for these and other efforts, where educators engage students with projects that cross disciplines and borders, and provide a positive impact on society. 'Software for a Cause' is a joint university /IBM Research project currently under development that follows this direction - with an interest in exploring distributed community service student projects.

This session will be an interactive discussion seeking your guidance, thoughts, and experiences in this domain. We will briefly present concepts from 'Software for a Cause' and related efforts in IBM for your feedback, leading to an open dialog around broader themes. What makes a suitable distributed student project "for a cause"? How to connect student teams with organizations in need? What are challenges faced by students and instructors around tools, practices, and collaboration? How can we help your own efforts in the classroom? Attend this session and join in to help the cause.

► Google Education: Introduction and Project Exhibitions

3:45 pm - 5:00 pm • Room 101C

Presented courtesy of **Google**

Access for All: Google's Initiatives in Education

Presenter: Maggie Johnson, Director of Education and University Relations, Google

Maggie Johnson is Director of Education and University Relations for Google. She manages all technical training and leadership development programs for Google engineers and operations staff, as well as Google's educational outreach efforts. She also manages the university relations area, building strategic partnerships with faculty and labs globally. Prior to Google, Maggie was a faculty member and Director of Undergraduate Studies in the Department of Computer Science at Stanford University.

(continued on page 7)

Thursday • March 11, 2010 (continued)

► **Google Education: Introduction and Project Exhibitions** (continued from page 6)

Looking Deeper Into Computational Thinking

Presenter: Nina Kim, Education Engineering Manager, Google

Nina Kim is an Engineering Manager at Google. She leads Google's education projects, and is interested in K->continuing ed teaching and learning, especially ways to broaden the field of STEM and CS and increase the creation and creative use of technology. Nina has been a part of Google Engineering since 2000, wearing various hats in product development and community outreach.

App Inventor - A View Into Learning About Computers Through Building Mobile Applications

Presenters: Hal Abelson, visiting Scientist and Mark Friedman, Sr. Software Imagineer, Google

Hal Abelson is a Professor of Electrical Engineering and Computer Science at MIT. He won the 1995 Taylor L. Booth Education Award given by IEEE Computer Society for continued contributions to the pedagogy and teaching of introductory computer science, exemplified by the Logo and Scheme languages and their associated methodologies. Hal is currently a visiting faculty member at Google, and is one of the founders of App Inventor for Android.

Mark Friedman is a Senior Software Engineer at Google. He previously worked on the core Android team and has a longstanding interest in programming language environments and implementations. Mark is currently the technical lead of the App Inventor for Android team.

SUPPORTER SESSIONS

Friday • March 12, 2010

► **Getting Started with F#**

10:30 am - 11:45 am • Room 101C

Presenter: Timothy Ng, Microsoft Corporation

Presented courtesy of **Microsoft**

F# is a succinct and expressive typed functional programming language for the .NET platform, and Microsoft will be supporting F# as a first class language in Visual Studio 2010. In this tutorial you'll get a taste of F# programming from the basics through to some parallel and asynchronous programming with F#. You'll learn how to get started with the functional, imperative and object-oriented programming in F#. You'll also get a taste for some parallel and asynchronous programming.

Timothy Ng is the engineering lead for the F# team within the Visual Studio Languages group. He joined Microsoft in 2003, and has been working on the Languages team since 2005. More recently he is the engineering lead helping to release the first version of F# integrated into Visual Studio 2010.

► **Intel® Atom™ Processors in Academia**

1:30 pm - 2:45 pm • Room 101C

Presenter: Stewart Christie, Product Marketing Engineer Intel Embedded Communications

Presented courtesy of **Intel**

This class will outline the next generation of Intel® Atom™ processors available from Intel's Embedded and Communications Group. These low power processors are finding increasing use in academic programs, not only as part of the curriculum, but also as a development platform for both undergraduate and post-graduate hardware and software projects.

This class will showcase a starter kit for the Intel Atom processor that is both a long life and low cost development solution. Find out more about how to get started with a ready to use board, software tools, operating system support, and an ever growing ecosystem of add-ons.

► Evolution of the Windows Kernel Architecture - Win7 and Beyond

1:30 pm - 2:45 pm • Room 202D

Presenter: Dave Probert, Kernel Architect - Windows Core Operating Systems Division, Microsoft Corporation

Presented courtesy of **Microsoft**

The core architecture of the Windows kernel differs significantly from UNIX, though many of the functions are necessarily similar. This talk will cover the Windows kernel architecture, focusing on areas of difference from UNIX. Then some specific recent kernel changes will be described: integrity levels, removal of the hottest kernel locks, and the move towards user-mode scheduling to support the ConcRT task-based concurrency run-time. Finally, the talk will look at some of the OS challenges ahead due to the silicon power-wall and the resulting heterogeneous multi-core/many-core systems that will dominate the PC landscape within a few years.

► Google Education: Research, Faculty, Tools and Panel

3:30 pm – 4:45 pm • Room 101C

Presented courtesy of **Google**

Google's Visiting Faculty Program & Research Awards

Presenter: Maggie Johnson, Director of Education and University Relations, Google

Maggie Johnson is Director of Education and University Relations for Google. She manages all technical training and leadership development programs for Google engineers and operations staff, as well as Google's educational outreach efforts. She also manages the university relations area, building strategic partnerships with faculty and labs globally. Prior to Google, Maggie was a faculty member and Director of Undergraduate Studies in the Department of Computer Science at Stanford University.

Keeping It 'Open': Google Summer of Code and Highly Open Participation Contest

Presenter: Leslie Hawthorn, Open Source Program Manager, Google

Leslie Hawthorn held various roles at Google before joining the Open Source Programs Office in March 2006. She manages the Google Summer of Code program and its sister program for high school students, the Google Highly Open Participation Contest. Leslie has also organized and facilitated more than 100 open source community conferences and hackathons. Her loves beyond open source include fine chocolate, a good cup of coffee and her cats Ripley and Scarlett.

Sharing Information: CS4HS & Google Code University

Presenter: Mary Radomile - Engineering Education Program Manager, Google

Mary has been at Google for almost 5 years and held various roles in Recruiting, Human Resources, and now has settled home with the Education Team. Mary currently manages several K-12 and University programs promoting STEM education including CS4HS and Google Code University. She is passionate about working with both students and educators to increase access and interest in Computer Science education. In her spare time, Mary loves to cook, hike, and spoil her black lab, Bella.

Google Panel Discussion

Moderator: Susie DePianto - Education Sr. Program Manager

All Google Presenters: Maggie Johnson, Nina Kim, Hal Abelson, Mark Friedman, Mary Radomile and Leslie Hawthorn

This panel will be an opportunity for SIGCSE attendees to ask questions before and during the conference for the Google Panel to address through Google Moderator. The Google panel will consist of all the presenters from both days of the conference. This is also a forum for feedback on how Google can better support the spectrum of interest in computing and ensuring computing is visible and accessible to everyone. Please ensure that you enter your questions/feedback to Google Moderator (url below) and/or vote on the questions being entered.

<http://moderator.appspot.com/#15/e=12d839&t=12d06a>

SUPPORTER SESSIONS

Saturday • March 13, 2010

► The Multi-core Landscape: New Technologies and Tools from Microsoft

10:40 am – 11:44 am • Room 202D

Presenter: Joe Hummel, PhD - Lake Forest College

Presented courtesy of **Microsoft**

As performance improvements rely increasingly on parallel programming, both the research and professional communities are racing to catch-up. This talk will survey what various teams at Microsoft are bringing to the table -- new technologies shipping as part of .NET 4.0 and Visual Studio 2010, along with emerging ideas still incubating at MSR. In particular, we'll discuss the mental shift from threads to tasks, the Task Parallel Library for .NET, the Parallel Pattern Library for Visual C++, Parallel LINQ, Coordination Data Structures, and tool support in Visual Studio 2010. If time permits, we'll also discuss STM, CHESS, and other projects.

The IBM Academic Initiative: building skills for a smarter planet

Something meaningful is happening....every human being, company, organization, city, nation, natural and man-made system is becoming **interconnected, instrumented and intelligent**. This is leading to new savings and efficiencies, but perhaps as important, new possibilities for progress. And the types of skilled individuals needed to make this happen is also changing.

IBM's Academic Initiative is an innovative, global program to collaborate with educators to better educate students for a smarter planet and a more competitive information technology workforce. This initiative offers a wide range of technology education benefits that can be scaled to meet the goals of most educational institutions, ranging from large universities to community colleges.

Through an on-line portal, we provide our members with no-charge access to a variety of resources for integration into college curricula to help teach students technology skills they will need to be and remain competitive. Examples of these resources include:

- Download access to a comprehensive library of leading-edge IBM software and tools
- Education resources ranging from product tutorials and skill development courses to publications with detailed integration guidelines; advanced technology topics and training to complete courses-in-a-box, with instructor and student guides, hands-on lab exercises and exams
- Remote access to certain IBM hardware systems
- Other resources including discounts on IBM certification exams, e-mail-based technical support, newsletters, tutorials and articles, forums and much more

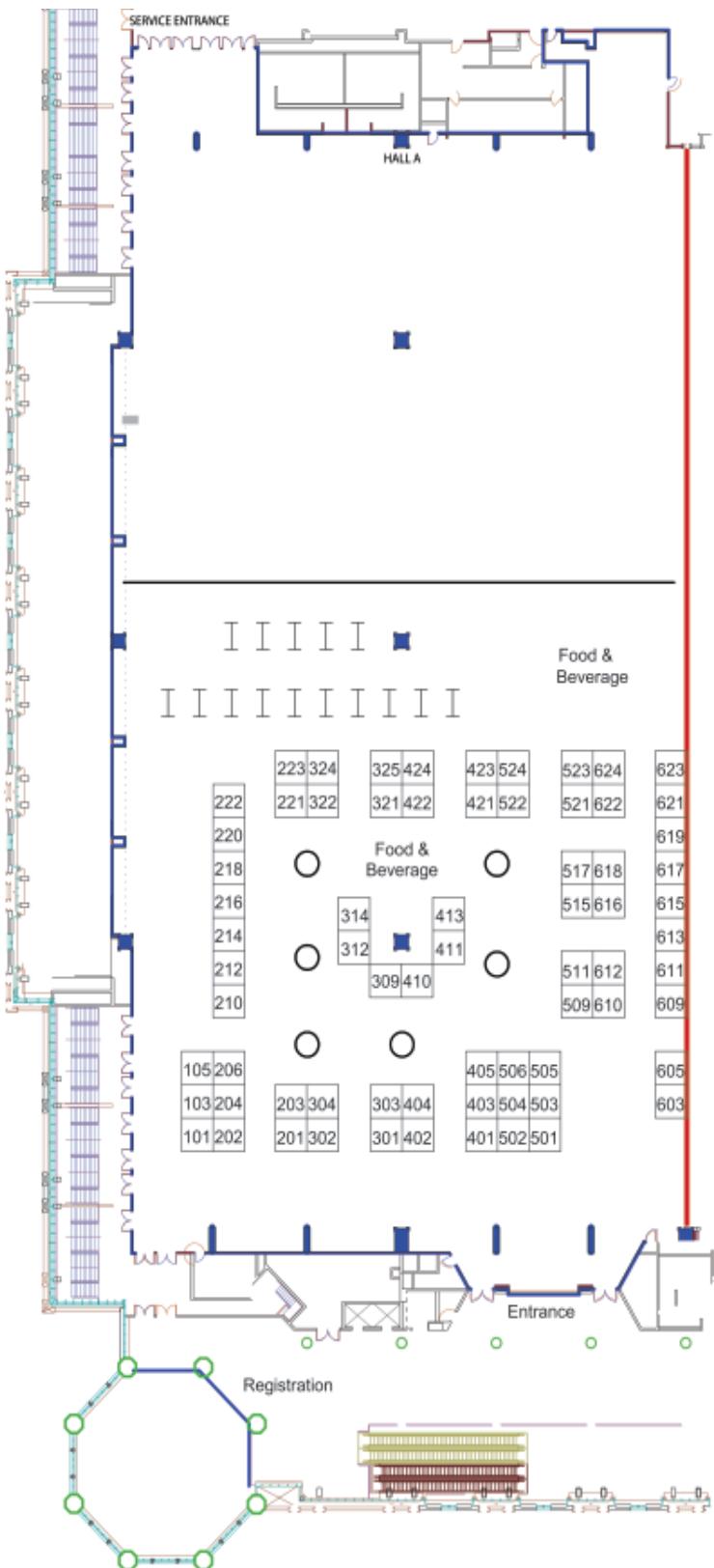
To learn more about the IBM Academic Initiative, visit: ibm.com/academicinitiative. Sign up today and take advantage of our no-charge benefits – it only takes a few minutes to join!

Together, we can help build a smarter planet.



IBM

MIDWEST AIRLINES CENTER EXHIBIT HALL



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GUIDE TO EXHIBITORS

AccessComputing

Booths 210, 212, 214

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University of Washington
Box 355670
Seattle, WA 98195-5670
(206) 221-4711 • (206) 221-4843 TTY
www.washington.edu/accesscomputing/

The goal of The Alliance for Access to Computing Careers (AccessComputing) is to increase the participation of people with disabilities in computing fields. Check out the AccessComputing Knowledge Base to help computing educators and employers, professional organizations, and other stakeholders develop more inclusive programs and share effective practices.

ACM SIGAda

Booths 223, 324

Association for Computing Machinery
2 Penn Plaza, Suite 701
New York City, NY 10121
212-626-0605
www.sigada.org

Do you miss the elegance of Pascal in your beginning courses? Then come to the Ada booth to learn about the successes of Ada in the classroom. The same feedback Ada provides to programmers writing code for secure networks, avionics, and air traffic control systems helps beginners find their errors earlier.

ACM-W Women's Council

Booth 216

2 Penn Plaza, Suite 701
New York, NY 10121-0701
www.acm.org/women

The ACM-W Council celebrates, informs and supports women in computing, and works with the ACM-W community of computer scientists, educators, employers and policy makers to improve working and learning environments for women.

Thank you to the following exhibitors who provided In-Kind Donations.

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Advancing Robotics Technology for Societal Impact (ARTSI)

Booths 210, 212, 214

Department of Computer and Information Sciences
Spelman College
350 Spelman Lane SW
Campus Box 1257
Atlanta, GA 30314
(404) 270-5879
www.artsialliance.org • artsialliance@gmail.com

The ARTSI (Advancing Robotics Technology for Societal Impact) Alliance, a consortium of 7 research universities and 12 historically black colleges and universities, encourages African American students to become involved in research and pursue graduate training in robotics and computer science. Spelman College and Carnegie Mellon University are the lead institutions.

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AlgoViz.org

Booth 616

Department of Computer Science
Virginia Tech
Blacksburg, VA 24061
540-231-4354
www.algoviz.org • shaffer@cs.vt.edu

AlgoViz.org is an NSF-funded project that seeks to promote the use of Algorithm Visualization in Computer Science education. The AlgoViz Portal (<http://algoviz.org>) provides the hub for an online educational community of users and developers of algorithm visualizations. Demonstrations and further information are available at our booth.

GUIDE TO EXHIBITORS

Alliance for the Advancement of African-American Researchers in Computing (A4RC)

Booths 210, 212, 214

Department of Computer Science
McNair 508
North Carolina A&T University
Greensboro, NC
(336) 334-7245

A4RC fosters increased African-American student awareness of and entry into computing research careers by promoting collaboration between HBCU's and R1 Universities. Faculty-Student research pods are comprised of partners from NCA & T, Jackson State University, Norfolk State University, Bennett College, Indiana University, Virginia Tech and University of Colorado at Boulder.

Auburn University- jGRASP

Booth 618

Computer Science and Software Engineering
3101 Shelby Center
Auburn, AL 36849-5347
334-844-6315
www.jgrasp.org

Auburn University is the home of jGRASP, a freely available integrated development environment with visualizations for improving the comprehensibility of software. Auburn's Samuel Ginn College of Engineering provides degree programs (BS-PhD) in computer science, software engineering, wireless engineering, and computer engineering, as well as all traditional areas of engineering.

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The Coalition to Diversify Computing (CDC)

Booths 210, 212, 214

Duke University
Dept. of Computer Science
Box 90129
Durham, NC 27708
(919) 660-6550
www.cdc-computing.org/ • forbes@cs.duke.edu

The Coalition to Diversify Computing (CDC) is a joint organization of the ACM, CRA, and IEEE-CS. CDC's mission is to address the shortfall of minority computing professionals in three areas: recruitment of undergraduates to graduate programs, retention of graduate students, and transition of MS/ Ph.D. graduates into academia and industry.

The College Board

Booth 610

45 Columbus Avenue
New York, NY 10023
866-630-9305
www.collegeboard.com

The College Board is a not-for-profit membership association whose mission is to connect students to college success and opportunity. Founded in 1900, the association is composed of more than 5,000 schools, colleges, universities, and other educational organizations. Among its best-known programs are the SAT[®] and the AP[®] program. The College Board is committed to the principles of excellence and equity, and that commitment is embodied in all of its programs, services, activities, and concerns.

The Committee on the Status of Women in Computing Research (CRA-W)

Booths 210,212,214

1100 17th St. NW, Suite 507
Washington, DC 20036
www.cra.org/Activities/craw
Sheila.Castaneda@clarke.edu

CRA-W is an action-oriented committee dedicated to increasing the number and success of women participating in CSE research and education at all stages of the computing research pipeline. CRA-W has developed a large portfolio of programs and activities in undergraduate research, mentoring, community building, information sharing and career development.

Commonwealth Alliance for Information Technology (CAITE)

210,212,214

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Amherst, MA 01003
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info@caite.cs.umass.edu

The Commonwealth Alliance for Information Technology Education (CAITE) brings together 15 public colleges and universities to address under-representation in Massachusetts' innovation economy. To reach underserved populations, CAITE focuses on community colleges as a gateway. CAITE's programs expand knowledge about IT careers and create clearer and nurturing educational pathways.

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University of Texas at El Paso
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El Paso, Texas 79968
www.cahsi.org

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NEW: Python Programming an introduction computer science, Second Edition, by John Zelle will be featured. New: Searching and Researching on the Internet and World Wide Web, Fifth Edition by Hartman & Ackermann. Jim Leisy will be available at booth #612 to discuss computer science curriculum/book projects.

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See the SIGCSE 2010 Supporter Session Guide on pages 6-9 of this program for complete session listings.

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North Carolina State University
890 Oval Drive
Raleigh, NC 27695-8206
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www.starsalliance.org

The Students and Technology in Academia, Research and Service (STARS) Alliance is a system of regional partnerships among twenty academic institutions, industry, K-12 and the community to broaden participation in computing. The alliance-wide STARS Leadership Corps catalyzes regional partnerships to combine K-12 recruitment with college retention and workforce development.

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