Scaling Up: A Research Agenda For Software Engineering

Scaling Up A Research Agenda For Software Engineering

National Research Council,Computer Science and Telecommunications Board

Scaling Up A Research Agenda For Software Engineering:

   Scaling Up National Research Council,Computer Science and Telecommunications Board,1989-02-01 Large and growing opportunity costs are resulting from the inability to produce sophisticated reliable software in a timely manner Software engineering presents stubborn problems but in this book a group of experts suggest several constructive directions for research Together they support the need for greater interaction between researchers and practitioners and more aggressive efforts to share and reuse software engineering knowledge   *Computing the Future* National Research Council,Computer Science and Telecommunications Board,Committee to Assess the Scope and Direction of Computer Science and Technology,1992-02-01 Computers are increasingly the enabling devices of the information revolution and computing is becoming ubiquitous in every corner of society from manufacturing to telecommunications to pharmaceuticals to entertainment Even more importantly the face of computing is changing rapidly as even traditional rivals such as IBM and Apple Computer begin to cooperate and new modes of computing are developed Computing the Future presents a timely assessment of academic computer science and engineering CS E examining what should be done to ensure continuing progress in making discoveries that will carry computing into the twenty first century Most importantly it advocates a broader research and educational agenda that builds on the field s impressive accomplishments The volume outlines a framework of priorities for CS E along with detailed recommendations for education funding and leadership A core research agenda is outlined for these areas processors and multiple processor systems data communications and networking software engineering information storage and retrieval reliability and user interfaces This highly readable volume examines Computer science and engineering as a discipline how computer scientists and engineers are pushing back the frontiers of their field How CS E must change to meet the challenges of the future The influence of strategic investment by federal agencies in CS E research Recent structural changes that affect the interaction of academic CS E and the business environment Specific examples of interdisciplinary and applications research in four areas earth sciences and the environment computational biology commercial computing and the long term goal of a national electronic library The volume provides a detailed look at undergraduate CS E education highlighting the limitations of four year programs and discusses the emerging importance of a master s degree in CS E and the prospects for broadening the scope of the Ph D It also includes a brief look at continuing education   *Software Creativity 2.0* Robert L. Glass,2006 Glass explores a critical yet strangely neglected question What is the role of creativity in software engineering and computer programming With his trademark easy to read style and practical approach backed by research and personal experience Glass takes on a wide range of related angles and implications Computer Books   **Design Rationale** Thomas P. Moran,John M. Carroll,2020-10-28 This book focuses on design in the domain of human computer interaction Including a broad sampling of case studies as well as narrower theoretical or empirical studies it includes consideration of educational uses of design rationale methods for teaching it in industry and

applications to a variety of software and user interface application domains The volume promises to be the largest collection of work on design rationale ever assembled and thereby to energize the considerable widespread interest in this topic It will also act as a focus for the existing but scattered work in this domain   **Computers at Risk** National Research Council,Division on Engineering and Physical Sciences,Computer Science and Telecommunications Board,Commission on Physical Sciences, Mathematics, and Applications,System Security Study Committee,1990-02-01 Computers at Risk presents a comprehensive agenda for developing nationwide policies and practices for computer security Specific recommendations are provided for industry and for government agencies engaged in computer security activities The volume also outlines problems and opportunities in computer security research recommends ways to improve the research infrastructure and suggests topics for investigators The book explores the diversity of the field the need to engineer countermeasures based on speculation of what experts think computer attackers may do next why the technology community has failed to respond to the need for enhanced security systems how innovators could be encouraged to bring more options to the marketplace and balancing the importance of security against the right of privacy   *Workshop on High Performance Computing and Gigabit Local Area Networks* G. Cooperman,G. Michler,H. Vinck,2006-04-11 The combination of fast low latency networks and high performance distributed tools for mathematical software has resulted in widespread affordable scientific computing facilities Practitioners working in the fields of computer communication networks distributed computing computational algebra and numerical analysis have been brought together to contribute to this volume and explore the emerging distributed and parallel technology in a scientific environment This collection includes surveys and original research on both software infrastructure for parallel applications and hardware and architecture infrastructure Among the topics covered are switch based high speed networks ATM over local and wide area networks network performance application support finite element methods eigenvalue problems invariant subspace decomposition QR factorization and Todd Coxseter coset enumeration   **Domain Knowledge for Interactive System Design** Alistair G. Sutcliffe,Frans van Assche,David Benyon,2016-01-09 This book describes how domain knowledge can be used in the design of interactive systems It includes discussion of the theories and models of domain generic domain architectures and construction of system components for specific domains It draws on research experience from the Information Systems Software Engineering and Human Computer Interaction communities   **Computer Science and Artificial Intelligence** National Research Council,Commission on Physical Sciences, Mathematics, and Applications,Naval Studies Board,Panel on Computer Science and Artificial Intelligence,1997-06-10 The focus of this report is on artificial intelligence AI and human computer interface HCI technology Observations conclusions and recommendations regarding AI and HCI are presented in terms of six grand challenge areas which serve to identify key scientific and engineering issues and opportunities Chapter 1 presents the panel s definitions of these and related terms Chapter 2 presents the panel s general observations and recommendations regarding AI and HCI

Finally Chapter 3 discusses computer science AI and HCI in terms of the six selected grand challenge areas and three time horizons that is short term within the next 2 years midterm 2 to 6 years and long term more than 6 years from now and presents additional recommendations in these areas **Information Policies** Susan Brynteson,Coalition for Networked Information,1991 **Organizational Linkages** National Research Council,Division of Behavioral and Social Sciences and Education,Board on Human-Systems Integration,Panel on Organizational Linkages,1994-02-01 By one analysis a 12 percent annual increase in data processing budgets for U S corporations has yielded annual productivity gains of less than 2 percent Why This timely book provides some insights by exploring the linkages among individual group and organizational productivity The authors examine how to translate workers productivity increases into gains for the entire organization and discuss why huge investments in automation and other innovations have failed to boost productivity Leading experts explore how processes such as problem solving prompt changes in productivity and how inertia and other characteristics of organizations stall productivity The book examines problems in productivity measurement and presents solutions Also examined in this useful book are linkage issues in the fields of software engineering and computer aided design and why organizational downsizing has not resulted in commensurate productivity gains Important theoretical and practical implications contribute to this volume s usefulness to business and technology managers human resources specialists policymakers and researchers **Case Study Research in Software Engineering** Per Runeson,Martin Host,Austen Rainer,Bjorn Regnell,2012-03-07 Based on their own experiences of in depth case studies of software projects in international corporations in this book the authors present detailed practical guidelines on the preparation conduct design and reporting of case studies of software engineering This is the first software engineering specific book on the case study research method *Defining a Decade* National Research Council,Computer Science and Telecommunications Board,1997-10-09 *Software Engineering Education* Rosalind L. Ibrahim,1995-02-17 This volume constitutes the proceedings of the 8th Conference on Software Engineering Education SEI CSEE 1995 held in New Orleans Louisiana USA in March April 1995 The volume presents 25 carefully selected full papers by researchers educators trainers and managers from the relevant academic industrial and governmental communities in addition there are abstracts of keynote speeches panels and tutorials The topics covered include curriculum issues Goals what should we be teaching Process issues Software engineering in special domains Requirements and designs People management and leadership skills Technology issues Education and training needs and trends <u>User-Centred Requirements for Software Engineering Environments</u> David J. Gilmore,Russel L. Winder,Francoise Detienne,2013-06-29 The idea for this workshop originated when I came across and read Martin Zelkowitz s book on Requirements for Software Engineering Environments the proceedings of a small workshop held at the University of Maryland in 1986 Although stimulated by the book I was also disappointed in that it didn t adequately address two important questions Whose requirements are these and Will the environment which meets all these

requirements be usable by software engineers And thus was the decision made to organise this workshop which would explicitly address these two questions As time went by setting things up it became clear that our workshop would happen more than five years after the Maryland workshop and thus at the same time as addressing the two questions above this workshop would attempt to update the Zelkowitz approach Hence the workshop acquired two halves one dominated by discussion of what we already know about usability problems in software engineering and the other by discussion of existing solutions technical and otherwise to these problems This scheme also provided a good format for bringing together those in the HeI community concerned with the human factors of software engineering and those building tools to solve acknowledged but rarely understood problems **End User Development** Henry Lieberman,Fabio Paternò,Volker Wulf,2006-11-01 This book makes important aspects of the international discussion on End User Development EUD available to a broader audience It offers a unique set of contributions from research institutes worldwide addressing relevant issues and proposing original solutions This broad look at the emerging paradigm of End User Development will inspire every reader to appreciate its potential for the future Indeed the editors hope that readers end users will themselves become developers *Software Engineering and Human-Computer Interaction* Richard N. Taylor,Joelle Coutaz,1995-03-15 This volume presents the thoroughly revised proceedings of the ICSE 94 Workshop on Joint Research Issues in Software Engineering and Human Computer Interaction held in Sorrento Italy in May 1994 In harmony with the main objectives of the Workshop this book essentially contributes to establishing a sound common platform for exchange and cooperation among researchers and design professionals from the SE and HCI communities The book includes survey papers by leading experts as well as focused submitted papers Among the topics covered are design processes user interface technology and SE environments platform independence prototyping interactive behaviour CSCW and others **Coordination Theory and Collaboration Technology** Gary M. Olson,Thomas W. Malone,John B. Smith,2013-05-13 The National Science Foundation funded the first Coordination Theory and Collaboration Technology initiative to look at systems that support collaborations in business and elsewhere This book explores the global revolution in human interconnectedness It will discuss the various collaborative workgroups and their use in technology The initiative focuses on processes of coordination and cooperation among autonomous units in human systems in computer and communication systems and in hybrid organizations of both systems This initiative is motivated by three scientific issues which have been the focus of separate research efforts but which may benefit from collaborative research The first is the effort to discover the principles underlying how people collaborate and coordinate work efficiently and productively in environments characterized by a high degree of decentralized computation and decision making The second is to gain a better fundamental understanding of the structure and outputs of organizations industries and markets which incorporate sophisticated decentralized information and communications technology as an important component of their operations The third is to understand problems of coordination in

decentralized or open computer systems   The Envisionment and Discovery Collaboratory (EDC) Ernesto G. Arias,Hal Eden,Gerhard Fischer,2015-10-07 he Envisionment and Discovery Collaboratory EDC is a long term research platform exploring immersive socio technical environments in which stakeholders can collaboratively frame and solve problems and discuss and make decisions in a variety of application domains and different disciplines   **Specification of Software Systems** V.S. Alagar,K. Periyasamy,2013-03-14 This is a textbook on software specification emphasizing formal methods that are relevant to requirements and design stages of software development The aim of the book is to teach the fundamental principles of formal methods in the construction of modular and verifiable formal specifications The book introduces several formal specification techniques and illustrates the expressive power of each technique with a number of examples General Characteristics Traditional textbooks on software engineering discuss the difficulties and chal lenges that lie on the path from requirements analysis to implementation of a software product Most of these books describe some techniques in detail and give hints on implementation of these techniques Only a few among them deal with important software engineering principles and techniques and discuss how a particular technique may be used to implement a given principle There is very little exposure in these books to a rigorous approach to or a systematic study of the construction of verifiable software Those who have acquired an understanding of the fundamental principles of software engineering from traditional textbooks will find the following characteristics of this book quite relevant to the practice of software engineering The book deals with specification The principal characteristic of this book is to discuss formalisms that provide a theoretical foundation for the principles of software engineering and are appropriate to the requirements and design stages of software development
 Advances in Computers ,1991-09-13 Advances in Computers

Unveiling the Energy of Verbal Art: An Emotional Sojourn through **Scaling Up A Research Agenda For Software Engineering**

In a global inundated with displays and the cacophony of immediate interaction, the profound power and emotional resonance of verbal beauty usually fade in to obscurity, eclipsed by the constant onslaught of sound and distractions. However, nestled within the lyrical pages of **Scaling Up A Research Agenda For Software Engineering**, a captivating function of literary elegance that pulses with fresh thoughts, lies an wonderful journey waiting to be embarked upon. Written by way of a virtuoso wordsmith, this exciting opus books visitors on an emotional odyssey, gently revealing the latent possible and profound impact embedded within the complicated web of language. Within the heart-wrenching expanse with this evocative evaluation, we will embark upon an introspective exploration of the book is key styles, dissect its charming writing design, and immerse ourselves in the indelible impact it leaves upon the depths of readers souls.

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