



Some of the capabilities of future problem-solving environments seem like science fiction. But whatever form they eventually take, their scientific and economic impact will be enormous.



Computer as Thinker/Doer: Problem-Solving Environments for Computational Science

*Efstathios Gallopoulos, University of Illinois
Elias Houstis and John R. Rice, Purdue University*

DURING THE EARLY 1960s, SOON AFTER HIGH-LEVEL programming languages were introduced, scientists began to envision problem-solving computing environments not only powerful enough to solve complex problems but also able to interact with users on human terms. While many tried to create PSEs over the next few years, by the early 1970s they had abandoned almost all of these attempts. Technology could not yet support PSEs in computational science. But the dream of the 1960s can be the reality of the 1990s: high-performance computers combined with better understanding of computing and computational science have put PSEs well within our reach.

The term *problem-solving environment* means different things to different people. Simple PSEs appeared early in computing without being recognized as such. Whatever form PSEs eventually take, their scientific and economic impact will be enormous.

A PSE is a computer system that provides all the computational facilities necessary to solve a target class of problems. These features include advanced solution methods, automatic or semiautomatic selection of solution methods, and ways to easily incorporate novel solution methods. Moreover, PSEs use the language of the target class of problems, so



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Distributed Problem Solving Environments for Scientific Computing Colin Joseph DeSa,1991 **Grid-Based Problem Solving Environments** Patrick W. Gaffney,James C.T. Pool,2007-11-16 This volume presents the proceedings of the IFIP TC2 WG 2 5 Conference on Grid Based Problem Solving Environments Implications for Development and Deployment of Numerical Software held in Prescott Arizona from July 17 21 2006 The book contains the most up to date research on grid based computing It will interest users and developers of both grid based and traditional problem solving environments developers of grid infrastructure and developers of numerical software Problem Solving Environments for Scientific Computing Brian J. Ford,Françoise Chaitin-Chatelin,1987 Hardbound The aim of this conference was to investigate the motivation for and development of Problem Solving Environments PSEs for Scientific Computing The meeting was interdisciplinary including experts in Physics Chemistry Oceanography Biology and fields of Engineering as well as authorities in Software Engineering Numerical Software Construction Computing Science Computational Mathematics and Statistics Whilst some Working Conferences are essentially review meetings in the course of the development of a particular field it is evident that focussed consideration of problem solving environments for many people started with this meeting

Scientific and Engineering Computations for the 21st Century - Methodologies and Applications M. Mori,T. Mitsui,2002-12-03 The 20th century saw tremendous achievements and progress in science and technology Undoubtedly computers and computer related technologies acted as one of vital catalysts for accelerating this progress in the latter half of the century The contributions of mathematical sciences have been equally profound and the synergy between mathematics and computer science has played a key role in accelerating the progress of both fields as well as science and engineering Mathematical sciences will undoubtedly continue to play this vital role in this new century In particular mathematical modeling and numerical simulation will continue to be among the essential methodologies for solving massive and complex problems that arise in science engineering and manufacturing Underpinning this all from a sound theoretical perspective will be numerical algorithms In recognition of this observation this volume focuses on the following specific topics 1 Fundamental numerical algorithms 2 Applications of numerical algorithms 3 Emerging technologies The articles included in this issue by experts on advanced scientific and engineering computations from numerous countries elucidate state of the art achievements in these three topics from various angles and suggest the future directions Although we cannot hope to cover all the aspects in scientific and engineering computations we hope that the articles will interest inform and inspire members

of the science and engineering community **A First Course in Scientific Computing** Rubin Landau, 2011-10-30 This book offers a new approach to introductory scientific computing It aims to make students comfortable using computers to do science to provide them with the computational tools and knowledge they need throughout their college careers and into their professional careers and to show how all the pieces can work together Rubin Landau introduces the requisite mathematics and computer science in the course of realistic problems from energy use to the building of skyscrapers to projectile motion with drag He is attentive to how each discipline uses its own language to describe the same concepts and how computations are concrete instances of the abstract Landau covers the basics of computation numerical analysis and programming from a computational science perspective The first part of the printed book uses the problem solving environment Maple as its context with the same material covered on the accompanying CD as both Maple and Mathematica programs the second part uses the compiled language Java with equivalent materials in Fortran90 on the CD and the final part presents an introduction to LaTeX replete with sample files Providing the essentials of computing with practical examples A First Course in Scientific Computing adheres to the principle that science and engineering students learn computation best while sitting in front of a computer book in hand in trial and error mode Not only is it an invaluable learning text and an essential reference for students of mathematics engineering physics and other sciences but it is also a consummate model for future textbooks in computational science and engineering courses A broad spectrum of computing tools and examples that can be used throughout an academic career Practical computing aimed at solving realistic problems Both symbolic and numerical computations A multidisciplinary approach science math computer science Maple and Java in the book itself Mathematica Fortran90 Maple and Java on the accompanying CD in an interactive workbook format

Modern Software Tools for Scientific Computing A. Bruaset, E. Arge, Hans Petter Langtangen, 2012-12-06 Looking back at the years that have passed since the realization of the very first electronic multi purpose computers one observes a tremendous growth in hardware and software performance Today researchers and engineers have access to computing power and software that can solve numerical problems which are not fully understood in terms of existing mathematical theory Thus computational sciences must in many respects be viewed as experimental disciplines As a consequence there is a demand for high quality flexible software that allows and even encourages experimentation with alternative numerical strategies and mathematical models Extensibility is then a key issue the software must provide an efficient environment for incorporation of new methods and models that will be required in future problem scenarios The development of such kind of flexible software is a challenging and expensive task One way to achieve these goals is to invest much work in the design and implementation of generic software tools which can be used in a wide range of application fields In order to provide a forum where researchers could present and discuss their contributions to the described development an International Workshop on Modern Software Tools for Scientific Computing was arranged in Oslo Norway September 16-18 1996 This workshop

informally referred to as Sci Tools 96 was a collaboration between SINTEF Applied Mathematics and the Departments of Informatics and Mathematics at the University of Oslo

Virtual Environments and Scientific Visualization '96 Martin Göbel, Jaques David, Pavel Slavik, Jarke van Wijk, 2012-12-06 Selected papers from this year's Workshops on Virtual Environments and on Visualization in Scientific Computing are included in this volume The papers on VE discuss Virtual Environment System architecture communication requirements synthetic actors crowd simulations and modeling aspects application experience in surgery support geographic information systems and engineering and virtual housing systems Contributions from the Visualization workshop are presented in four groups volume rendering user interfaces in scientific visualization architecture of scientific visualization systems and flow visualization

Parallel Computing Technologies Victor Malyshev, 2003-07-31 This book constitutes the refereed proceedings of the 5th International Congress on Parallel Computing Technologies PaCT 99 held in St Petersburg Russia in September 1999 The 47 revised papers presented were carefully reviewed and selected from more than 100 submissions The papers address all current issues in parallel processing ranging from theory algorithms programming and software to implementation architectures hardware and applications

Numerical Computation 1 Christoph W. Ueberhuber, 2012-12-06 This book deals with various aspects of scientific numerical computing No attempt was made to be complete or encyclopedic The successful solution of a numerical problem has many facets and consequently involves different fields of computer science Computer numerics as opposed to computer algebra is thus based on applied mathematics numerical analysis and numerical computation as well as on certain areas of computer science such as computer architecture and operating systems Applied Mathematics I I I Numerical Analysis Analysis Algebra I I Numerical Computation Symbolic Computation I Operating Systems Computer Hardware Each chapter begins with sample situations taken from specific fields of application Abstract and general formulations of mathematical problems are then presented Following this abstract level a general discussion about principles and methods for the numerical solution of mathematical problems is presented Relevant algorithms are developed and their efficiency and the accuracy of their results is assessed It is then explained as to how they can be obtained in the form of numerical software The reader is presented with various ways of applying the general methods and principles to particular classes of problems and approaches to extracting practically useful solutions with appropriately chosen numerical software are developed Potential difficulties and obstacles are examined and ways of avoiding them are discussed The volume and diversity of all the available numerical software is tremendous

Computational Science — ICCS 2003 Peter M.A. Sloot, David Abramson, Alexander V. Bogdanov, Jack J. Dongarra, Albert Y. Zomaya, Yuriy E. Gorbachev, 2003-08-03 The four volume set LNCS 2657 LNCS 2658 LNCS 2659 and LNCS 2660 constitutes the refereed proceedings of the Third International Conference on Computational Science ICCS 2003 held concurrently in Melbourne Australia and in St Petersburg Russia in June 2003 The four volumes present more than 460 reviewed contributed and invited papers and span the whole range of computational science from

foundational issues in computer science and algorithmic mathematics to advanced applications in virtually all application fields making use of computational techniques These proceedings give a unique account of recent results in the field

Parallel Processing for Scientific Computing Michael A. Heroux, Padma Raghavan, Horst D. Simon, 2006-01-01

Scientific computing has often been called the third approach to scientific discovery emerging as a peer to experimentation and theory Historically the synergy between experimentation and theory has been well understood experiments give insight into possible theories theories inspire experiments experiments reinforce or invalidate theories and so on As scientific computing has evolved to produce results that meet or exceed the quality of experimental and theoretical results it has become indispensable Parallel processing has been an enabling technology in scientific computing for more than 20 years This book is the first in depth discussion of parallel computing in 10 years it reflects the mix of topics that mathematicians computer scientists and computational scientists focus on to make parallel processing effective for scientific problems Presently the impact of parallel processing on scientific computing varies greatly across disciplines but it plays a vital role in most problem domains and is absolutely essential in many of them Parallel Processing for Scientific Computing is divided into four parts The first concerns performance modeling analysis and optimization the second focuses on parallel algorithms and software for an array of problems common to many modeling and simulation applications the third emphasizes tools and environments that can ease and enhance the process of application development and the fourth provides a sampling of applications that require parallel computing for scaling to solve larger and realistic models that can advance science and engineering This edited volume serves as an up to date reference for researchers and application developers on the state of the art in scientific computing It also serves as an excellent overview and introduction especially for graduate and senior level undergraduate students interested in computational modeling and simulation and related computer science and applied mathematics aspects Contents List of Figures List of Tables Preface Chapter 1 Frontiers of Scientific Computing An Overview Part I Performance Modeling Analysis and Optimization Chapter 2 Performance Analysis From Art to Science Chapter 3 Approaches to Architecture Aware Parallel Scientific Computation Chapter 4 Achieving High Performance on the BlueGene L Supercomputer Chapter 5 Performance Evaluation and Modeling of Ultra Scale Systems Part II Parallel Algorithms and Enabling Technologies Chapter 6 Partitioning and Load Balancing Chapter 7 Combinatorial Parallel and Scientific Computing Chapter 8 Parallel Adaptive Mesh Refinement Chapter 9 Parallel Sparse Solvers Preconditioners and Their Applications Chapter 10 A Survey of Parallelization Techniques for Multigrid Solvers Chapter 11 Fault Tolerance in Large Scale Scientific Computing Part III Tools and Frameworks for Parallel Applications Chapter 12 Parallel Tools and Environments A Survey Chapter 13 Parallel Linear Algebra Software Chapter 14 High Performance Component Software Systems Chapter 15 Integrating Component Based Scientific Computing Software Part IV Applications of Parallel Computing Chapter 16 Parallel Algorithms for PDE Constrained Optimization Chapter 17 Massively Parallel Mixed Integer Programming Chapter 18 Parallel

Methods and Software for Multicomponent Simulations Chapter 19 Parallel Computational Biology Chapter 20 Opportunities and Challenges for Parallel Computing in Science and Engineering Index Making Grids Work Marco Danelutto, Paraskevi Fragopoulou, Vladimir Getov, 2008-08-06 Making Grids Work includes selected articles from the CoreGRID Workshop on Grid Programming Models Grid and P2P Systems Architecture Grid Systems Tools and Environments held at the Institute of Computer Science Foundation for Research and Technology Hellas in Crete Greece June 2007 This workshop brought together representatives of the academic and industrial communities performing Grid research in Europe Organized within the context of the CoreGRID Network of Excellence this workshop provided a forum for the presentation and exchange of views on the latest developments in Grid Technology research This volume is the 7th in the series of CoreGRID books Making Grids Work is designed for a professional audience composed of researchers and practitioners in industry This volume is also suitable for graduate level students in computer science **Advances in Case-Based Reasoning** Barry Smyth, Pádraig Cunningham, 1998 This book constitutes the refereed proceedings of the 4th European Workshop on Case Based Reasoning EWCBR 98 held in Dublin Ireland in September 1998 The 41 revised full papers presented were carefully selected and reviewed for inclusion in the proceedings The contributions address the representation and organization of cases in case bases the assessment of case similarity the efficient retrieval of cases from large case bases the adaptation of similar case solutions to fit the current problem case learning and case base maintenance and the application of CBR technology to real world problems **Scientific Software Systems** J. C. Mason, 2012-12-06 The main aim of this book is to present a broader view of scientific software than has been common in the past The provision of scientific software is no longer a matter of just writing good computer programs but rather it is concerned with the development of an integrated software system which offers the user facilities which approach all that he needs in terms of speed accuracy and convenience This means that due account must for example be taken of the high speed computing capabilities of parallel processors the exact computing features of symbolic mathematical systems the presentational potentialities of computer graphics and the advisory aspects of knowledge based and expert systems When suites of numerical software programs or routines are supported by such ranges of facilities then they can be justly described as scientific software systems and that is why we have adopted such a title here The assembly of this book was a direct consequence of the running of a one day international symposium with the same broad aim of advocating a systems approach under the title Scientific Software and Systems This Symposium was held at the Royal Military College of Science RMCS in Shrivenham on July 11 1988 and was attended by 85 people A very busy but most enjoyable day included invited talks poster presentations and demonstrations of software products not to mention various social activities *NASA Conference Publication* , 1990 **Parallel Computing: Advances And Current Issues, Proceedings Of The International Conference Parco2001** Gerhard R Joubert, A Murli, F J Peters, M Vanneschi, 2002-07-30 The near future will see the increased use of parallel computing technologies at all levels of mainstream computing

Computer hardware increasingly employs parallel techniques to improve computing power for the solution of large scale and computer intensive applications Cluster and grid technologies make possible high speed computing facilities at vastly reduced costs These developments can be expected to result in the extended use of all types of parallel computers in virtually all areas of human endeavour Computer intensive problems in emerging areas such as financial modelling data mining and multimedia systems in addition to traditional application areas of parallel computing such as scientific computing and simulation will lead to further progress Parallel computing as a field of scientific research and development has already become one of the fundamental computing technologies This book gives an overview of new developments in parallel computing at the start of the 21st century as well as a perspective on future developments

Advances in Computers

Marvin Zelkowitz, 2001-07-26 Volume 55 covers some particularly hot topics Linda Harasim writes about education and the Web in The Virtual University A State of the Art She discusses the issues that will need to be addressed if online education is to live up to expectations Neville Holmes covers a related subject in his chapter The Net the Web and the Children He argues that the Web is an evolutionary rather than revolutionary development and highlights the division between the rich and the poor within and across nations Continuing the WWW theme George Mihaila Louqa Raschid and Maria Esther Vidal look at the problems of using the Web and finding the information you want Naren Ramakrishnan and Anath Grama discuss another aspect of finding relevant information in large databases in their contribution They discuss the algorithms techniques and methodologies for effective application of scientific data mining Returning to the Web theme Ross Anderson Frank Stajano and Jong Hyeon Lee address the issue of security policies Their survey of the most significant security policy models in the literature shows how security may mean different things in different contexts John Savage Alan Selman and Carl Smith take a step back from the applications and address how theoretical computer science has had an impact on practical computing concepts Finally Yuan Taur takes a step even further back and discusses the development of the computer chip Thus Volume 55 takes us from the very fundamentals of computer science the chip right to the applications and user interface with the Web

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