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Introduction

ACM Digital Library เป็นฐานข้อมูลทางด้านคอมพิวเตอร์และเทคโนโลยีสารสนเทศ จากสิ่งพิมพ์ต่อเนื่อง จดหมายข่าว และเอกสารในการประชุมวิชาการ ที่จัดทำโดย ACM (Association for Computing Machinery) ซึ่งเนื้อหาเอกสารประกอบด้วยข้อมูลที่สำคัญ เช่น รายการบรรณานุกรม สาระสังเขป article reviews และบทความฉบับเต็ม

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The Journal of the ACM (JACM) provides coverage of the most significant work on principles of computer science, broadly construed. The scope of research covered encompasses contributions of lasting value to any area of computer science. To be accepted, a paper must be judged to be truly outstanding in its field. JACM is interested in work in core computer science and in work at the boundaries, both the boundaries of subdisciplines of computer science and the boundaries between computer science and other fields.

JDIQ Journal of Data and Information Quality (JDIQ)

JDIQ's mission is to publish high quality articles that make a significant and novel contribution to the field of data and information quality. JDIQ welcomes research contributions on the following areas, but not limited to: Information Quality in the Enterprise Context; Database related technical solutions for Information Quality; Information Quality in the context of Computer Science and Information Technology; Information Curation.

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#### JEA Journal of Experimental Algorithmics (JEA)



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Thread-Level Speculation (TLS) is a promising technique that allows the parallel execution of sequential code without relying on a prior, compiletime-dependence analysis. In this work, we introduce the technique, present a taxonomy of TLS solutions, ... expand

Out-of-Band Covert Channels—A Survey

<u>Brent Carrara, Carlisle Adams</u> Article No.: 23 doi><u>10.1145/2938370</u> Full text: 2<u>PDF</u>

A novel class of covert channel, out-of-band covert channels, is presented by extending Simmons' prisoners' problem. This new class of overt channel is established by surveying the existing covert channel, device-pairing, and side-channel ... expand







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SIGACT Special Interest Group on Algorithms & Computation Theory



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SIGA

SIGAda Special Interest Group on Ada Programming Language









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#### **APGV** Applied Perception in Graphics & Visualization



This symposium has brought together researchers from the fields of perception, graphics and visualization, to facilitate a wider exchange of ideas. Our goals are to use insights from perception to advance the design of methods for visual, auditory and haptic representation, and to use computer graphics to enable perceptual research that would otherwise not be possible.

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The workshop will introduce Raspberry Pi's (Pi) as supplemental classroom resources that are applicable in a breadth of computer sciences courses. Participants will learn about the Pi, attempt classroom exercises, and be able to understand how embedded computing can enhance existing curriculum. The low-cost and highly capable Pi's have been beneficial in engaging students, encouraging collaboration, and fostering innovation. By providing students with a dedicated platform for experimentation, it allows the students to freely explore and engage without fear of impacting their ability to complete other classwork (or access Facebook). Emphasis will be placed on the incorporation of embedded computing into the classroom using examples from an OS Security, Web Fundamentals, System Administration, and Network Fundamentals Participants will be provided the necessary materials to experience the Raspberry Pi. Additional discussions will include lesson

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ind best practices for using the Pi in the classroom.



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completed the lower division core courses are in a better position to understand the historical environment of key design decisions from a technical point of view. For instance, students should be well prepared in programming, data structures, computer organization, and theory before a serious study of computing history. Ideally, an in-depth computing history course, taught at the senior level, could provide the opportunity of integrating diverse topics and illuminate the common underpinnings of mathematics, available technology, and other factors such as marketing and business environment which have made our field an exciting place to work. An upper-division computing history course will help students in their choice of capstone project.

#### 6 HISTORY COURSE OBJECTIVES

Each core discipline within computer science has its own history. For example, there is the history of programming languages, hardware, networking, databases, etc. A computer history course must provide the opportunity for a serious historical treatment of the interrelationships of these topics. Memory technology had a profound influence on computer organization and databases, but less of an impact on programming languages or networking.

The objectives of the study of computing history should include:

- To provide the development of computing within the context of social, scientific, technological, and business environments
- To connect computing history to other disciplines such as economics, sociology, science, mathematics, and technology

To provide in-depth treatment of the history of computing within the core areas of hardware, software, theory, and applications

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