

Dr. Paul Sivilotti
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Computer Science @ OSU

Computer Science and Engineering ■ College of Engineering ■ The Ohio State University



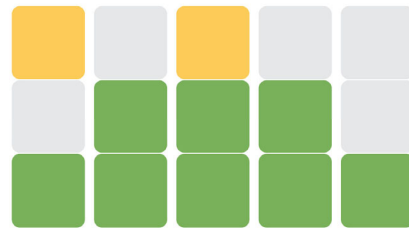
Where is Computer Science?

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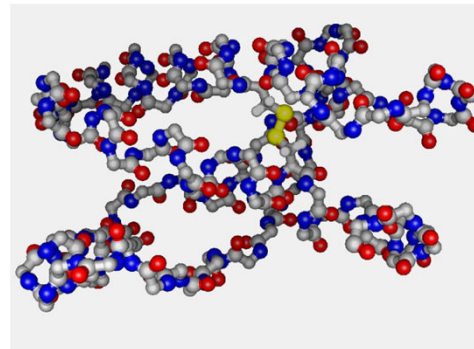
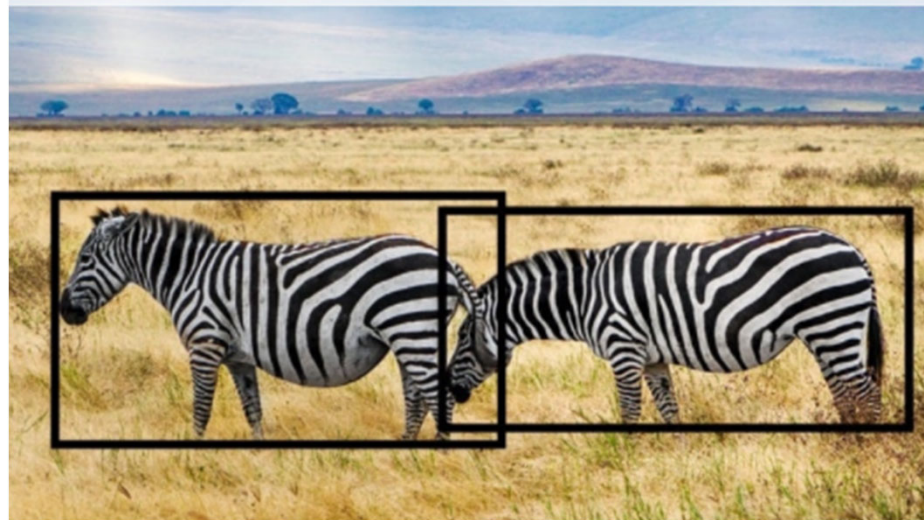
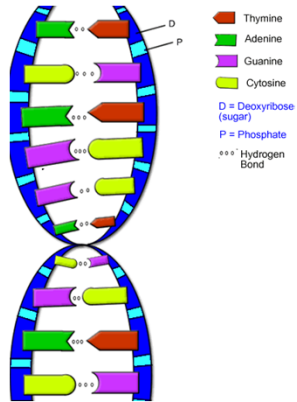
Where is Computer Science?



WIKIPEDIA
The Free Encyclopedia



Computer Science is Also...



787 DREAMLINER™



A Survey of First-Year Students

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Medical students
“Why did you
choose this field?”

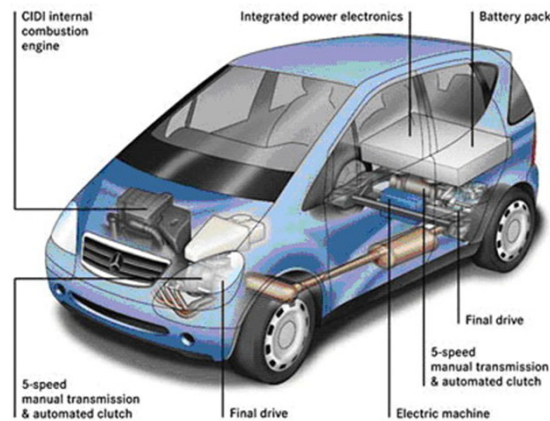
Law school students:
“Why did you
choose this field?”



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Engineering the Physical World

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CS: Engineering “Thought Stuff”

```
import java.util.Stack;

public class SlowBigNatural implements BigNatural {

    // Private Fields
    private Stack<Integer> stackNum;
    private final int RADIX = 10; // Avoid hard-coding "10" into the problem.

    // Private (local) Methods
    private void incrementRecurse(Stack<Integer> theStack, int radix) {
        // Grab the least significant digit from the number (represented by a
        // stack).
        int digit;
        digit = theStack.pop();

        // Determine if this digit can be simply incremented, or if has to be
        // set to 0 and next digit has to be incremented.
        if (digit < (radix - 1)) {
            digit++;
        } else {
            digit = 0;
            if (!theStack.empty()) {
                // If the next digit exists (if there is something left in the
                // stack) make a recursive call to this method. Otherwise, push
                // the value 1 onto the stack.
                this.incrementRecurse(theStack, radix);
            } else {
                theStack.push(1);
            }
        }

        // Push the digit back onto the stack, restoring the original
        // representation.
        theStack.push(digit);
    }

    private void decrementRecurse(Stack<Integer> theStack, int radix) {
        // Remove the least significant digit and decrement it.
        int digit;
        digit = theStack.pop();
        digit--;

        // If the stack is empty, and the digit is not a zero, push it back on.
        // If the stack is empty and the digit is a zero, then it is a leading
        // zero. In this case, do nothing (and it just goes away).
        // If the stack is not empty, push the digit back on unless it was
        // originally zero, in that case set it to radix - 1 and make a
        // recursive call to decrement the next digit.
        if (theStack.empty()) {
            if (digit > 0) {
                theStack.push(digit);
            }
        } else {
            if (digit < 0) {
                digit = radix - 1;
                this.decrementRecurse(theStack, radix);
                theStack.push(digit);
            } else {
                theStack.push(digit);
            }
        }
    }

    private String toStringRecurse(Stack<Integer> theStack) {
        // Remove a digit, and make a recursive call if there is more left to
        // read. Use the 'toString' method of Integer to form the return string,
        // simply as all digits concatenated together as strings.
        int digit;
        String subString;
        digit = theStack.pop();

        if (!theStack.empty()) {
            subString = this.toStringRecurse(theStack)
                + Integer.toString(digit);
        } else {
            subString = Integer.toString(digit);
        }

        // Push the digit back onto the stack, restoring the representation.
        theStack.push(digit);

        // Return the string representing the number;
        return subString;
    }

    // Constructors
    public SlowBigNatural() {
        // Instantiate a stack of Integers and set the initial representation to
        // 0 by pushing 0 onto the stack.
        this.stackNum = new Stack<Integer>();
        this.stackNum.push(0);
    }

    public SlowBigNatural(int number) {
        // Calls the SlowBigNatural(String numAsString) constructor, after
        // converting the value of the integer to a string.
        this(Integer.toString(number));
    }

    public SlowBigNatural(String numAsString) {
        // Instantiate a stack of Integers.
        this.stackNum = new Stack<Integer>();

        // Loop to iterate over the string, reading it character by character
        // into the stackNum field.
        for (int i = 0; i < numAsString.length(); i++) {
            int digit = Character.getNumericValue(numAsString.charAt(i));
            this.stackNum.push(digit);
        }
    }

    public SlowBigNatural(BigNatural other) {
        // Calls the SlowBigNatural(String numAsString) constructor, after
        // converting the value of the BigNatural object "other" to a string.
        this(other.toString());
    }

    public void decrement() {
        // Call the local "helper" method decrementRecurse, passing in the stack
        // representation of the number and the radix. The local method has to
        // be separated in order to easily remove leading zeros.
        this.decrementRecurse(this.stackNum, this.RADIX);

        // If the stack comes back empty, push a 0 onto it.
        if (this.stackNum.empty()) {
            this.stackNum.push(0);
        }
    }

    public void increment() {
        // Call the local "helper" method incrementRecurse, passing in the stack
        // representation of the number and the radix. The local method has to
        // be separated due to Resolve convention.
        this.incrementRecurse(this.stackNum, this.RADIX);
    }

    public String toString() {
        // Call the local "helper" method toStringRecurse, passing in the stack
        // representation of the number. The local method has to be separated
        // due to Resolve convention.
        return this.toStringRecurse(this.stackNum);
    }
}
```



School Spirit: O-H-I-O

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Wouldn't it be great if...



O-H-I-O App for iPhone/iPod

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O-H-I-O! the iPhone App



Download Now



Hey Buckeyes, the "O-H-I-O!" app makes it easy to share your "O-H-I-O" photos taken anytime, anyplace. Share your Buckeye pride to become part of the phenomenon: From Paris to Kilimanjaro, the Arctic Circle to Lane Avenue, thousands of Ohio State fans have already participated.

O-H!



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Companies that Hire Our Grads

- Computing
 - Amazon, Google, Facebook, Expedia, Twitter
 - Microsoft, Apple, IBM, Cisco, Intel, AMD, NVIDIA
- Financial
 - JP Morgan Chase, Capital One, JP Morgan Chase, Fidelity, Liberty Mutual
- Healthcare
 - Cardinal, CoverMyMeds, Epic
- R&D, Defense
 - GE, General Motors, Batelle
 - DoD, Air Force, Army, Harris, Lockheed Martin
- Energy, Manufacturing, Entertainment, ...
 - Marathon, P&G, Muirfield, Bloomberg, Deloitte, Walt Disney,
- Placement: 77% industry (11% grad school)



OSU CSE Grads BS: 2019-21

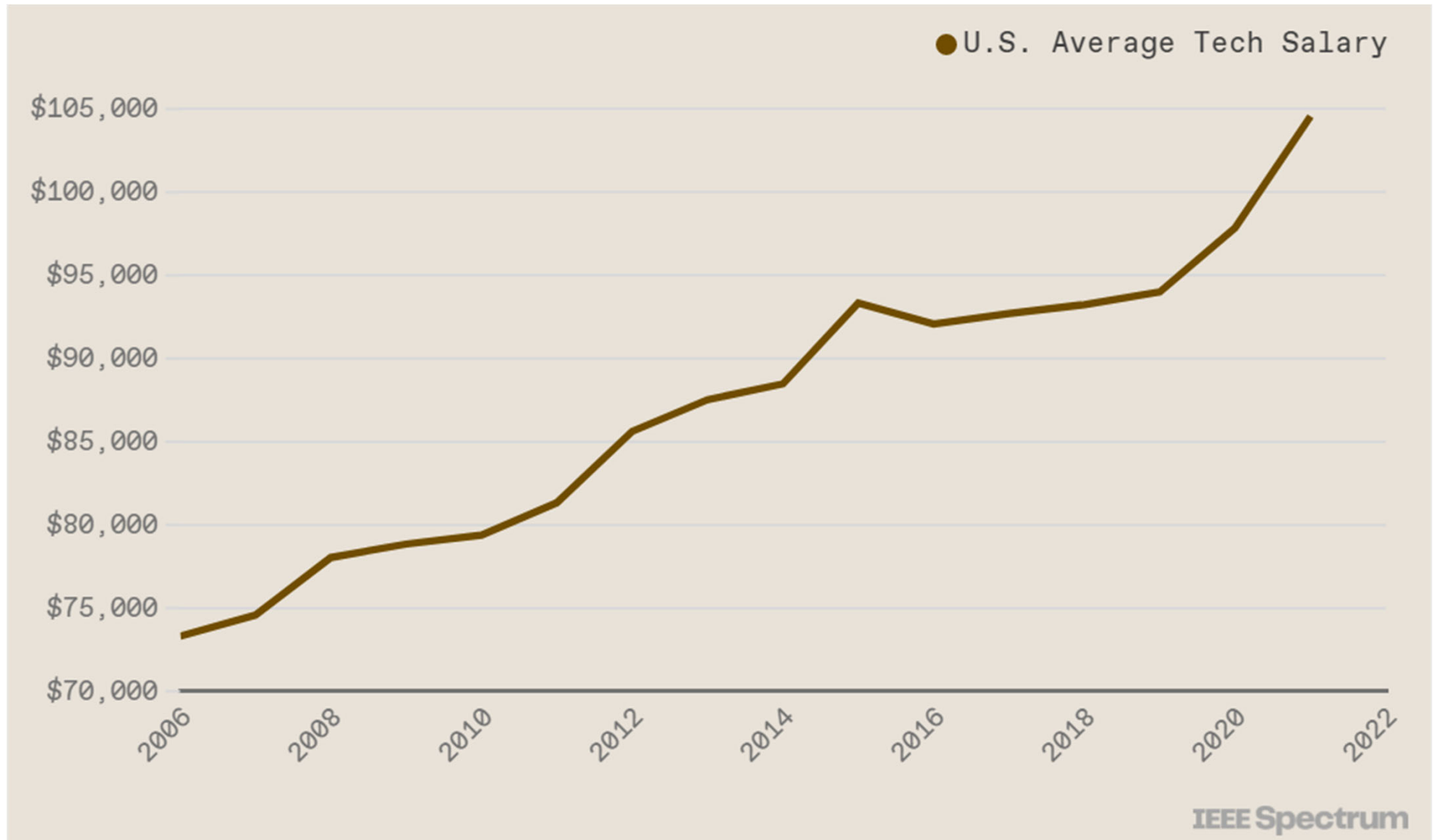
Hiring Companies/Further Education Schools Sort By:



From: <https://ecs.osu.edu/post-graduate-outcomes>

Salary Trends (Since 2006)

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Salary Snapshot (2020-21 grds)

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Degree	Avg Offer	75 th %
BS CSE/CIS	\$ 86,613	\$ 105,000
MS CS	\$122,333	\$150,000
PhD CS	\$149,778	\$160,000

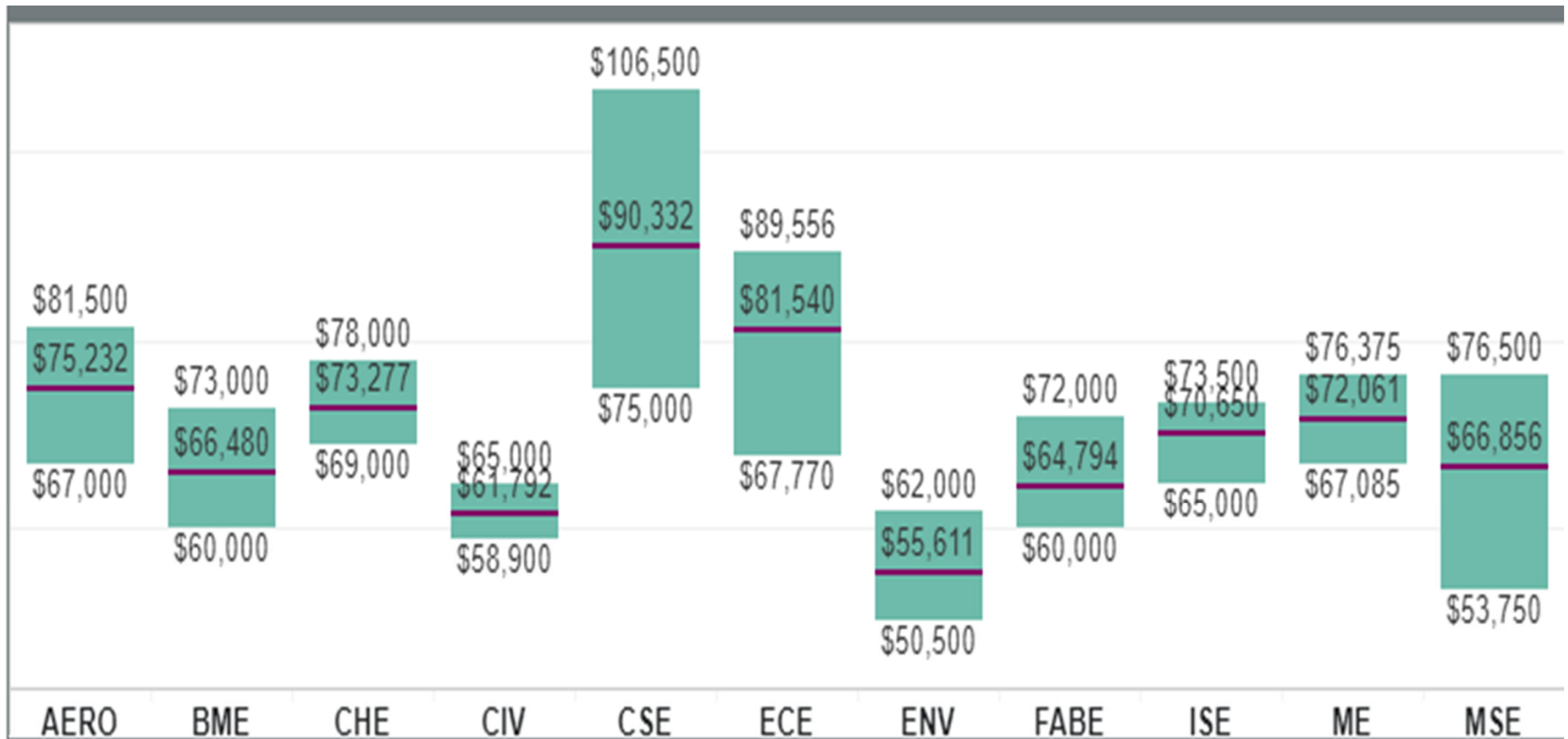
Intern/Co-op	Avg Wage	75 th %
BS CSE/CIS	25.06 \$/hr	27.50 \$/hr
MS CS (*)	28.80 \$/hr	32.75 \$/hr

From: ecs.osu.edu/wages-salaries-major
(viewed on 10/1/2022)



OSU Engineering Dashboard

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Some Things You Might Not Know about CS (at OSU)...

Classes are Small

- Most CS classes capped at 40 students
 - Honors classes capped at 25
 - Frequent, flexible scheduling



Combine CS Major With...

- Entrepreneurship
 - Newpath = Entrepreneurship minor + Internships + Practicum
- Security
 - CAEIAE = National Center of Excellence in Information Assurance Education (DoD)
- Research
 - EUROPA = Undergrad Research Forum
 - Combined BS/MS degree
- Scholarships
 - University, College, Department



Choice of Degree Programs

Engineering (CSE)

- Computer science
required – 25 hrs
pick list – 17 hrs
options – 9-17 hrs

- Other Engineering courses – 13 hrs
- ABET-accredited since 1999

Arts & Science (CIS)

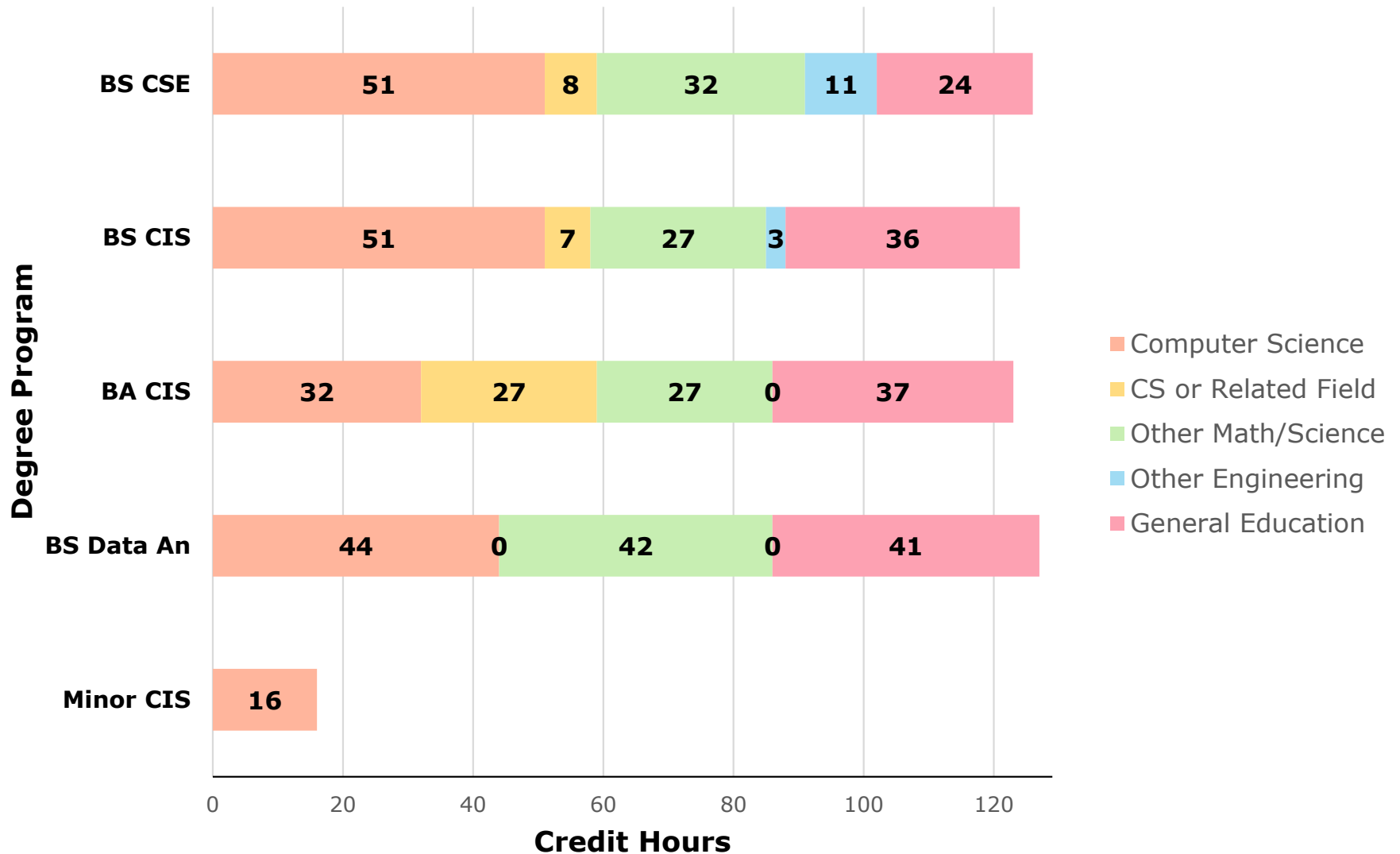
- Computer science
required – 25 hrs
pick list – 17 hrs
options – 9-16 hrs

- Semi-flexible requirements in natural & social sciences, foreign languages, etc.



Comparing Programs

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Sample Curriculum: CSE

Year	Autumn (1st Semester)			Spring (2nd Semester)		
1	Engr 1100	Engineering Survey	1	CSE 2221	Software I	4
	Math 1151	Calculus I	5	Math 1172	Engineering Calculus II	5
	Phys 1250	Physics I	5	Science	Bio, Chem, or Phys II	5
	Engr 1181	Fundamentals of Engineering I	2	Engr 1182	Fundamentals of Engineering II	2
	Gen Ed	Writing	3			
	Gen Ed	Launch Seminar	1			
		Total	17		Total	16
2	CSE 2231	Software II	4	CSE 2331	Foundations II	3
	CSE 2321	Foundations I	3	CSE 2421	Systems I	4
	Stat 3470	Probability & Statistics	3	Math 3345	Discrete Math	3
	Math 2568	Linear Algebra	3	ECE 2060	Digital Logic	3
	Gen Ed	Literary, Vis, Performing Arts	3	Gen Ed	History	3
			Total	16		Total
3	CSE 2431	Systems II	3	CSE 32x1	Software: Soft Eng / Databases	3
	CSE 390x	Project	4	CSE 34x1	Systems: Architecture / Networks	3
	ECE 2020	Analog Circuits	3	CSE 35x1	Applications: AI / Graphics	3
	Math/Stats	Math or Stats Elective	3	CSE 2501	Professionalism and Ethics	1
	Gen Ed	Social Science	3	Gen Ed	Theme: Citizenship, Justice	4
			Total	16		Total
4	CSE 3341	Programming Languages	3	CSE 591x	Capstone Design	4
		Tech Elective	3		Tech Elective	3
		Tech Elective	3		Tech Elective	3
		Tech Elective	3		Tech Elective	2
	Gen Ed	Diversity	3	Gen Ed	Theme: Choice	4
			Total	15		Total



Sample Curriculum: CIS

Year	Autumn (1st Semester)			Spring (2nd Semester)		
1	ASC 1100	A&S Survey	1	CSE 2221	Software I	4
	Math 1151	Calculus I	5	Math 1152	Calculus II	5
	Phys 1250	Physics I	5	Science	Bio, Chem, or Phys II	5
	Gen Ed	Writing	3	Gen Ed	Literary, Vis, Performing Arts	3
	Gen Ed	Launch Seminar	1			
		Total	15		Total	17
2	CSE 2231	Software II	4	CSE 2331	Foundations II	3
	CSE 2321	Foundations I	3	CSE 2421	Systems I	4
	Stat 3470	Probability & Statistics	3	Math 3345	Discrete Math	3
	Lang	Foreign Language I	4	Lang	Foreign Language II	4
				Gen Ed	History	3
		Total	14		Total	17
3	CSE 2431	Systems II	3	CSE 32x1	Software: Soft Eng / Databases	3
	CSE 390x	Project	4	CSE 34x1	Systems: Architecture / Networks	3
	ECE 2060	Digital Logic	3	CSE 35x1	Applications: AI / Graphics	3
	Lang	Foreign Language III	4	CSE 2501	Prof. and Ethics	1
	Gen Ed	Social Science	3	Gen Ed	Theme: Citizenship, Justice	4
		Total	17		Total	14
4	CSE 3341	Programming Languages	3	CSE 591x	Capstone Design	4
		Tech Elective	3		Tech Elective	3
		Tech Elective	3		Tech Elective	3
		Tech Elective	3		Tech Elective	1
	Gen Ed	Diversity	3	Gen Ed	Theme: Choice	4
		Total	15		Total	15



Sample Curriculum: BA CIS

Year	Autumn (1st Semester)			Spring (2nd Semester)		
1	ASC 1100	A&S Survey	1	CSE 2221	Software I	4
	Math 1151	Calculus I	5	Math 1152	Calculus II	5
	Gen Ed	Natural Science	5	Gen Ed	History	3
	Gen Ed	Writing	3	Gen Ed	Literary, Vis, Performing Arts	3
	Gen Ed	Launch Seminar	1			
		Total	15		Total	15
2	CSE 2231	Software II	4	CSE 2421	Systems I	4
	CSE 2321	Foundations I	3		Related Field Core	3
		Related Field Core	3		Science Elective	5
	Stat 2450	Probability & Statistics	3	Lang	Foreign Language II	4
	Lang	Foreign Language I	4			
		Total	17		Total	16
3	CSE 390x	Project	4		Related Field Core	3
		Related Field Core	3		Tech Elective	3
	Math/Stats	Math or Stats Elective	3		Tech Elective	3
	Lang	Foreign Language III	4	CSE 2501	Prof. and Ethics	1
	Gen Ed	Social Science	3	Gen Ed	Theme: Citizenship, Justice	4
		Total	17		Total	14
4		Tech Elective	3		Tech Elective	3
		Tech Elective	3		Tech Elective	3
		Tech Elective	3		Tech Elective	3
		Tech Elective	3	Gen Ed	Theme: Choice	4
	Gen Ed	Diversity	3	Gen Ed	Reflection Seminar	1
		Total	15		Total	14



Admission to CSE/CIS Major

- New first-year student arrives as a *pre-major*
 - Join major at end of first year (by application)
- Starting Au 2023:
 - Only students admitted to the university as **CSE/CIS pre-majors** can apply for the CSE/CIS major



Areas of Excellence at Ohio State and in Computer Science and Engineering

Excellence at Ohio State

- National prominence
 - 17th in public universities (USNWR '21)
 - 15th in total R&D expenditures (1.2 Billion)
 - 5th in industry-sponsored R&D
 - “Best Value Colleges” top 50 list (Princeton Review '22)
- Freshman class '22: 71,000 applications
 - 71% of freshmen from top 10% of HS class
 - 98% in top 25% of HS class
 - Middle 50%: ACT 27-32 / SAT 1270-1430
 - Average: 29.5 / 1347 (29-33 in Eng)
 - First-year retention: 93.4%
 - Graduation rate: 72% 4-year, 88% 6-year



Excellence in Engineering

- National prominence
 - 19th among publics
(USNWR '21)
 - 12th overall according to recruiters
(WSJ '11)
 - 11 members of National Academy of Eng.
- Employment opportunities
 - Sept. expo: 225 companies for engineers
 - 71% of students do co-op experience



Student Project Teams

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Solar Decathalon

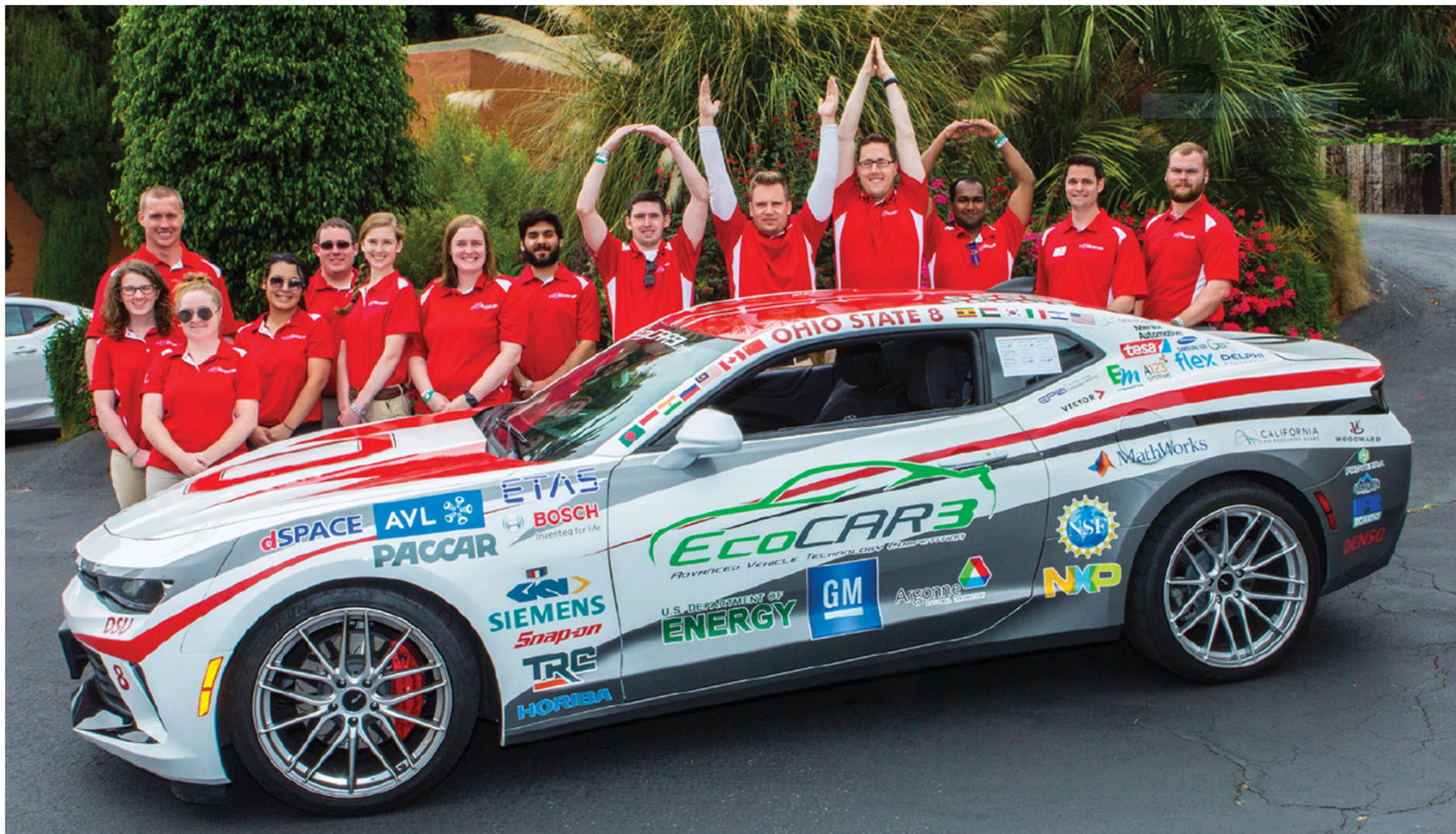
Buckeye Bullet



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More Student Project Teams

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EcoCar Challenge



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More Student Project Teams...

Aerial Robotics

Baja Buckeyes

Environment. Design

ChemE Car

Concrete Canoe

Design/Build/Fly

Steele Bridge

Underwater Robotics

Engineers Without
Borders

Community Service

EcoCar

Electric Motorcycle

FIRST Robotics

Formula Buckeyes

Solar Car

plus a dozen more...



CSE Student Organizations

Computer Science and Engineering ■ The Ohio State University



Mobile App Club.

Every Wednesday at 7:00pm

220 Caldwell Labs | The Ohio State University



Buckeye Hackers



plus a bunch more...



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OHI/O Hackathon (2022)

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[video](#)



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engineering.osu.edu/news/2022/01/students-companies-win-annual-hackathon

Excellence at Computer Science

- 18th CS dept. among public universities in US (30th overall, USNWR 2018)
 - Steadily rising
 - Doubled research activity in last 10 years
 - Students 7th out of 110 teams at ACM Regionals
- Many faculty awards
 - Career, PECASE, PYI (35)
 - Fellows of IEEE, ACM, AAAI (15)
- Education awards for intro sequence
 - National: IEEE Undergrad Teaching Award (2000)
 - State: Ohio Faculty Innovator Award (2009)
 - Many university and college-level awards



New NSF Institutes

- ❑ ICICLE: Cyberinfrastructure for AI

<https://icicle.osu.edu/>

- ❑ AI-EDGE: AI in the Network

<https://aiedge.osu.edu/>

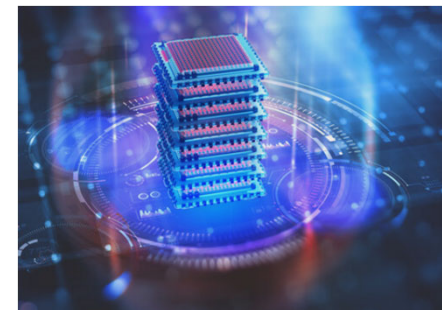
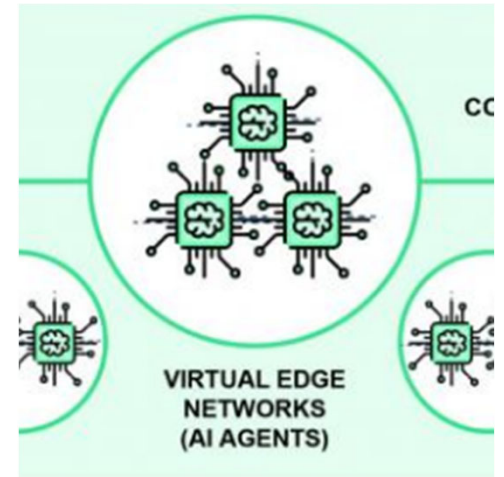
- ❑ Imageomics:

<https://imageomics.osu.edu/>



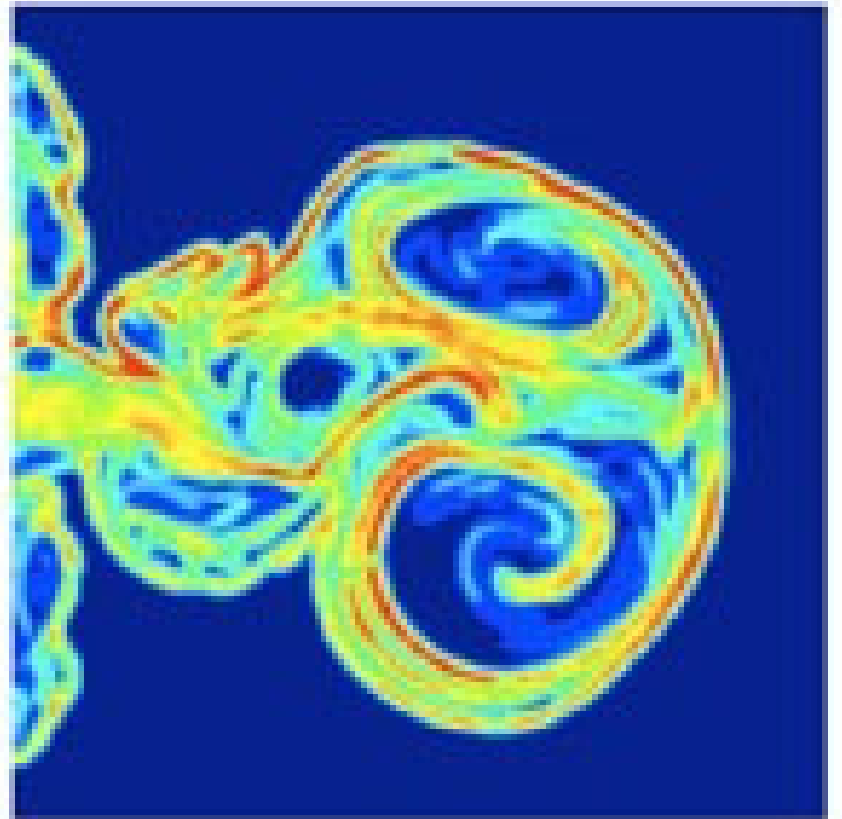
- ❑ QuSTEAM: Quantum computing

<https://qusteam.org/>



Graphics

- Animation
- Scientific visualization
- Rendering
- Computational geometry, topology



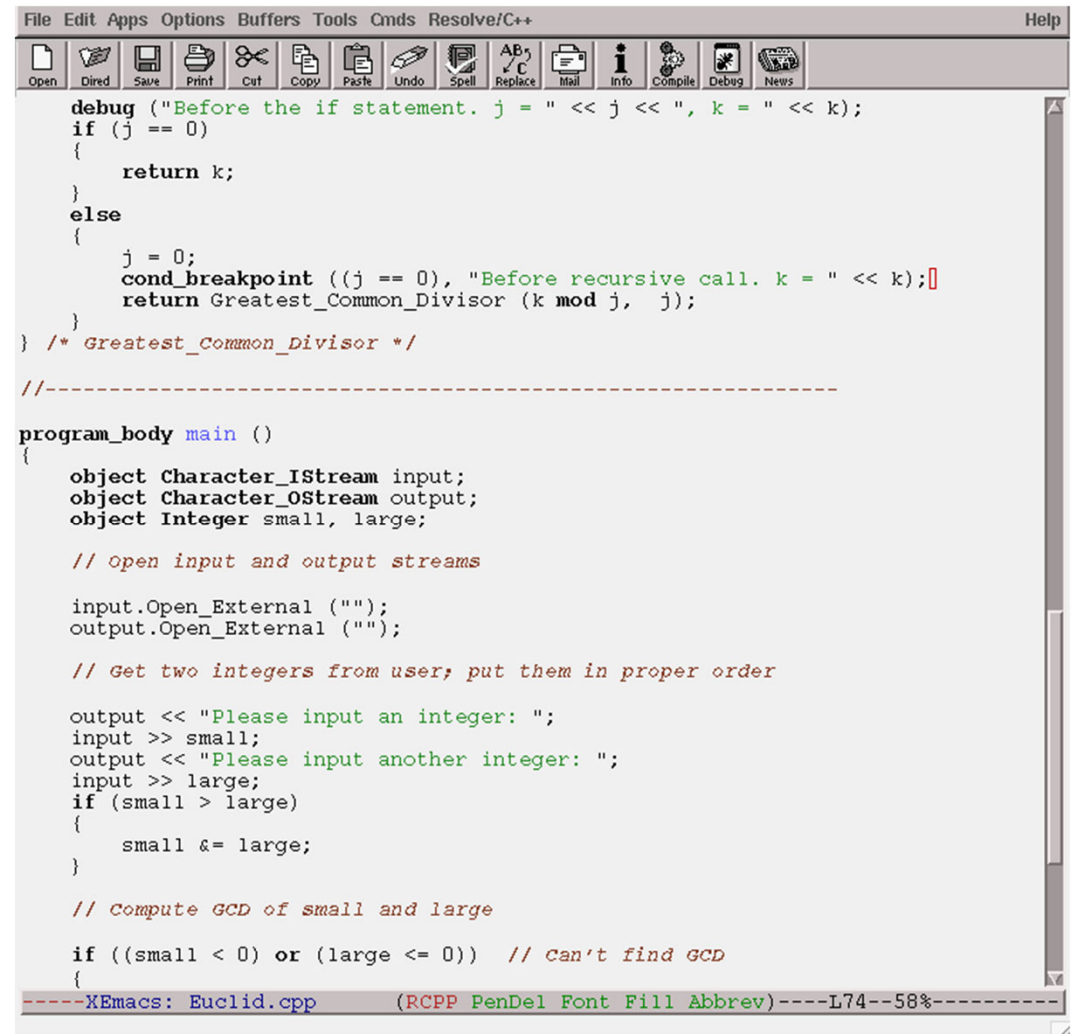
Artificial Intelligence

- ❑ Machine learning
- ❑ Neural networks
- ❑ Speech processing
- ❑ Text analysis
- ❑ Vision and pattern recognition



Software Engineering

- ❑ Automatic verification
- ❑ Static analysis
- ❑ Testing
- ❑ Debugging
- ❑ Fault tolerance
- ❑ Comprehension
- ❑ Compiler optimizations



```
File Edit Apps Options Buffers Tools Cmds Resolve/C++ Help
Open Dired Save Print Cut Copy Paste Undo Spell Replace Mail Info Compile Debug News

debug ("Before the if statement. j = " << j << ", k = " << k);
if (j == 0)
{
    return k;
}
else
{
    j = 0;
    cond_breakpoint ((j == 0), "Before recursive call. k = " << k);
    return Greatest_Common_Divisor (k mod j, j);
}
/* Greatest_Common_Divisor */

-----

program_body main ()
{
    object Character_IStream input;
    object Character_OStream output;
    object Integer small, large;

    // Open input and output streams

    input.Open_External ("");
    output.Open_External ("");

    // Get two integers from user; put them in proper order

    output << "Please input an integer: ";
    input >> small;
    output << "Please input another integer: ";
    input >> large;
    if (small > large)
    {
        small &= large;
    }

    // Compute GCD of small and large

    if ((small < 0) or (large <= 0)) // Can't find GCD
    {

```



Networking

- ❑ Sensor systems
- ❑ Security
- ❑ Wireless, ad hoc
- ❑ Self-stabilization



High-Performance Systems

- ❑ Cluster-based computing
- ❑ Cloud and grid computing
- ❑ Massively parallel systems
- ❑ Databases
- ❑ Scientific computing



Doug Roble: A CSE Alum

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Steve May: A CSE Alum

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Ryan Geiss: A CSE Alum

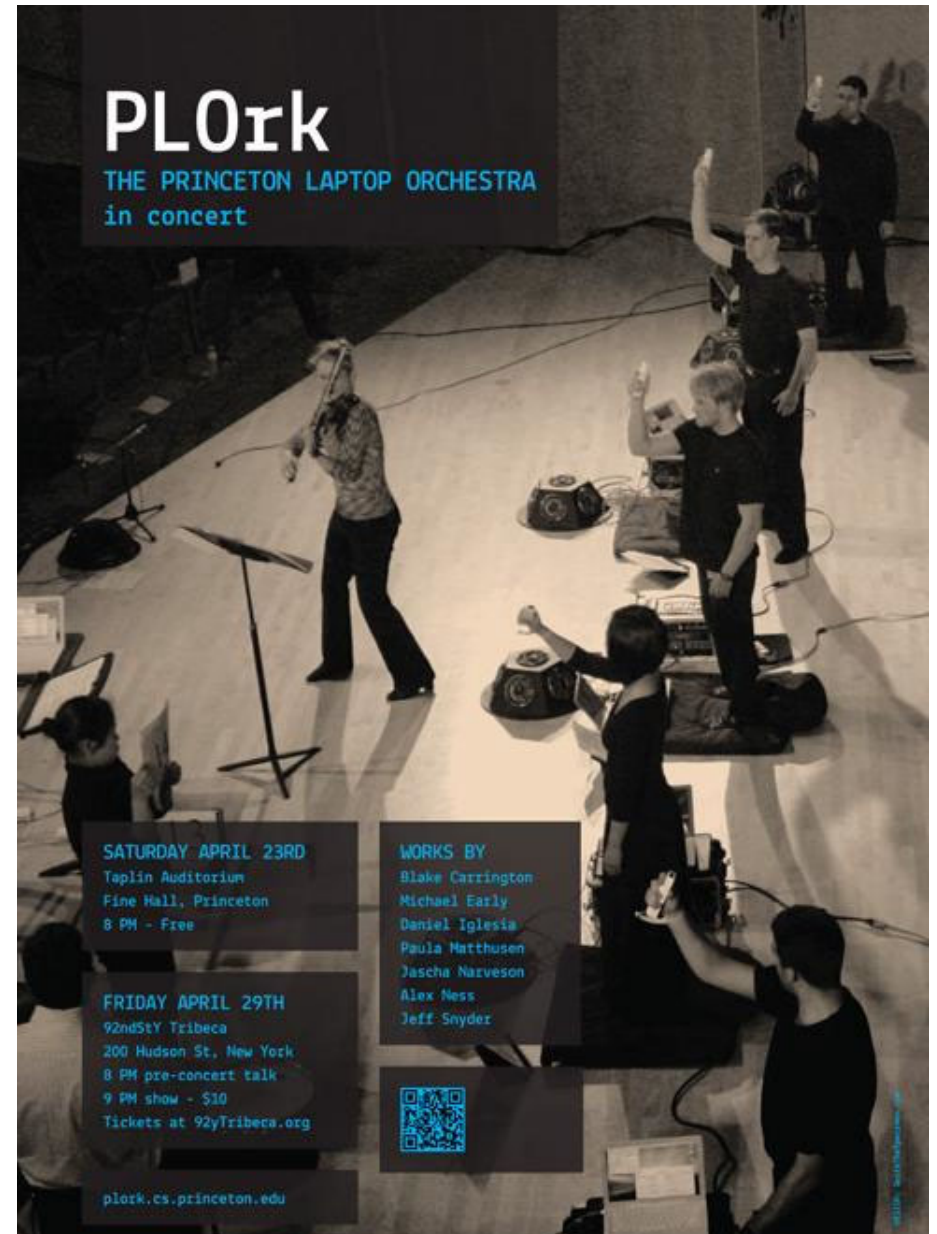
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Rebecca Fiebrink: A CSE Alum

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PLOrk
THE PRINCETON LAPTOP ORCHESTRA
in concert

SATURDAY APRIL 23RD
Taplin Auditorium
Fine Hall, Princeton
8 PM - Free

FRIDAY APRIL 29TH
92ndStY Tribeca
200 Hudson St, New York
8 PM pre-concert talk
9 PM show - \$10
Tickets at 92yTribeca.org

WORKS BY
Blake Carrington
Michael Early
Daniel Iglesias
Paula Matthusen
Jascha Narveson
Alex Ness
Jeff Snyder

plork.cs.princeton.edu



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Ben Gilbert: A CSE Alum

The advertisement features a black background with the word 'Zero' in a white script font inside an orange circle at the top left. Below it, a smartphone displays the app's interface with a task list: 'Call mom', 'Thank You Note', and 'Grocery Store'. A blue badge says 'FREE DOWNLOAD'. The main title 'ZERO THAT TASK LIST' is in large, bold, white letters. Below the title, it says 'ENTER A TASK & REMINDER IN SECONDS AND GET ON WITH LIVING YOUR LIFE!'. An 'Available on the App Store' logo is present. A hand is shown entering a task on the phone, with a '1' in a black hexagon next to it. Below this, a '2' in a black hexagon is next to the text 'If you want, you can sync your tasks to iCal'. A circular arrow icon represents the sync feature. At the bottom left, 'FEATURES' is written in large white letters, flanked by two rows of stars. Below it, it says 'SUPER EASY TO USE, SYNC WITH ICal GET REMINDERS, ADD NOTES'.



SeizeTheDay

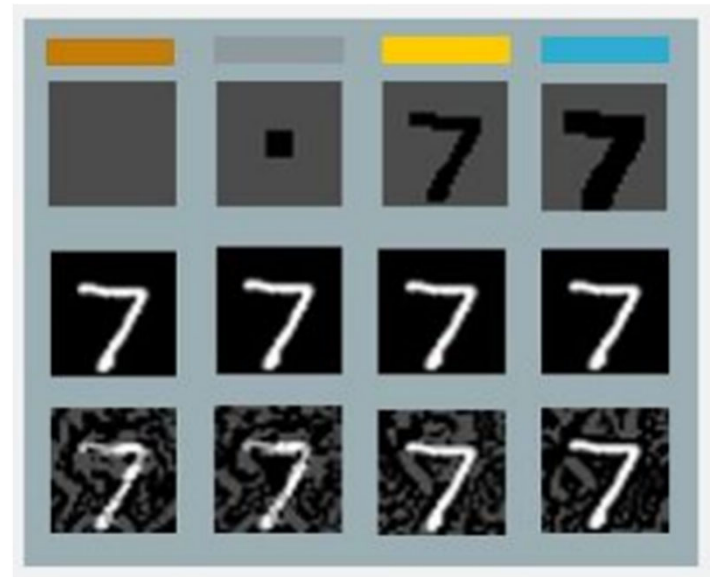


Eitan Rothberg: A CSE Alum

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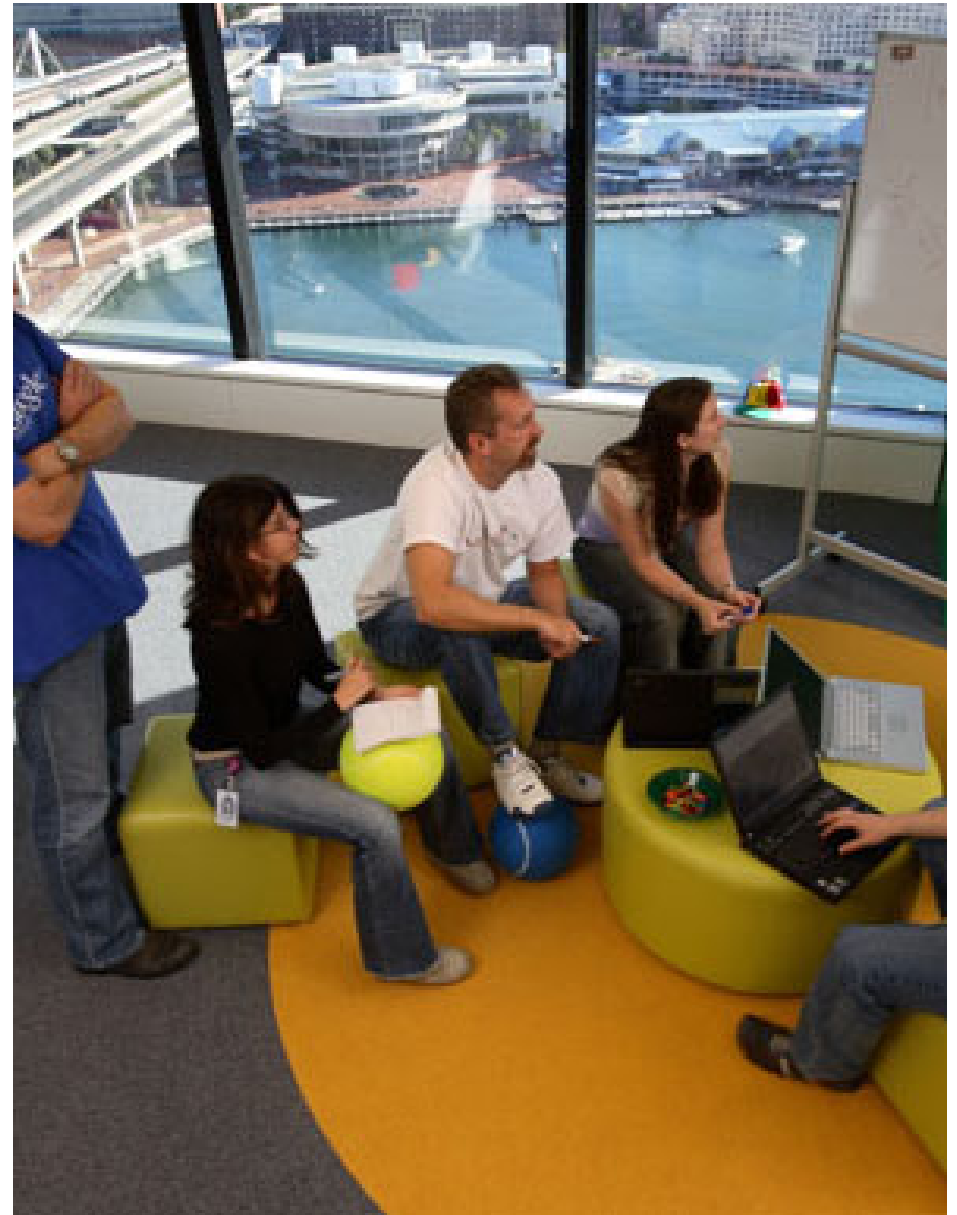


Goldwater winner, 2020



Summary

- ❑ CS is everywhere; changing our world
- ❑ CS is “imagineering”
- ❑ Choice of degree programs: CSE & CIS
- ❑ Job prospects are excellent



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