Summary of Awards

Fiscal Year 1995

Division of Computer and Computation Research
Directorate of CISE
National Science Foundation

PREFACE

The purpose of this report is to provide the scientific community with a summary of those grants awarded by the Division of Computer and Computation Research in Fiscal Year 1995.

Similar areas of research are grouped together for reader convenience. The reader is cautioned, however, not to assume that these categories represent either the totality of interests of each program or the total scope of each grant. Projects may bridge several programs or deal with topics not explicitly mentioned herein. Thus, these categories have been assigned administratively and for the purpose of this report only.

In this document, grantee institutions and principal investigators are identified first. Award identification numbers, award amounts, and award durations are enumerated after the individual project titles. Within each category, awards are listed alphabetically by principal investigators. This report lists only those projects funded using Fiscal Year 1995 dollars and hence does not list fully funded multi-year awards initiated prior to Fiscal Year 1995.

Readers wishing further information on any particular project described in this report are advised to contact principal investigators directly.

Richard B. Kieburtz
Division Director
Computer and Computation Research

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Division of Computer and Computation Research 1994–95

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Theory of Computation	Dana May Latch
Numeric, Symbolic and Geometric Computation	S. Kamal Abdali
Computer Systems	Zeke Zalcstein
Operating Systems and Systems Software	Krishna Kavi
Programming Languages and Compilers	D. Helen Gill Krishna Kavi
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INTRODUCTION

This report provides summaries of awards made by the National Science Foundation (NSF) through the Division of Computer and Computation Research in Fiscal Year 1995. The Division of Computer and Computation Research activities were carried out through 6 programs:

Theory of Computing

Basic research aimed at improving the current practice of computing and enhancing our understanding of the fundamental issues of computation.

Numeric, Symbolic and Geometric Computation

Basic and applied research on algorithms and software for computational science and engineering with special emphases on (i) symbolic methods, (ii) numeric/symbolic/geometric interfaces, and (iii) areas of intersection among scientific computing and other parts of computer science.

Computer Systems

Research in foundational studies, new architectures, system design, parallel computation, interconnection networks, load balancing, performance evaluation, fault-tolerance, and graphics.

Operating Systems and Systems Software

Research on operating systems, systems tools, and libraries for all levels of computers and networked resources, with emphasis on systems software for high performance environments.

Programming Languages and Compilers

Programming Languages for new or improved means of software creation, development and evaluation of operating systems, and validation of correctness and compliance.

Software Engineering

Creation of models and tools to improve software development, empirical studies of software quality, and the software development process.