✐ Life After Graduation

Most graduates of our department continue with master's degree programs or work in industry. Those with Master's degree either advance to PhD programs, or work as senior members in industry and research laboratories. Many of our graduates have been a driving force behind the 1990's IT boom in Korea and founded HandySoft, Serome, Future Systems, Nadatel, etc. Currently 8 listed companies and 73 venture business is founded by Computer Science graduates. Our 579 PhDs work in universities, corporate research laboratories, and industry and are the main backbone behind world-class research in computer science.

❐ Undergraduate Program

In our undergraduate program, we aim to provide students with an overall understanding of the computer science field, a solid grasp of fundamental theory and key concepts, and the skills to apply theory to diverse areas. We expose students to engineering aspects of computer system design and implementation.

The undergraduate curriculum is structured into three tiers: introductory, basic core, and applied courses. Introductory courses are: Introduction to Computer Science, Problem Solving, Discrete Mathematics, Data Structures, Digital Systems and Lab, and System Programming. Basic core courses are: Algorithms, Computer Organization, Programming Languages, Formal Languages and Automata, Operating Systems and Lab, Introduction to Database and Symbolic Programming. Applied courses include Introduction to Logic for Computer Science, Introduction to VLSI design, Compiler Design, Computation Theory, Data Communication, Introduction to Computer Networks, Software Project, Introduction to Software Engineering, Introduction to Artificial Intelligence, and Introduction to Computer Graphics. Seminar courses are also offered to cover latest research topics. That our undergraduate students have won many awards in computing festivals and international programming competitions attests to the strength and depth of our curriculum.

❐ Graduate Program

The department admitted its first master's degree students in 1973, and six master's degrees were produced in August, 1975. The first PhD student was admitted in September 1975, and the first PhD was granted in 1979. As of February 2012, the department has produced 1,748 masters and 579 PhDs.

The graduate program targets producing masters and PhDs who are strong in both advanced theory and application, with an emphasis on experimental approaches. Basic courses are categorized into the following three areas: theory, systems, and software. All students are required to take one course from each area, and then take advanced courses in one area of research interest. To actively seek out and expose students to the latest breaking technologies, special topics seminars are offered in artificial intelligence, distributed and parallel processing, next generation computing, software portability, VLSI and computer architectures, multimedia, fuzzy logic, computer graphics, virtual reality, etc. Our curriculum is flexible enough for a student to consult one's advisor and design a program that suits one's research needs and eventually publish extensively in domestic and international journals and conference proceedings.

❐ Research Areas

The members of the department in 2011 alone have published 170 journal papers, including 103 in international journals, and received total of more than $16 million USD in research grants. The following are major research areas of the department.

1. Theory of computation

Theory of computation is a fundamental area of research that provides a theoretical framework and basis to all fields in computer science. Topics covered in this area are: algorithms, graph theory, computational geometry, and its applications to parallel processing, VLSI, graphics, and robotics. Scheduling algorithms in parallel computing

architectures are also studied.

2. Computer Architecture

The main research interests of the Computer Architecture Area is focused on the state-of-the-art design of computer architecture and system software, which is fundamentally an evolving multi-disciplinary research area. The main goal of the researches is to improve the system performance by developing a new system or by enhancing the existing system components. More specific research interests in this area include storage systems, operating systems, embedded systems, grid/cluster computing, and parallel computing. Recently, the research interests expanded to include trustworthy computing and virtualization technology.

3. Programming Languages

The goal of research in programming languages is to analyze and design desirable language features, and to implement them and their supporting environments. Semantic and syntactic structures of programming languages and optimization techniques in implementation lie at the heart of the problem. There are several active areas of research: efficient verification of syntactic structures, prediction methods for program output, new paradigms (applicative, imperative, mobile, logic, object-oriented, and functional languages) and their specialized theory and implementation techniques. Application-specific languages, such as in multimedia authoring, and smart code generation techniques for globally networked computing are some of the newer additions in this area.

4. Networking

Networks provide the infrastructure for smooth information flow in this age of information. In networking research, we study issues related to internetworking, multicasting, and various forms of group communication. To validate analytical results and verify networking requirements, we experiment with Internet caching and multimedia teleconferencing. Also, spurred by recent advances in physical layer technologies, we are expanding to cover more diverse topics, such as overlay networks, wireless and mobile networking, and home networking.

5. Software engineering

Software engineering is considered as one of the core technology areas in the information age. Software is used in every corner of our life and also extensively used in situations that require extremely high dependability such as atomic power plant operation and autonomous pilot mode in flight control. Therefore software engineering deals with systematic and economic approaches for high-quality software production, quality control, maintenance and repair and evolution of software. Major areas of research includes requirements engineering, software architecture, software process, managing software development, software product line, formal methods and software testing as well as methodologies for software development and quality guarantee in software systems that require high dependability, distributed and parallel system software development, object-oriented software technologies, and computer securities.

6. Databases

Databases are integral parts of today's information infrastructure. In this area, we develop high-performance database systems for very large-scale data manipulation and processing, and extend their applications to multimedia and distributed information systems. We also cover object-relational databases, search engines, mobile wireless information systems, semi-structured document databases, geographical information systems, data mining, information retrieval and distributed transaction processing. Other areas of active research include database applications in the Internet such as the access to Web databases .

7. Artificial intelligence

The goal of artificial intelligence is to allow computers and machines to perform tasks that can currently only be performed by humans. In order to emulate human vision and hearing, character recognition, speech recognition, image processing, and computer vision have been much studied as the founding blocks of artificial intelligence. Moreover, recent research topics include intelligent robots that can make autonomous decisions in a complex environment, and enhanced human computer interfaces that use virtual reality and gestures.

8. Natural language processing

The goal of this area is to closely examine linguistic phenomenology by studying human languages, the main medium of expressing information, and to enhance human linguistic information processing capability with the aid of computers. Specific areas of research are: natural language morphology analysis, syntactic analysis, semantic interpretation, machine translation, information summarization, classification, and retrieval. In particular, we conduct much research on Hangul and Korean language-related issues.

9. Information Security

The goal of this area is to research and develop new cryptographic theory and practices from malicious user over the various network or computer systems. The key research topic covers the cryptographic primitives such as secret-key and public-key cryptosystems, digital signature, hash function and their cryptanalysis including advanced research like ubiquitous security, countermeasure against DDoS, anti-virus, DRM, wired and wireless secure sensor network and privacy-enhancing techniques, etc.

10. Biomedical Informatics Area

The modern paradigm for medical and healthcare services, so-called "Four P's medicine" (i.e., Predictive, Personalized, Preemptive, Participatory), requires IT-convergence technologies among biological, medical, and computer sciences, defining an interdisciplinary area of biomedical informatics. Students are expected to study and understand multi-faceted knowledge and experience of this new field, and develop capabilities for creative thinking and problem solving, by performing research in bioinformatics, medical informatics, medical statistics, biomedical data mining, artificial intelligence, biomedical ontology and knowledge representation, clinical decision support system, medical information natural language processing and retrieval, personalized and customized medical information, medical imaging system, medical information systems analysis and design, and ubiquitous healthcare.

11. Multimedia and Visual Data Processing

A lot of research efforts have been put on processing text-related data. However, demands for multimedia and various visual data (e.g., image and video) are ever increasing. In order to meet such demands, our department conducts various research related to computer graphics, computer vision, image processing, and human-computer interaction.