

Computing Classification System, 2012 Revision

**Association for Computing Machinery**

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 Evaluation

 Experimentation

 Estimation

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 Verification

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 Signal processing systems

 Digital signal processing

 Beamforming

 Noise reduction

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 Networking hardware

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 Sensor applications and deployments

 Sensor devices and platforms

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 Combinational circuits

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 Finite state machines

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 High-speed input / output

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 Very large scale integration design

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 Analog and mixed-signal circuits

 Data conversion

 Clock generation and timing

 Analog and mixed-signal circuit optimization

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 Application specific instruction set processors

 Application specific processors

 Design reuse and communication-based design

 Network on chip

 System on a chip

 Platform-based design

 Hard and soft IP

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 Economics of chip design and manufacturing

 Full-custom circuits

 VLSI design manufacturing considerations

 On-chip resource management

 On-chip sensors

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 VLSI packaging

 Die and wafer stacking

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 Package-level interconnect

 VLSI system specification and constraints

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 Thermal issues

 Temperature monitoring

 Temperature simulation and estimation

 Temperature control

 Temperature optimization

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 Fuel-based energy

 Renewable energy

 Reusable energy storage

 Energy distribution

 Energy metering

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 High-level and register-transfer level synthesis

 Datapath optimization

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 Resource binding and sharing

 Operations scheduling

 Hardware description languages and compilation

 Logic synthesis

 Combinational synthesis

 Circuit optimization

 Sequential synthesis

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 Transistor-level synthesis

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 Clock-network synthesis

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 Failure recovery, maintenance and self-repair

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 Self-checking mechanisms

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 Yield and cost modeling

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 Circuit hardening

 Early-life failures and infant mortality

 Process, voltage and temperature variations

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 Safety critical systems

 Emerging technologies

 Analysis and design of emerging devices and systems

 Emerging architectures

 Emerging languages and compilers

 Emerging simulation

 Emerging tools and methodologies

 Biology-related information processing

 Bio-embedded electronics

 Neural systems

 Circuit substrates

 III-V compounds

 Carbon based electronics

 Cellular neural networks

 Flexible and printable circuits

 Superconducting circuits

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 Microelectromechanical systems

 Nanoelectromechanical systems

 Emerging interfaces

 Memory and dense storage

 Emerging optical and photonic technologies

 Reversible logic

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 Quantum technologies

 Single electron devices

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 Quantum computation

 Quantum communication and cryptography

 Quantum error correction and fault tolerance

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 Spintronics and magnetic technologies

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 Reduced instruction set computing

 Complex instruction set computing

 Superscalar architectures

 Pipeline computing

 Stack machines

 Parallel architectures

 Very long instruction word

 Interconnection architectures

 Multiple instruction, multiple data

 Cellular architectures

 Multiple instruction, single data

 Single instruction, multiple data

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 Multicore architectures

 Distributed architectures

 Cloud computing

 Client-server architectures

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 Peer-to-peer architectures

 Grid computing

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 Reconfigurable computing

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 Heterogeneous (hybrid) systems

 Self-organizing autonomic computing

 Optical computing

 Quantum computing

 Molecular computing

 High-level language architectures

 Special purpose systems

 Embedded and cyber-physical systems

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 Robotics

 Robotic components

 Robotic control

 Robotic autonomy

 External interfaces for robotics

 Sensors and actuators

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 Embedded systems

 Firmware

 Embedded hardware

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 Real-time system specification

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 Dependable and fault-tolerant systems and networks

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 Layering

 Naming and addressing

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 Protocol correctness

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 Link-layer protocols

 Network layer protocols

 Routing protocols

 Signaling protocols

 Transport protocols

 Session protocols

 Presentation protocols

 Application layer protocols

 Peer-to-peer protocols

 OAM protocols

 Time synchronization protocols

 Network policy

 Cross-layer protocols

 Network File System (NFS) protocol

 Network components

 Intermediate nodes

 Routers

 Bridges and switches

 Physical links

 Repeaters

 Middle boxes / network appliances

 End nodes

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 Cognitive radios

 Logical nodes

 Network domains

 Network algorithms

 Data path algorithms

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 Online social networks

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 Wireless local area networks

 Wireless personal area networks

 Ad hoc networks

 Mobile ad hoc networks

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## Software and its engineering

 Software organization and properties

 Contextual software domains

 E-commerce infrastructure

 Software infrastructure

 Interpreters

 Middleware

 Message oriented middleware

 Reflective middleware

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 Allocation / deallocation strategies

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 Scheduling

 Deadlocks

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 Multiprocessing / multiprogramming / multitasking

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 Model-driven software engineering

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 Massively parallel systems

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 Correctness

 Synchronization

 Functionality

 Real-time schedulability

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 Access protection

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 Dynamic analysis

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 Formal language definitions

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 Computational complexity and cryptography

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 Problems, reductions and completeness

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 Web searching and information discovery

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 Content ranking

 Collaborative filtering

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 Social advertising

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 Online banking

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 Formal methods and theory of security

 Trust frameworks

 Security requirements

 Formal security models

 Logic and verification

 Security services

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 Multi-factor authentication

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 Pseudonymity, anonymity and untraceability

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 Digital rights management

 Authorization

 Intrusion/anomaly detection and malware mitigation

 Malware and its mitigation

 Intrusion detection systems

 Social engineering attacks

 Spoofing attacks

 Phishing

 Security in hardware

 Tamper-proof and tamper-resistant designs

 Embedded systems security

 Hardware security implementation

 Hardware-based security protocols

 Hardware attacks and countermeasures

 Malicious design modifications

 Side-channel analysis and countermeasures

 Hardware reverse engineering

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 Operating systems security

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 Human and societal aspects of security and privacy

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 Social aspects of security and privacy

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## Human-centered computing

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 HCI design and evaluation methods

 User models

 User studies

 Usability testing

 Heuristic evaluations

 Walkthrough evaluations

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 Hypertext / hypermedia

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 Interaction devices

 Graphics input devices

 Displays and imagers

 Sound-based input / output

 Keyboards

 Pointing devices

 Touch screens

 Haptic devices

 HCI theory, concepts and models

 Interaction techniques

 Auditory feedback

 Text input

 Pointing

 Gestural input

 Interactive systems and tools

 User interface management systems

 User interface programming

 User interface toolkits

 Empirical studies in HCI

 Interaction design

 Interaction design process and methods

 User interface design

 User centered design

 Activity centered design

 Scenario-based design

 Participatory design

 Contextual design

 Interface design prototyping

 Interaction design theory, concepts and paradigms

 Empirical studies in interaction design

 Systems and tools for interaction design

 Wireframes

 Collaborative and social computing

 Collaborative and social computing theory, concepts and paradigms

 Social content sharing

 Collaborative content creation

 Collaborative filtering

 Social recommendation

 Social networks

 Social tagging

 Computer supported cooperative work

 Social engineering (social sciences)

 Social navigation

 Social media

 Collaborative and social computing design and evaluation methods

 Social network analysis

 Ethnographic studies

 Collaborative and social computing systems and tools

 Blogs

 Wikis

 Reputation systems

 Open source software

 Social networking sites

 Social tagging systems

 Synchronous editors

 Asynchronous editors

 Empirical studies in collaborative and social computing

 Collaborative and social computing devices

 Ubiquitous and mobile computing

 Ubiquitous and mobile computing theory, concepts and paradigms

 Ubiquitous computing

 Mobile computing

 Ambient intelligence

 Ubiquitous and mobile computing systems and tools

 Ubiquitous and mobile devices

 Smartphones

 Interactive whiteboards

 Mobile phones

 Mobile devices

 Portable media players

 Personal digital assistants

 Handheld game consoles

 E-book readers

 Tablet computers

 Ubiquitous and mobile computing design and evaluation methods

 Empirical studies in ubiquitous and mobile computing

 Visualization

 Visualization techniques

 Treemaps

 Hyperbolic trees

 Heat maps

 Graph drawings

 Dendrograms

 Cladograms

 Visualization application domains

 Scientific visualization

 Visual analytics

 Geographic visualization

 Information visualization

 Visualization systems and tools

 Visualization toolkits

 Visualization theory, concepts and paradigms

 Empirical studies in visualization

 Visualization design and evaluation methods

 Accessibility

 Accessibility theory, concepts and paradigms

 Empirical studies in accessibility

 Accessibility design and evaluation methods

 Accessibility technologies

 Accessibility systems and tools

## Computing methodologies

 Symbolic and algebraic manipulation

 Symbolic and algebraic algorithms

 Combinatorial algorithms

 Algebraic algorithms

 Nonalgebraic algorithms

 Symbolic calculus algorithms

 Exact arithmetic algorithms

 Hybrid symbolic-numeric methods

 Discrete calculus algorithms

 Number theory algorithms

 Equation and inequality solving algorithms

 Linear algebra algorithms

 Theorem proving algorithms

 Boolean algebra algorithms

 Optimization algorithms

 Computer algebra systems

 Special-purpose algebraic systems

 Representation of mathematical objects

 Representation of exact numbers

 Representation of mathematical functions

 Representation of Boolean functions

 Representation of polynomials

 Parallel computing methodologies

 Parallel algorithms

 MapReduce algorithms

 Self-organization

 Shared memory algorithms

 Vector / streaming algorithms

 Massively parallel algorithms

 Parallel programming languages

 Artificial intelligence

 Natural language processing

 Information extraction

 Machine translation

 Discourse, dialogue and pragmatics

 Natural language generation

 Speech recognition

 Lexical semantics

 Phonology / morphology

 Language resources

 Knowledge representation and reasoning

 Description logics

 Semantic networks

 Nonmonotonic, default reasoning and belief revision

 Probabilistic reasoning

 Vagueness and fuzzy logic

 Causal reasoning and diagnostics

 Temporal reasoning

 Cognitive robotics

 Ontology engineering

 Logic programming and answer set programming

 Spatial and physical reasoning

 Reasoning about belief and knowledge

 Planning and scheduling

 Planning for deterministic actions

 Planning under uncertainty

 Multi-agent planning

 Planning with abstraction and generalization

 Robotic planning

 Search methodologies

 Heuristic function construction

 Discrete space search

 Continuous space search

 Randomized search

 Game tree search

 Abstraction and micro-operators

 Search with partial observations

 Control methods

 Robotic planning

 Computational control theory

 Motion path planning

 Philosophical/theoretical foundations of artificial intelligence

 Cognitive science

 Theory of mind

 Distributed artificial intelligence

 Multi-agent systems

 Intelligent agents

 Mobile agents

 Cooperation and coordination

 Computer vision

 Computer vision tasks

 Biometrics

 Scene understanding

 Activity recognition and understanding

 Video summarization

 Visual content-based indexing and retrieval

 Visual inspection

 Vision for robotics

 Scene anomaly detection

 Image and video acquisition

 Camera calibration

 Epipolar geometry

 Computational photography

 Hyperspectral imaging

 Motion capture

 3D imaging

 Active vision

 Computer vision representations

 Image representations

 Shape representations

 Appearance and texture representations

 Hierarchical representations

 Computer vision problems

 Interest point and salient region detections

 Image segmentation

 Video segmentation

 Shape inference

 Object detection

 Object recognition

 Object identification

 Tracking

 Reconstruction

 Matching

 Machine learning

 Learning paradigms

 Supervised learning

 Ranking

 Learning to rank

 Supervised learning by classification

 Supervised learning by regression

 Structured outputs

 Cost-sensitive learning

 Unsupervised learning

 Cluster analysis

 Anomaly detection

 Mixture modeling

 Topic modeling

 Source separation

 Motif discovery

 Dimensionality reduction and manifold learning

 Reinforcement learning

 Sequential decision making

 Inverse reinforcement learning

 Apprenticeship learning

 Multi-agent reinforcement learning

 Adversarial learning

 Multi-task learning

 Transfer learning

 Lifelong machine learning

 Learning under covariate shift

 Learning settings

 Batch learning

 Online learning settings

 Learning from demonstrations

 Learning from critiques

 Learning from implicit feedback

 Active learning settings

 Semi-supervised learning settings

 Machine learning approaches

 Classification and regression trees

 Kernel methods

 Support vector machines

 Gaussian processes

 Neural networks

 Logical and relational learning

 Inductive logic learning

 Statistical relational learning

 Learning in probabilistic graphical models

 Maximum likelihood modeling

 Maximum entropy modeling

 Maximum a posteriori modeling

 Mixture models

 Latent variable models

 Bayesian network models

 Learning linear models

 Perceptron algorithm

 Factorization methods

 Non-negative matrix factorization

 Factor analysis

 Principal component analysis

 Canonical correlation analysis

 Latent Dirichlet allocation

 Rule learning

 Instance-based learning

 Markov decision processes

 Partially-observable Markov decision processes

 Stochastic games

 Learning latent representations

 Deep belief networks

 Machine learning algorithms

 Dynamic programming for Markov decision processes

 Value iteration

 Q-learning

 Policy iteration

 Temporal difference learning

 Approximate dynamic programming methods

 Ensemble methods

 Boosting

 Bagging

 Spectral methods

 Feature selection

 Regularization

 Cross-validation

 Modeling and simulation

 Model development and analysis

 Modeling methodologies

 Model verification and validation

 Uncertainty quantification

 Simulation theory

 Systems theory

 Network science

 Simulation types and techniques

 Uncertainty quantification

 Quantum mechanic simulation

 Molecular simulation

 Rare-event simulation

 Discrete-event simulation

 Agent / discrete models

 Distributed simulation

 Continuous simulation

 Continuous models

 Real-time simulation

 Interactive simulation

 Multiscale systems

 Massively parallel and high-performance simulations

 Data assimilation

 Scientific visualization

 Visual analytics

 Simulation by animation

 Simulation support systems

 Simulation environments

 Simulation languages

 Simulation tools

 Simulation evaluation

 Computer graphics

 Animation

 Motion capture

 Procedural animation

 Physical simulation

 Motion processing

 Collision detection

 Rendering

 Rasterization

 Ray tracing

 Non-photorealistic rendering

 Reflectance modeling

 Visibility

 Image manipulation

 Computational photography

 Image processing

 Texturing

 Image-based rendering

 Antialiasing

 Graphics systems and interfaces

 Graphics processors

 Graphics input devices

 Mixed / augmented reality

 Perception

 Graphics file formats

 Virtual reality

 Image compression

 Shape modeling

 Mesh models

 Mesh geometry models

 Parametric curve and surface models

 Point-based models

 Volumetric models

 Shape analysis

 Distributed computing methodologies

 Distributed algorithms

 MapReduce algorithms

 Self-organization

 Distributed programming languages

 Concurrent computing methodologies

 Concurrent programming languages

 Concurrent algorithms

##  Applied computing

 Electronic commerce

 Digital cash

 E-commerce infrastructure

 Electronic data interchange

 Electronic funds transfer

 Online shopping

 Online banking

 Secure online transactions

 Online auctions

 Enterprise computing

 Enterprise information systems

 Intranets

 Extranets

 Enterprise resource planning

 Enterprise applications

 Data centers

 Business process management

 Business process modeling

 Business process management systems

 Business process monitoring

 Cross-organizational business processes

 Business intelligence

 Enterprise architectures

 Enterprise architecture management

 Enterprise architecture frameworks

 Enterprise architecture modeling

 Service-oriented architectures

 Event-driven architectures

 Business rules

 Enterprise modeling

 Enterprise ontologies, taxonomies and vocabularies

 Enterprise data management

 Reference models

 Business-IT alignment

 IT architectures

 IT governance

 Enterprise computing infrastructures

 Enterprise interoperability

 Enterprise application integration

 Information integration and interoperability

 Physical sciences and engineering

 Aerospace

 Avionics

 Archaeology

 Astronomy

 Chemistry

 Earth and atmospheric sciences

 Environmental sciences

 Engineering

 Computer-aided design

 Physics

 Mathematics and statistics

 Electronics

 Avionics

 Telecommunications

 Internet telephony

 Life and medical sciences

 Computational biology

 Molecular sequence analysis

 Recognition of genes and regulatory elements

 Molecular evolution

 Computational transcriptomics

 Biological networks

 Sequencing and genotyping technologies

 Imaging

 Computational proteomics

 Molecular structural biology

 Computational genomics

 Genomics

 Computational genomics

 Systems biology

 Consumer health

 Health care information systems

 Health informatics

 Bioinformatics

 Metabolomics / metabonomics

 Genetics

 Population genetics

 Proteomics

 Computational proteomics

 Transcriptomics

 Law, social and behavioral sciences

 Anthropology

 Ethnography

 Law

 Psychology

 Economics

 Sociology

 Computer forensics

 Surveillance mechanisms

 Investigation techniques

 Evidence collection, storage and analysis

 Network forensics

 System forensics

 Data recovery

 Arts and humanities

 Fine arts

 Performing arts

 Architecture (buildings)

 Computer-aided design

 Language translation

 Media arts

 Sound and music computing

 Computers in other domains

 Digital libraries and archives

 Publishing

 Military

 Cyberwarfare

 Cartography

 Agriculture

 Computing in government

 Voting / election technologies

 E-government

 Personal computers and PC applications

 Word processors

 Spreadsheets

 Computer games

 Microcomputers

 Operations research

 Consumer products

 Industry and manufacturing

 Supply chain management

 Command and control

 Computer-aided manufacturing

 Decision analysis

 Transportation

 Forecasting

 Marketing

 Education

 Digital libraries and archives

 Computer-assisted instruction

 Interactive learning environments

 Collaborative learning

 Learning management systems

 Distance learning

 E-learning

 Computer-managed instruction

 Document management and text processing

 Document searching

 Document management

 Text editing

 Version control

 Document metadata

 Document capture

 Document analysis

 Document scanning

 Graphics recognition and interpretation

 Optical character recognition

 Online handwriting recognition

 Document preparation

 Markup languages

 Extensible Markup Language (XML)

 Hypertext languages

 Annotation

 Format and notation

 Multi / mixed media creation

 Image composition

 Hypertext / hypermedia creation

 Document scripting languages

## Social and professional topics

 Professional topics

 Computing industry

 Industry statistics

 Computer manufacturing

 Sustainability

 Management of computing and information systems

 Project and people management

 Project management techniques

 Project staffing

 Systems planning

 Systems analysis and design

 Systems development

 Computer and information systems training

 Implementation management

 Hardware selection

 Computing equipment management

 Pricing and resource allocation

 Software management

 Software maintenance

 Software selection and adaptation

 System management

 Centralization / decentralization

 Technology audits

 Quality assurance

 Network operations

 File systems management

 Information system economics

 History of computing

 Historical people

 History of hardware

 History of software

 History of programming languages

 History of computing theory

 Computing education

 Computational thinking

 Accreditation

 Model curricula

 Computing education programs

 Information systems education

 Computer science education

 CS1

 Computer engineering education

 Information technology education

 Information science education

 Computational science and engineering education

 Software engineering education

 Informal education

 Computing literacy

 Student assessment

 K-12 education

 Adult education

 Computing and business

 Employment issues

 Automation

 Computer supported cooperative work

 Economic impact

 Offshoring

 Reengineering

 Socio-technical systems

 Computing profession

 Codes of ethics

 Employment issues

 Funding

 Computing occupations

 Computing organizations

 Testing, certification and licensing

 Assistive technologies

 Computing / technology policy

 Intellectual property

 Digital rights management

 Copyrights

 Software reverse engineering

 Patents

 Trademarks

 Internet governance / domain names

 Licensing

 Treaties

 Database protection laws

 Secondary liability

 Soft intellectual property

 Hardware reverse engineering

 Privacy policies

 Censorship

 Pornography

 Hate speech

 Political speech

 Technology and censorship

 Censoring filters

 Surveillance

 Governmental surveillance

 Corporate surveillance

 Commerce policy

 Taxation

 Transborder data flow

 Antitrust and competition

 Governmental regulations

 Online auctions policy

 Consumer products policy

 Network access control

 Censoring filters

 Broadband access

 Net neutrality

 Network access restrictions

 Age-based restrictions

 Acceptable use policy restrictions

 Universal access

 Computer crime

 Social engineering attacks

 Spoofing attacks

 Phishing

 Identity theft

 Financial crime

 Malware / spyware crime

 Government technology policy

 Governmental regulations

 Import / export controls

 Medical information policy

 Medical records

 Personal health records

 Genetic information

 Patient privacy

 Health information exchanges

 Medical technologies

 Remote medicine

 User characteristics

 Race and ethnicity

 Religious orientation

 Gender

 Men

 Women

 Sexual orientation

 People with disabilities

 Geographic characteristics

 Cultural characteristics

 Age

 Children

 Seniors

 Adolescents

##  Proper nouns: People, technologies and companies

 Companies

 Accenture

 Adobe Systems Incorporated

 Advanced Information Systems

 Agere Systems, Inc.

 Agilent Technologies

 Alcatel-Lucent

 Bell Labs

 AOL, Inc.

 Apple, Inc.

 AT&T

 BAE Systems

 BEA Systems, Inc.

 Blizzard Entertainment

 Blue Sky Studios

 Borland Software Corporation

 CA Technologies

 Cable & Wireless Worldwide

 Cadence Design Systems

 China Telecom Corporation Limited

 Cisco Systems, Inc.

 Citrix Systems, Inc.

 Commerce One

 Compaq Computer Corporation

 Corel Corporation

 Dell Computer Corporation

 DiamondCluster International, Inc.

 Digital Equipment Corporation

eBay Inc.

 EIS, Inc.

 EMC Corporation

 Ericsson

 Ernst & Young

 Forrester Research

 Gartner Group

 General Dynamics

 General Electric

 Google Inc.

 Hewlett-Packard Company

 HP Labs

 Infineon Technologies

 Infusion

 Intel Corporation

 International Business Machines Corporation

 IBM Almaden Research Center

 The IBM Toronto Software Lab

 International Data Corporation (IDC)

 Internet Corporation for Assigned Names and Numbers

 Iona Technologies

 ITSS, Inc.

 Juniper Networks

 Lockheed Martin Corporation

 Macromedia

 McKinsey & Company

 Microsoft Corporation

 Motorola, Inc.

 Motorola Mobility, Inc.

 Motorola Solutions, Inc.

 Mozilla Corporation

 National Instruments Corporation

 Nokia Corporation

 Nortel Networks Corporation

 Novell, Inc.

 NVIDIA Corporation

 Oracle Corporation

 Sun Microsystems

 Philips Semiconductors

 NXP Semiconductors

 Pixar Animation Studios

 Quest Software, Inc.

 Rational Software Corporation

 Research in Motion Limited

 RSA

 SANS Institute

 SAS Institute, Inc.

 Sega Corporation

 Siemens AG

 Silicon Graphics, Inc.

 Sony Corporation

 SRI International

 Standard Performance Evaluation Corporation

 Taiwan Semiconductor Manufacturing Company, Limited

 Telcordia Technologies

 Texas Instruments Inc.

 The Standish Group International, Inc.

 Toshiba Corporation

 Virage Logic

 Virtual University Enterprises

 Xerox Corporation

 PARC

 Yahoo! Inc.

 Zilog, Inc.

Organizations

 ABET, Inc.

 Computing Accreditation Commission

 American Mathematical Society

American National Standards Institute

American Statistical Association

Ames Research Center

Apache Software Foundation

 Argonne National Laboratory

Association for Computing Machinery

 Association for Information Systems

Brazilian Computer Society

 British Computer Society

 Clay Mathematics Institute

 Charles Babbage Institute

Computer History Museum

Computer Press Association

 Computing Community Consortium

 Computing Research Association

Computing Technology Industry Association

 Computer Science Teachers Association

Courant Institute of Mathematical Sciences

CSAB

 Defense Advanced Research Projects Agency

 Eclipse Foundation

 Electronic Frontier Foundation

Electronic Visualization Laboratory

 European Network and Information Security Agency

 European Telecommunications Standards Institute

 Federal Communications Commission

Free Software Foundation

Human Factors and Ergonomics Society

 IEEE Computer Society

 Test Technology Technical Council

 International Computer Music Association

 International Game Developers Association

 International Organization for Standardization

International Software Benchmarking Standards Group Limited

 ITU

 Isaac Newton Institute for Mathematical Sciences

 JISC

Jet Propulsion Laboratory

Joint Photographic Experts Group

 Langley Research Center

 Lawrence Berkeley National Laboratory

 Lawrence Livermore National Laboratory

 Linux Professional Institute

 London Mathematical Society

 Los Alamos National Laboratory

Massachusetts Institute of Technology

 MIT Media Lab

 Personal Robots Group

 Max Planck Institutes

 Moving Picture Experts Group

Mozilla Foundation

National Academy of Engineering

National Academy of Sciences

National Center for Education Statistics

 National Institute of Standards and Technology

 National Institutes of Health

 National Research Council

 National Science Foundation

 Oak Ridge National Laboratory

 Object Management Group

 Open Network Laboratory

 OSGi Alliance

 Operational Research Society

 Open Knowledge Society

 Open Source Initiative

 Pacific Northwest National Laboratory

 Patent and Trademark Office

 Royal Statistical Society

 San Diego Supercomputer Center

 Sandia National Laboratories

 Semiconductor Industry Association

 Software Engineering Institute

 SLAC National Accelerator Laboratory

 Systems Research Center

TDWI

 The Open Group

Transaction Processing Performance Council

 Trusted Computing Group

 Viewpoints Research Institute

 Wikimedia Foundation, Inc.

 World Intellectual Property Organization

 World Wide Web Consortium

 People in computing

 A. van Wijngaarden

 Ada Lovelace

 Alan Cooper

 Alan Curtis Kay

 Alan J. Perlis

 Alan Mathison Turing

 Allen Kent

 Allen Newell

 An'an Wang

 Andrew S. Grove

 Barbara Liskov

 Barry W. Boehm

 Bill Gates

 Bill Joy

 Bill Millard

 Bjarne Stroustrup

Blaise Pascal

 Bruce Schneier

 C. A. R. Hoare

 Charles Babbage

 Charles Tandy

 Claude Elwood Shannon

 Clive Sinclair

 Cyril W. Cleverdon

 David Hilbert

 David Patterson

 David Sarnoff

 Donald Ervin Knuth

 Douglas R. Hofstadter

 Edmund Callis Berkeley

 Edvard Scheutz

 Elliot Irving Organick

 Gary McGraw

 Georg Scheutz

 Gene H. Golub

 Gordon Bell

 Grace Murray Hopper

 H. D. Goode

 Harry H. Goode

 Harvey M. Deitel

 Herbert A. Simon

 Herbert R. J. Grosch

 Herman H. Goldstine

 Herman Hollerith

Ivar Jacobson

 James Gosling

 J. H. Wilkinson

 J. Presper Eckert

 J. Richard Buchi

 Jakob Nielsen

 Jay Wright Forrester

 Jim Blinn

 Jim Gray

 John Vincent Atanasoff

 John Cocke

John McCarthy

John R. Pasta

 John Sculley

 John Von Neumann

 John W. Mauchly

 Jon Kleinberg

 Kazimierz Kuratowski

 Kent Beck

 Konrad Zuse

 Kurt Godel

Linus Torvalds

 Marian Smoluchowski

Mark D. Weiser

Martin Fowler

 Marvin Lee Minsky

 Maurice V. Wilkes

 Peter J. Denning

 Peter Norton

 R. Milner

 Richard M. Karp

 Robert R. Everett

Seymour Papert

 Stefan Banach

 Steve Jobs

 Thomas J. Watson

 Thomas Watson, Jr.

 Vannevar Bush

 William C. Norris

 Technologies

 ActionScript

 ActiveX

 Ada language

 ANSI C

 Ajax

 AppleScript

 AutoCAD

 BASIC

 Bluetooth

 Business Process Execution Language

 CDMA systems

 Cell Broadband Engine

 CMOS

 CORBA

 Datalog

 DB2

 DNS (Domain Name System)

 DOS

 Dreamweaver

 DSL

 DSM

 DVDs

 Eclipse

 Ethernet

 Excel

 CD-ROMs

 Facebook

 Internet Explorer

 Chrome

 Firefox

 Flickr

 Fortran

FreeBSD

Gmail

 Google Earth

 Google

 Google Maps

 Google Scholar

 GSM

 Haskell

 HDTV

 HP-UX

 InfiniBand

 IP Multimedia Subsystem

iPad

 iPhone

 iPod

 IPTV

 IPv6

JAVA ME

 JavaScript

 JPEG

 JSP

 LAPACK

 Linux

 Lotus Notes

 Macintosh OS

 Macintosh

 Mathematica

 MATLAB

MIMO Systems

 Mobile IP

 WiMAX

 MODIS

 MP3

 MS-DOS

MSN (portal)

Myspace

 MySQL

 NetWare

 OFDM System

 Office

 OpenMP

 Oracle Database

 Outlook

 PDF

 Pentium

Photoshop

PlanetLab

 Pocket PC

 PowerPC

 PowerPoint

 Prolog

 QuarkXPress

 QuickBooks

 Quicken

 QuickTime

 Ruby on Rails

 RISC processors

 Samba

 SELinux

 SharePoint

 SIMD architectures

 Simulink

 Smalltalk

 Short Message Service

 SNMP

 Solaris

SONET

 SPARC

 SQL Server

 Secure Sockets Layer

 Skype

TMS320C

 Transport Layer Security

TREC

 Twitter

 UMTS

Unicode

 Usenet

 UWB

 VHDL

Visual Basic

 VMware

 VoiceXML

 VRML

 Wifi

 Wikipedia

 Windows

 Windows environment

 WordNet

 X-Window

 X3D

 XILINX

Yahoo! (portal)

 YouTube

 ZigBee