Overview of Computational Science and Engineering Education Programs
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The Need For Computational Scientists

• A number of national studies document the need for computational scientists
  
  – “…computer modeling and simulation are the key elements for achieving progress in engineering and science.” NSF Blue Ribbon Panel on Simulation-Based Engineering Science

  – “A persistent pattern of subcritical funding overall for SBE&S threatens U.S. leadership and continued needed advances…” International Assessment Of Research And Development In Simulation-Based Engineering And Science

  – Nearly 100% of the respondents indicated that HPC tools are indispensable, stating that they would not exist as a viable business without them or that they simply could not compete effectively. IDC Study for Council on Competitiveness of Chief Technology Officers of 33 Major Industrial Firms
Examples of Modeling Problems

- Tracing the spread and evolution of disease (http://supramap.osu.edu/)
- Collaborations to explore historical and contemporary events and social interaction (http://www.ichass.illinois.edu/Projects/Projects.html)
- Predicting the impacts of earthquakes (http://nees.org/)
- Designing and testing new nanomaterials and devices (http://nanohub.org/)
- Discovering oil reserves (http://access.ncsa.illinois.edu/Stories/oil/)
- Discovering how the brain works (http://www.compete.org/publications/detail/503/breakthroughs-in-brain-research-with-high-performance-computing/)
XSEDE Education Program Goals

• Prepare the current and next generation of researchers, educators and practitioners.
• Create a significantly larger and more diverse workforce in STEM.
• Inculcate the use of digital services as part of their routine practice for advancing scientific discovery.
Promoting Formal Academic Programs

• XSEDE Education program is focused on assisting with the initiation and enhancement of formal computational science and engineering programs
  – Both undergraduate and graduate programs
  – Most sustainable way to help achieve the long-term project goals by producing a savvy workforce
  – Reduce the barriers to program adoption by
    • Providing program models
    • Solidifying a virtual community to share experiences
    • Providing faculty professional development
Creating Computational Science Programs

• Inherently interdisciplinary
  – Science, engineering, or social science domain
  – Mathematics
  – Computer science
• Expertise often dispersed across multiple departments, colleges, institutions
• Difficulty of negotiating requirements, responsibilities, and institutional arrangements
Providing a Curriculum Model

• Based on our experience in Ohio creating an interdisciplinary, inter-institutional minor program in computational science
• Effort supported by an NSF grant
• Allowed us to work through many of the issues associated with creating an interdisciplinary program
• Demonstrated the feasibility of an interdisciplinary, inter-institutional program
• See http://www.rrscs.org/competencies
Program Requirements

• Created a competency-based curriculum
  – Provides detailed outlines of the background and skills desired for students completing the program
  – Bridged the differences across disciplines
  – Allows for flexibility in implementation to fit the program into multiple institutional situations and majors with different backgrounds and focus areas

• Serves wide range of needs
  – Provides essential skills for all students regardless of whether they complete the minor
Undergraduate minor program overview

- Undergraduate minor program
  - 4-6 courses
  - For majors in variety of fields
- Faculty defined competencies for all students
- Reviewed by business advisory committee
- Currently being updated to reflect changes in hardware and software technologies
- Requirements adjusted to reflect the needs of different majors

<table>
<thead>
<tr>
<th>Competencies for Undergraduate Minor</th>
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<tbody>
<tr>
<td>Simulation and Modeling</td>
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<tr>
<td>Programming and Algorithms</td>
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<tr>
<td>Differential Equations and Discrete Dynamical Systems</td>
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<td>Numerical Methods</td>
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<td>Optimization</td>
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<td>Parallel Programming</td>
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<td>Scientific Visualization</td>
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<tr>
<td>One discipline specific course</td>
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<tr>
<td>Capstone Research/Internship Experience</td>
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Flexibility in Implementation

- Adapt existing courses by adding computationally oriented modules or focus on new target audience
- Discipline oriented courses dependent on existing faculty expertise and interests
- Different subsets of required and optional competencies tied to major, required math, and example projects
Community College Program

- Created competencies for science majors in two-year schools along with a concentration in computational science
  - [http://www.rrscs.org/associate](http://www.rrscs.org/associate)
  - Program at Stark State College in Ohio
    - [http://www.starkstate.edu/academic-programs/computational-science](http://www.starkstate.edu/academic-programs/computational-science)
Discussion

• What topic areas in computational science might of interest to those here for implementation at your institution?