USC Viterbi
School of Engineering
Department of Computer Science
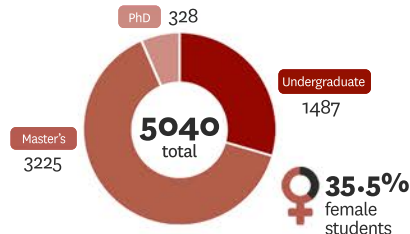
FACULTY STATS

91 total

- **23** NSF Early Career Awards
- **60** Society Fellows
- **9** National Academy Members

41 Tenure-Track Faculty
25 Tenure/Tenure-Track Faculty Hires in 5 Years

STUDENT STATS

- PhD 328
- Undergraduate 1487
- **5040 total**
- Master's 3225

35.5% female students

$3 MILLION

Pledged by **Sony Interactive Games** to the top-ranked USC Games program for supporting Black and Indigenous students studying game development and design.

NEW FACULTY

Swabha Swayamdipta
PhD Carnegie Mellon University
Natural language processing/machine learning

Dani Yogatama
PhD Carnegie Mellon University
Natural language processing/machine learning/AI

Weihang Wang
PhD Purdue University
Software engineering

Souti Chattopadhyay
PhD Oregon State University
HCI/software engineering

Harsha V. Madhyastha
Assistant Professor, University of Michigan
Distributed systems, networking

Lars Lindemann
PhD KTH Royal Institute of Technology
Systems and control theory/formal methods

Oded Stein
PhD Columbia University
Geometry processing/computer graphics

NEW LEADERSHIP

An internationally recognized leader in software engineering, **Neno Medvidović** has been appointed as the new chair of the Department of Computer Science.

FACULTY RESEARCH HIGHLIGHTS

Cyrus Shahabi is leading a $1.2 million effort to simplify how medical professionals analyze wearable data.

Barath Raghavan is exploring ways to effectively manage green energy by precomputing data when clean power is plentiful, and storing it for later use.

Laurent Itti is investigating how synthetic neurological data could speed up the training of brain-computer interfaces for people with disabilities.

Bistra Dilkina is working with researchers from the USC Suzanne Dworak-Peck School of Social Work to identify individualized PTSD interventions for veterans.

A NEW HOME

DR. ALLEN AND CHARLOTTE GINSBURG HUMAN-CENTERED COMPUTATION HALL

Ginsburg Hall, the future home of computer science at USC, will be the first **LEED Platinum-certified** building on campus.

#1 top game design program for undergraduates, awarded to USC Games, Princeton Review

#8 in the world based on publications, Guide2Research

TOP 5 online master's in computer science program for 10 years in a row, USNWR

MAKING AN IMPACT SINCE 1976

Leonard Adleman, who coined the term "computer virus," invented DNA computing.

Michael Arbib led the development of Neural Simulation Language (NSL) to model behavior and thought.

Barry Boehm created the "constructive cost model" for software cost estimation.

George Bekey co-created the world's first five-fingered robot.

Maja Matarić pioneered the field of socially assistive robotics to help people overcome challenges.

The Center for AI in Society (CAIS) is one of the first "AI for Good" centers in the country.