

USC DEPARTMENT OF COMPUTER SCIENCE FACTSHEET 2022/2023

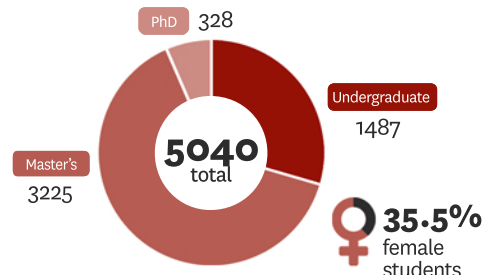
USC Viterbi
School of Engineering
Department of Computer Science

FACULTY STATS



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

STUDENT STATS



\$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



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

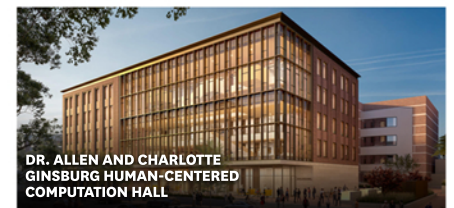
Cyrus Shahabi is leading a \$1.2 million effort to simplify how medical professionals analyze wearable data.

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



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 Mataric 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.