

Minimum skill set for a CS/CE graduate

- An undergraduate student should be able to program parallel and distributed systems efficiently (productivity and performance)
 - Productivity - Languages, software engineering, programming methodologies, algorithms, parallel design patterns, tools, libraries
 - Performance - Execution time, power, memory, I/O, scalability, throughput
- To be aware of interaction among different tools, algorithms, architectures, programming models
- The knowledge should be relevant for the foreseeable future
 - e.g., multi-core, GPUs, web-services, clusters

Common Themes - Concurrency,
Nondeterminism, Locality