What can you expect from the Master's and PhD programs in the Computer Science Department? The M.S. degree in Computer Science has two tracks: thesis or project. The project track can be completed in one year while the thesis track can be completed in two years. The PhD degree in Computer Science is usually completed in five years.

What salary (on top of tuition and fees) do first-year Graduate Student Researchers in your program earn? Our GSRs earn between $7042 - $8212 per quarter.

When are graduate applications due for your program? January 3, 2018

Where can I find detailed information about the admission and application process? grad.soe.ucsc.edu/admissions

Who can I contact for more information? BSOE Graduate Advising bsoe-ga@rt.ucsc.edu

Will Suh, Graduate Student Advisor wlsuh@ucsc.edu

http://cs.soe.ucsc.edu/graduates
Dimitris Achlioptas Analysis of algorithms, machine learning, random structures
Peter Alvaro Data management systems, distributed systems, logic programming
Owen Arden Security, programming languages, distributed systems, authorization logic
Scott Brandt Vice Chancellor for Research. Operating systems, storage systems, real-time systems
Seshadhri Comandur Randomized algorithms, graph/network analysis, algorithms for massive data
James Davis ICTD, technology for global social issues, human computation, computational photography, computer vision, computer graphics
Luca de Alfaro Reputation systems, crowdsourcing, game theory, formal methods.
Cormac Flanagan Programming languages, computer security, web programming, concurrency, verification, type systems, dynamic analysis.
Lise Getoor Machine learning, reasoning under uncertainty, artificial intelligence and database systems.
Abhradeep Guha Thakurta Data privacy, machine learning, high-dimensional statistics, empirical risk minimization, online learning, data streaming
David Helmbold Machine learning, computational learning theory, analysis of algorithms
Phokion G. Kolaitis Computer Science Department Chair. Principles of database systems, logic in computer science, and computational complexity.
Suresh Lodha Data curation, analytics, and visualization, computer vision
Carlos Maltzahn Storage systems, storage QoS, data management, games, network intermediaries, information retrieval, cooperation dynamics
Charlie McDowell Programming languages, parallel computing, and computer science education
Alex Pang Uncertainty visualization, tensor visualization, scientific visualization, comparative visualization, collaboration software, virtual reality interfaces
Neoklis Polyzotis Online index tuning, P2P database systems, ranked queries, skyline queries
Wang-Chiew Tan Data integration, data provenance, scientific databases, crowdsourcing.
Allen Van Gelder Logic programming algorithms, parallel algorithms, complexity, programming languages, automated theorem proving, scientific visualization
Marilyn Walker Dialogue systems, natural language processing, computer games, human-computer interaction, machine learning, artificial intelligence
Manfred Warmuth Online learning, machine learning, statistical decision theory, game theory, analysis of algorithms
Alexander Wolf Engineering of large and/or complex software systems: experimental computer science; distributed systems and networks (publish/subscribe communication, information-centric and content-based networking, cloud data-center computing); software engineering (software architecture, configuration management, self-managed systems, software process, tools and environments)