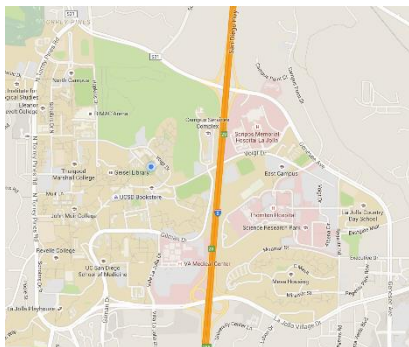
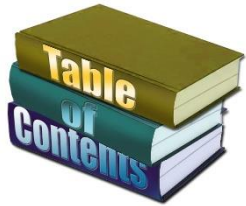




UCSD CSE
Computer Science and Engineering

Computer Science and Engineering
Master of Science Student Handbook
2015-2016 – UNOFFICIAL DRAFT





**Master of Science in Computer Science and Engineering
Student Handbook
2015-2016**

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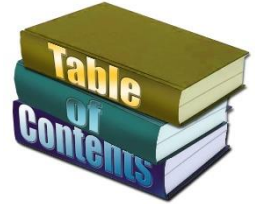


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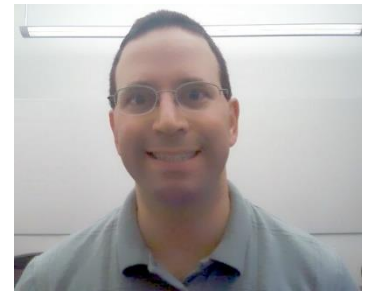
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DIRECTOR'S WELCOME

As the Director of the Masters programs in the Computer Science and Engineering (CSE) Department at the University of California, San Diego, it is my pleasure to welcome you to campus. I can't wait to meet you in person.



Gregory Kesden, Director

With more than 2,000 undergraduate and 300 graduate students, our program is the largest of its kind within the United States. And, with more than \$20,000,000.00 of research funding *per year*, we are also among the most accomplished and very best supported. This should come as no surprise, as we are part of the Jacobs School of Engineering (JSOE), which is ranked #6 in the world. Tracing our history to 1965 and what was then the Applied Electrophysics department, we have one of the longest traditions of leadership in the computer sciences, information technology, and computer engineering. Welcome to our 50th year celebration, more than 25 years of which have been as CSE.

As a department that includes both the computer sciences and engineering, we offer students an extraordinary opportunity for breadth, depth, and collaboration. Whatever your interest within the computer sciences or computer engineering, you can pursue it here, among a vibrant community including amazing mentors, instructors, and peers. Our better known specializations include algorithms and complexity, artificial intelligence, bioinformatics, compilation, computer-aided design, computer vision, cryptography, data and knowledge base systems, data science, embedded systems, graphics, networking, network security, parallel and high-performance computing, processor architecture, software engineering, and systems.

Welcome to our 50th year of leadership in the computer sciences, engineering, and information technology.

Awaiting you are captivating lectures by world-class researchers and teachers, challenging projects, and a group of peers hand-picked from across the globe.

Our curriculum is designed to develop agile scientists and engineers with the technical foundation for success. You'll develop the breadth and perspective you need to lead and problem solve throughout your career

and the depth to launch your career fully prepared. Our courses include captivating lectures by world-class researchers and teachers, challenging projects, and a group of student peers hand-picked from across the globe. Summer internships, teaching assistantships, and research opportunities fill out the experience for many of our students, who graduate and go on to wonderful jobs in the San Francisco Bay area, San Diego's rich technology sector, and across the globe.

If you chose UCSD purely for our outstanding program, you are in for a wonderful surprise. Campus is located in La Jolla, California, one of the premier beach resort communities in North America. It, and the other nearby beach communities, offer amazing opportunities to enjoy gorgeous year-round weather, kayaking, fishing, surfing, swimming, paragliding, paddling, snorkelling, volleyball, scuba diving, sailing, and virtually all water and fair-weather sports. The local nature areas provide wonderful opportunities for hiking and picnicing. And the nearby mountains mean that, even while enjoying endless summer at the beach – skiing, backpacking, lake and river recreation, and the full array of winter and mountain sports are never far away. A wonderful variety of restaurants, groceries, coffee shops, bars, and boutiques are nearby each neighborhood. Getting around town is easy, thanks to an excellent public transportation infrastructure.

You'll love being part of an amazing academic community, living in a wonderful neighborhood within a modern and welcoming city, and enjoying the most amazing gifts nature has to offer. If I can be of service, please feel free to email (gkesden@eng.ucsd.edu) or call (858-534-3854). I'm here to help!

A handwritten signature in blue ink that reads "Gregory Kesden". The signature is fluid and cursive.

Gregory Kesden
Director, Masters Programs, CSE

PROGRAM OVERVIEW

The MS program in Computer Science and Engineering offers the opportunity for advanced study in the computer sciences and computer engineering, as well as overlapping multidisciplinary work.

During the course of the program, students engage classes and projects to develop their breadth and depth in the field, as well as take part in other activities to support their interests and goals, such as engage in research, industry practicums, teaching assistantships, and more. A thesis option is available for interested students with the support of a faculty advisor. Graduates achieve top industry jobs and admission to leading doctoral programs.

Although admission to the program does not require a prior degree in computer science or engineering, it does require sufficient education and experience to demonstrate a knowledge of the intended field of study, the drive to excel, and the analytical, mathematical, technological, and logical skills that are needed to serve as a robust foundation for the program.



UCSD CSE
Computer Science and Engineering

LENGTH OF PROGRAM



The program requires 40 units of graduate study, except for those who choose the multidisciplinary option, for whom 48 units are required. Full-time students who are well-aligned with their intended area of study can expect to complete the program in six quarters over two years. Additionally, the program offers the flexibility for those transitioning from other disciplines, or into more distant

specializations, to invest more time by extending their stay. Summertime is an excellent opportunity to advance one's career through an industry internship or academic research.

For some, participating in the program at a slower pace, while engaging a full-time career, family, or personal pursuit, is an excellent option and very rewarding. But, in order to fully benefit from the program, part-time students do need to immerse themselves in the vibrant community on campus, most especially among their peers, so this path does require commitment and planning.

The residency requirement prevents completing the program in less than three quarters, even with transfer credit. Additionally, experience has shown that full-time students who subsequently convert to part-time or take a hiatus from the program often find it difficult to maintain the momentum and/or break free of their new endeavors to complete the degree.

PROGRAM ORIENTATION

Please plan to be on campus and available during the week of September 14th – 22nd. During this time you will enjoy an interesting orientation program consisting of various activities designed to welcome you, help you to develop an esprit de corps, prepare for academic success, and begin launching your lifelong career.





FOUNDATIONS

Students are encouraged to consider their goals and the program's curriculum in light of their educational and experiential background. Many of the courses assume a foundation similar to that which would be realized through participation in UCSD's BS in CSE program, which serve as excellent benchmarks. Students who are unsure of their preparedness for a course, or how to prepare to a course, are encouraged to speak with the program director and/or instructor.

In particular, students with weak backgrounds in the following areas should seek guidance early to ensure that their plan ensures that they make progress while simultaneously preparing for more advanced work.

- **Imperative or Object-Oriented Programming:** An understanding of the object-oriented or imperative programming paradigms and confidence in software design and implementation in a corresponding compiled language, such as C, C++, or Java, is essential for many courses that involve the implementation of software
- **Fundamental Data Structures and Asymptotic Analysis:** An ability to implement and efficiently use fundamental data structures and algorithms, such as lists, trees, sorts, searches, hash tables, as well as the ability to for basic asymptotic analysis, e.g. Big-O, of their operations, is essential both for many courses that involve the implementation of software and algorithmic analysis.
- **System Programming:** The ability to use debuggers and read assembly to analyzing programs, to use processes and threads as a tool for concurrent and/or expressive programming, to manage concurrency, and to use an understanding of system design, such as memory hierarchy to improve program performance is important for many systems courses, such as involve operating systems, parallel programming, networking, etc.
- **Mathematical Theory:** Exposure to elementary number theory, induction, the algebra of sets, equivalence relations, congruencies, recurrence equations, graph theory, and the methods of mathematical proof is important for many courses in theoretical computer science including in algorithms, complexity, cryptography, etc.
- **Theory of Probability:** Background in probability spaces, random variables, expectations, conditional probability and independence, limit theorems such as the strong law of large numbers and the central limit theorem, random walks is important for many courses involving algorithms, theory, artificial intelligence and data science.

REQUIREMENTS OVERVIEW

The curriculum for the MS programs in CSE is designed to allow students to tailor their course of study to their goals, background, and interests, while ensuring that each and every graduate has achieved the depth and breadth expected of a Master of Science graduate of a world-leading university. This is achieved through the breadth, depth, and elective course requirements as well as a thesis or comprehensive exam. No one course may be used to satisfy more than one such requirement.



BREADTH REQUIREMENT (3 Courses/12 Units)

The breadth requirement ensures that all MS students share knowledge of fundamental concepts and tools from across broad areas of computer science and computer engineering. Breadth courses are categorized into three areas: Theory, Systems, and Applications. Students pursuing a **computer science** degree are required to **take** one course in each area, whereas those pursuing a **computer engineering** degree are required to take two systems courses and *either* one theory course *or* one applications course.

The most current list of offerings in each breadth area can be found on the program's Web site. As of the time of this documents preparation, the following options are available:

Theory

- 200 (Complexity)
- 201A (Advanced Complexity)
- 202 (Algorithms)
- 203A (Advanced Algorithms)
- 205A (Logic in CS)
- 207 (Cryptography)

Systems

- 221 (Operating Systems)
- 222A (Computer Communication Networks)
- 231 (Compilers)
- 237A (Embedded Systems) **or** 237B (Embedded Software)
- 240A (Architecture)
- 241A (Computing Circuits) **or** 243A (VLSI CAD) **or** 244A (VLSI Test)

Applications

- 210 (Software Engineering)
- 216 (Human-Computer Interaction)
- 230 (Programming Languages)
- 232 (Databases)
- 250A (Artificial Intelligence) **or** 250B (Machine Learning)
- 252A (Vision I) **or** 252B (Vision II)
- 260 (Parallel Computation)
- 280A (Bioinformatics)

DEPTH REQUIREMENT (3 courses/12 units)

The depth requirement ensures that MS student acquire a strong grounding in their chosen area of specialization. Each student is required to take three courses (12 units) in their chosen area which, for Computer Engineering students, is Computer Engineering. The department maintains on the Web a list of appropriate courses within each area. As of the time of this documents preparation, the following depth areas and associated course groups are available:



- Theoretical Computer Science (CSE 200-203, 205-208)
- Programming Languages, Compilers, and Software Engineering (CSE 210, 218, 230, 231)
- Human-Computer Interaction (CSE 170, 216, 218, 250A, COGS 220) *CSE 219 seminar is recommended*
- Computer Systems (CSE 221-228, 260, 262)
- Database Systems (CSE 232, 232B, 233)
- Computer Engineering (CSE 231, 237A-D, 240A-248, ECE 260A-C, ECE 284)
- Artificial Intelligence (CSE 250A-C, 253-258A, COGS 200, COGS 260)
- Graphics and Vision (CSE 252A, 252B, 252C, 272, 274)



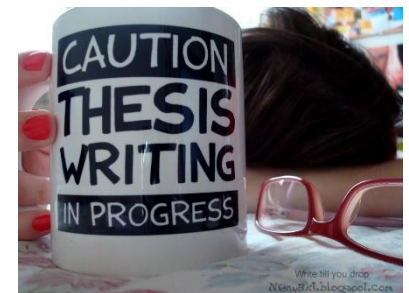
ELECTIVE AND RESEARCH REQUIREMENT (16 or 24 units)

The elective and research requirement allows students to further tailor their course of study to their own background, goals, and preferences. The required number of elective and research units is a function of the capstone option chosen by the student: Thesis, Comprehensive Exam, and Interdisciplinary. The interdisciplinary option requires 6-courses/24-units. The other options require 4-courses/16-units.

Electives are chosen from graduate courses in CSE, ECE and Mathematics or from other departments, such as Cognitive Science, as may be approved, Courses must be completed for a letter grade, except research units that are taken on a Satisfactory/Unsatisfactory basis. Seminar and teaching units, although encouraged, do not satisfy any portion of the Electives and Research requirement. 4-courses/16-units of electives and/or research are required for all capstone options, except the interdisciplinary option which requires 6-courses/24-units.

THESIS CAPSTONE OPTION (4 Courses/16 units)

This option requires the student conduct research and prepare a thesis. The thesis must be reviewed and accepted by an MS thesis committee appointed by the Dean of Graduate Studies and consisting of three faculty members, at least two of whom are faculty within the CSE department. The thesis must be prepared and submitted in accordance with the university-level requirements. Supervising faculty are presently encouraged to require a formal presentation and defense. This requirement is likely soon to become universal departmental policy.



Students electing the thesis option are required to complete 16 elective and research units, a minimum of 8 and maximum of 12 units of which are to be satisfied via CSE 298 (Independent Research).



COMPREHENSIVE EXAM CAPSTONE OPTION (4 Courses/16 Units)

This option requires the student pass a comprehensive examination covering the breadth areas of Theory, Systems and Applications. The exam is prepared by a faculty committee in collaboration with the instructors of the breadth courses. The exam is structured with enough flexibility to ensure that students can be fully prepared, regardless of which breadth courses they may choose. The exam may take the form of questions or a practical exercise. The best preparation for the comprehensive exam is success in the breadth courses. As the comprehensive exam is prepared in collaboration with the course instructors, the courses serve as excellent preparation. Breadth course instructors will provide more detailed guidance during the quarter. The exam is offered quarterly, beginning in Spring 2016. The exam is not offered during the summer. Failure to take or pass the exam may delay graduation. Students may only attempt the exam twice, without special permission from the program.

INTERDISCIPLINARY OPTION (6 Courses/24 Units)

This option is much like the more traditional thesis and comprehensive exam options, except that the number of research and elective hours is reduce from 16-units to 12-units and the student is required to achieve a 12-unit secondary depth in one of the approved areas outside of CSE: the Departments of Cognitive Science, Electrical and Computer Engineering, Mechanical and Aerospace Engineering, Structural Engineering, or the Rady School of Management. **As of the time of printing, the interdisciplinary thesis option is awaiting approval and is not yet available.**



Curricular Practical Training (CPT) and Optional Practical Training (OPT)

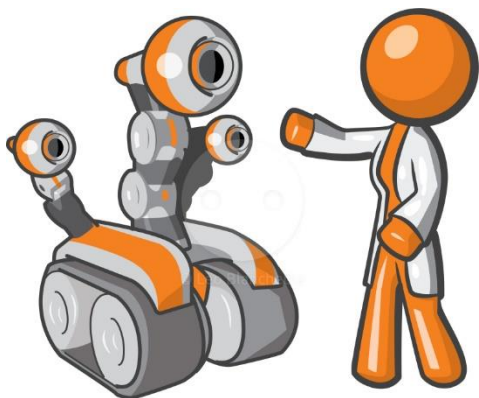
For many students, internships, especially summer internships, are an integral part of graduate education in the computer sciences and engineering. Under US law, students with education visas are usually eligible for paid summer internships via provisions known as *Curricular Practical Training (CPT)* and *Optional Practical Training (OPT)*. CPT is the vehicle most commonly used for interning during the summer between the program's first and second year, and OPT is most commonly used in other cases, both during the program and after graduation, for a total of up to 29 months. Government regulations are often nuanced and may change at any time.

Interested students should contact their academic advisor, presently Nadyne Nawar. In general, to qualify as CPT, summer internships require a *Cooperative Education (Co-Op)* agreement with the employer and post-graduation employment requires that the University complete OPT, which requires a certification by the University. Although routine and straight-forward, CPT and OPT do require various documentation and approvals.

Students are advised to begin the CPT process immediately upon accepting a summer internship and the OPT process at the beginning of the winter quarter.

RESPONSIBILITY FOR SATISFYING REQUIREMENTS

It is the sole responsibility of the student to satisfy all requirements of the program. The Director, Committee, Advisors, and other faculty and staff, although sources of information and advice, are not responsible for notifying students of deficiencies in their academic plans or progress. Students are strongly encouraged to become familiar with the requirements and to review their progress each quarter.



DEGREE AWARDED COMPUTER SCIENCE VS COMPUTER ENGINEERING

The Computer Engineering and Computer Science programs exist within the context of the same overarching Computer Science and Engineering program. Students are free to move from one to the other without the need to reapply or any type of special permission. “Computer Engineering” degrees are conferred as “Computer Science and Engineering (Computer Engineering)”. “Computer Science Degrees” are conferred as simply “Computer Science and Engineering”.

SELECTING CLASSES

Full-time students typically take two to three courses per quarter. US immigration law requires that international students maintain at least 12 units/quarter, which is typically three graduate courses. The pace of part-time students varies with their circumstances and goals.

As it can unnecessarily prevent other students from enrolling, it is generally considered poor form to be enrolled in a course that one plans to drop later. It might make sense, however, to risk over-enrolling by a single course, for example, as a kind of insurance for international students or those approaching graduation with “must have” requirements at risk.



Although students are often tempted to dive in and immerse themselves into their area of interest, new students are encouraged to begin with a broad quarter. Courses at UCSD are very intense. It is very easy to overload if one takes too many courses with implementation-based projects or proof-based homework, etc. Instead, it is a good idea to take one course that involves a heavy implementation-based project load, such as a systems or graphics course, another theory-centric course, such as in algorithms or complexity, and something with a balanced workload. This way, students don't end up proofing theorems or coding all day, until they are exposed to other things and are sure this is what they want and enjoy. Variety keeps the brain fresh and attentive, enabling it to learn more and grow faster.

Good goals for the first quarter include meeting at least one professor in an area that interests you, trying a class in an area that is interesting and new to you, and making progress toward the breadth and depth requirements. A good way to plan for the first quarter is to take a look at the offered breadth and depth courses and pick courses that makes progress in the area of depth that most interests you, while also satisfying a couple of breadth requirements, or one breadth and one elective requirement, if there is an elective of particular interest. Then,

going forward, continue to pick out interesting electives as they become available and satisfying the depth and breadth requirements.

Over the next couple of quarters, it is important to take on courses that offer the opportunity to engage in project work that will offer you some “bragging rights” to employers. And, to keep in mind, that, when it comes to the few requirements that aren’t of interest to you, you want to spread those out over time, so that you can spend the latter part of the program, after you have a solid foundation, fully engaging the areas that you want to serve as the launching pad for your career.



ACADEMIC ADVISING

Your primary point-of-contact for advising about requirements, registration, waitlists, and academic policies is your advisor in CSE’s Student Affairs Office. By working closely with your advisor, you can ensure a smooth path through the program and graduation. Your advisor can also help you with any routine paperwork or process, such as might be helpful for CPT, OPT, etc.

WAITLISTS

UCSD is not only home to the country’s largest computer science and engineering program, but also to an even larger multidisciplinary community interested in computing. As a result, there is a huge amount of interest in many of our courses. Although it is easy to mistakenly fear waitlists, they are actually a tool that we use to help each student get the courses in which she or he is most interested.



Without waitlists, registration would be an optimized “First come, first serve” race. But, by capping enrollment prematurely and allowing a waitlist to build, we are able to get a full list of those students who are interested in each course and prioritize enrollment. This enables us to ensure that each and every student, over the course of the program, gets access to the courses that are most important to them. Once waitlists have had enough time to sufficiently develop, a carefully considered and sophisticated heuristic algorithm resolves in the best interest of all students. It is worth noting that enrolling in more courses that one would normally expect to take will prevent the heuristic from understanding and advancing a student’s priorities, so it is important to register and waitlist only truly desired classes.

In many cases, waitlists also serve as a tool to help us assigned the classes with the greatest demand to the largest classrooms, and provide additional instructors in areas of the greatest demand.



ACADEMIC CALENDAR

The academic and administrative calendars contains key dates and deadlines and can be found here:

- <http://blink.ucsd.edu/instructors/courses/enrollment/calendars/>
- <http://blink.ucsd.edu/instructors/courses/enrollment/calendars/2015.html>



CAREER GUIDANCE

Although you'll likely develop an informal network of faculty and alumni to help you plan your career, the program director and advisor serve as your formal point-of-contact for discipline specific career-oriented guidance. They can help you to explore various areas with the computer sciences and engineering as well as the related career paths, connect with alums and employers, prepare your resume, think through offers, and help to ensure that your program of study and related activity in the MS program supports your professional goals.

CAREER RESOURCES

Students find internships and career jobs both in formal ways; such as job fairs, online and physical postings, and recruiting events; and informally by networking with alumni, peers on campus and from internships, faculty, and family. Networking helps uncover internships and career opportunities, but, equally importantly, it helps learn about potential career paths, career lifestyles, life in various regions of the country, etc. When interacting with people, it is always a good idea to learn about them, what they have experienced, and what they have learned. It'll help you to grow – and can also be a lot of fun.



UCSD's *Career Service Center* provides a rich collection of programs to help MS students prepare for their careers, connect with employers and alumni, and launch careers. Among the services offered are those of a career counselor, who can provide personalized guidance, such as resume feedback.

- <https://career.ucsd.edu/phd-and-masters-students/index.html>

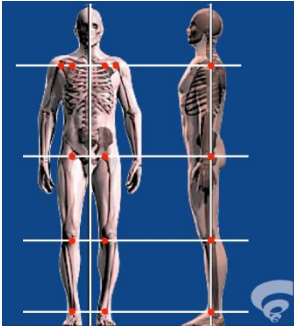
The Jacobs School of Engineering's also offers a collection of computer science and engineering specific resources, including tools for connecting with industry-specific alums and employers:

- http://www.jacobsschool.ucsd.edu/student/student_prof/prof_career/
- http://www.jacobsschool.ucsd.edu/student/student_prof/prof_intern/

Employers and alumni visit the campus often throughout the year. Keep an eye out for advertisements about tech talks, recruiting presentations, hack-a-thons, and other opportunities to mix with alumni, professionals, and recruiters. Although this interaction occurs all year, it occurs with a more frenzied pace during the career fairs on campus. You should make every effort to prepare to introduce yourself and leave your resume with employers at the fairs. Additionally, you should keep your eye out for other recruiting activity at the same time – and year-round. Be sure to explore the “Big Names” and attractive industries – as well as smaller companies and industries with which you are not familiar. You may find the next big start-up, or the dream job you never knew you wanted. It is easiest to do this now, when the employers come to you, than later on, when you'll need to work harder to find them.

You can find the list of career fairs and dates here:

- <http://career.ucsd.edu/undergraduates/get-a-job/job-fairs.html>

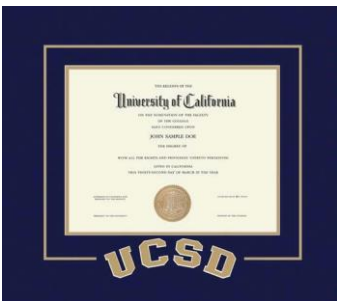


GOOD STANDING AND PASSING GRADES

To maintain good academic standing, students must make timely and satisfactory progress toward completion of degree requirements and must maintain a minimum overall GPA of at least 3.0 in the program. In order to be requirements-satisfying, a course must be graded and the student must earn a grade of at least “B-“, except for research courses, which may be taken Pass-Fail/Satisfactory-Unsatisfactory, and for which a student must earn a “Pass” or “Satisfactory” grade.

GRANDFATHERING AND REQUIREMENTS

A student is generally bound to the requirements in force at the time of matriculation, but may elect to move to any newer catalog year. Because the computer sciences and engineering are rapidly changing fields, the program may adjust the offerings at any time, but such changes will not invalidate any requirements already satisfied by those students making timely progress toward completion of the program.



GRADUATION AND DIPLOMAS

The University’s academic regulations govern graduation and the award of academic degrees, including the Master’s in Computer Science and Engineering. The program shall not unreasonably withhold the certification for graduation of any candidate who satisfies the requirements of the program. But, strictly speaking, neither this certification nor this recommendation guaranty that the University shall award a degree. For example, the University may withhold degrees for individuals who have unsatisfied financial obligations. The University reserves the right to withdraw a degree even though it has been granted should there be discovery that the work upon which it was based or the academic records in support of it had been falsified.

ACADEMIC INTEGRITY

The work you submit must be your own, unless you have clearly attributed it to others. You must not use the work of others without proper citation. And, you must not use resources, including other persons, except as authorized by the course or project for which you are submitting the work. Such conduct might be accepted or commonplace elsewhere, but it is not here. Be careful. Be warned. Failure to abide by these rules, even just once, can result in your permanent separation from the program without refund of monies paid.



Please review the University’s full policy here:

- <https://students.ucsd.edu/academics/academic-integrity/policy.html>



TRANSFERS ACROSS MASTERS PROGRAMS

Each degree program operates according to its own admissions process. Admission into one program does not guarantee admission into any other program, nor does it grant any preference.

Students within UCSD seeking to transfer into a Master’s program with CSE should contact the program’s director, an advisor within CSE’s student affairs team, or a CSE faculty member with who knows them well.

DEFERRED MATRICULATION

Although offers for admission into a program are valid only for the academic year for which it is made, one year deferrals can often be accommodated. Please contact us before deciding to decline an offer of admission if a deferral would be helpful.



FINANCIAL OBLIGATIONS

It is essential that your tuition and other fees be paid on time. The University has a variety of mechanisms to sanction those with delinquent accounts, including withholding degrees, transcripts and registration.

Academic departments do not usually receive information about a student’s financial situation, so we are unable to help you with financial difficulties and processes. The following page provides more information and helpful links and contacts:

- <https://students.ucsd.edu/finances/billing-payment/>

PRIVACY AND FERPA

Under the Family Educational Rights and Privacy Act (FERPA), a student has the right to: Inspect and review his/her education records; request an amendment to his/her education records if the student believes they are inaccurate or misleading; request a hearing if his/her request for an amendment is not resolved to his/her satisfaction; consent to disclosure of personally identifiable information from his/her education records, except to the extent that FERPA authorizes disclosure without his/her consent; file a complaint with the U.S. Department of Education Family Policy Compliance Office if he/she believes his/her rights under FERPA have been violated. Please review the University’s full privacy policy:



- <http://www.ucsd.edu/catalog/front/ferpa.html>



UNIVERSITY AND CAMPUS POLICIES

This handbook describes policies unique to the Master's in Computer Science and Engineering programs, as well as many other policies of interest to students within the program. It is however not comprehensive. Consult the various campus Web pages and policy documents for other applicable rules, regulations, policies, guidelines, and resources.

INTERNATIONAL CENTER

The International Center provides leadership with regard to campus internationalization efforts, and serves and supports: International scholars conducting research or teaching on campus (and the departments who wish to hire these scholars); international students pursuing degree and non-degree programs; and students, faculty, and staff who wish to study, work, intern, or volunteer abroad. The Center's Web site is a great resource and contains their contact information:



- <https://icenter.ucsd.edu/>



ACADEMIC COMPUTING AND MEDIA SERVICES

UCSD has a technology rich environment. The primary point-of-contact for students on campus who need help using the campus's technology resources is *Academic Computing and Media Services (ACMS)*. You can contact them by phone at (858) 543-ACMS or by email via acms-help@ucsd.edu. More information about available resources and support can be found via their Web pages:

- <https://acms.ucsd.edu/students/index.html>

PARKING

Parking on campus is managed via a fee-based permit system, although there are a few short-term meters. For more information about parking on campus, please contact *Transportation Services*:

- <http://transportation.ucsd.edu/parking/index.html>





HOUSING

Students in the program have the good fortune of many excellent housing options, both on-campus and in the community. *Housing, Dining, and Hospitality* both provides on-campus housing and resources for exploring off-campus options:

- <http://hdh.ucsd.edu/arch/gradhousing.asp>
- <http://offcampushousing.ucsd.edu/> (Click on the “UCSD Students” link)

UCSD AND PUBLIC TRANSPORTATION

UCSD students are served both by UCSD’s own shuttle system and San Diego’s *Metropolitan Transit System (MTS)*. Each services Web site provides links to tools such as timetables, maps, and real-time tracking services:

- <http://transportation.ucsd.edu/shuttles/index.html>
- <http://www.sdmts.com/>



POLICE

The UCSD Police Department is a diverse organization dedicated to providing the highest quality police service to students, faculty, staff, and visitors. Our primary mission is protecting lives and property, which has resulted in an exemplary record of law enforcement service.

- <http://blink.ucsd.edu/sponsor/police/index.html>

In the United States, local emergency services, including the UCSD police, can be reached by dialing 9-1-1 from any landline or cellphone.

EMERGENCY MEDICAL ASSISTANCE

In the United States, local emergency services, including ambulances and other emergency medical care, can be reached by dialing 9-1-1 from any landline or cellphone.





STUDENT HEALTH SERVICES

Student Health Services provides quality primary medical care, including urgent care and support services such as laboratory, pharmacy, and x-ray. We have primary care physicians who are board certified in Family Medicine or Internal Medicine. Some of our physicians also have additional training and expertise in Gynecology, Sports Medicine, Rheumatology, Urgent Care, and Mental/Behavioral Health.

- <http://studenthealth.ucsd.edu/Default.aspx>

COUNSELING AND PSYCHOLOGICAL SERVICES (CAPS)

Counseling and Psychological Services (CAPS) offers students the opportunity to talk privately about personal, academic, or other concerns in a safe, confidential setting. The CAPS staff includes therapists, psychologists, psychiatrists, and other professionals who provide services on-campus as well as referrals to off-campus resources. CAPS services are available by appointment, or as needed 24 hours a day.



For an appointment, call 858-534-3755 during regular office hours. *For emergencies, the phone is answered 24x7: every day, including holidays, at all hours of the day and night.*

More information can be found below:

- <http://caps.ucsd.edu/>



OFFICE FOR THE PREVENTION OF HARASSMENT AND DISCRIMINATION (OPHD)

The University of California is committed to creating and maintaining a community where all individuals who participate in University programs and activities can work and learn together in an atmosphere free of harassment, exploitation, or intimidation. Every member of the community should be aware that the University prohibits sexual harassment and sexual violence, and that such behavior violates both law and University policy. The University will respond promptly and effectively to reports of sexual harassment and sexual violence, and will take appropriate action to prevent, to correct, and when necessary, to discipline behavior that violates this policy on Sexual Harassment and Sexual Violence

OPHD provides assistance to students, faculty, and staff regarding reports of bias, harassment, and discrimination. Our mission is to educate the entire UC San Diego community about these issues and to assist with the prevention and resolution of these issues in a fair and responsible manner. In collaboration with other UC San Diego resources, OPHD promotes an environment in which all members of the UC San Diego community can work, learn, and live in an atmosphere free from all forms of bias, harassment, and discrimination.

- <http://ophd.ucsd.edu/>

GRADUATE STUDENT ASSOCIATION (GSA)

The Graduate Student Association represents the interests and concerns of graduate and professional students on campus, UC system-wide, locally, statewide, and on national levels. Through various activities and programming, GSA enriches the lives of graduate and professional students and advances their interests politically, academically, and socially.



- <http://gsa.ucsd.edu/>



WOMEN IN COMPUTING @ UCSD (WIC @ UCSD)

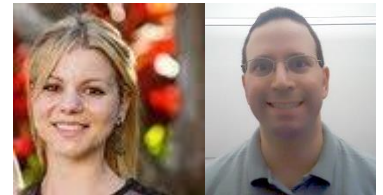
Women in Computing is composed of coders and engineers – both women and men - who support the female presence in computing. They run events, from tech talks to socials, and provide opportunities for female engineers to connect and succeed.

PROGRAM CONTACTS AND PHONE NUMBERS

Nadyne Nawar, Advisor

- 858-822-5978, CSE Student Affairs Center, nawar@ucsd.edu

Nadyne is a member of CSE's Student Affairs staff and is the primary advisor of CSE Masters students. Nadyne is the primary point of contact for advising related to courses, scheduling, registration, policies and procedures, CPT/OPT, etc.



Gregory Kesden, Director

- 858-534-3854 (cell), CSE 2126, gkesden@ucsd.edu

Greg is the program director and is available to discuss any student concern, but is the primary point of contact for guidance related to the disciplines of computer science and engineering, career paths, research opportunities, and interaction with alumni and employers.

Jessica Gross, TA and Enrollment Coordinator

- 858-822-0354, CSE Student Affairs Center, jgross@ucsd.edu

Jessica is a member of CSE's Student Affairs staff. She is the primary point of contact for TA assignments. She also works, often behind the scenes, with the registration machinery.

CAMPUS MAP

