

Top 10 Downloads from ACM's Digital Library

THE TOP 10 MOST POPULAR PAPERS FROM ACM'S REFEREED JOURNALS AND CONFERENCE PROCEEDINGS DOWNLOADED IN JULY 2006

Month Rank	Year Rank	Title, Author, Publication, Date
1	4	"A Feature-based Algorithm for Detecting and Classifying Scene Breaks." Ramin Zabih, Justin Miller, Kevin Mai. <i>Proceedings of the 3rd ACM International Conference on Multimedia</i> . Jan. 1995.
2	1	"Architectures for a Temporal Workflow Management System." Carlo Combi, Giuseppe Pozzi. <i>Proceedings of the 2004 ACM Symposium on Applied Computing</i> . Mar. 2004.
3	505	"Automated Summative Usability Studies." Ryan West, Katherine Lehman. <i>Proceedings of the SIGCHI Conference on Human Factors in Computing Systems</i> . Apr. 2006.
4	88	"Marshaling and Unmarshaling Models Using the Entity-Relationship Model." Fei Cao, Barrett R. Bryant, Wei Zhao, Carol C. Burt, Rajeev R. Raje, Andrew M. Olson, Mikhail Auguston. <i>Proceedings of the 2005 ACM Symposium on Applied Computing</i> . Mar. 2005.
5	5	"dbSwitch." Shaul Dar, Gil Hecht, Eden Shochat. <i>Proceedings of the 2004 ACM SIGMOD International Conference on Management of Data</i> . June 2004.
6	8	"Evolution of Web Site Design Patterns." Melody Y. Ivory, Rodrick Megraw. <i>ACM Transactions on Information Systems</i> . Oct. 2005.
7	164	"The Babel Experiment." Vladimir L. Pavlov, Anton Yatsenko. <i>Proceedings of the 36th SIGCSE Technical Symposium on Computer Science Education</i> . Feb. 2005.
8	10	"Events Not Equal to GUIs." Stuart Hansen, Timothy Fossum. <i>Proceedings of the 35th SIGCSE Technical Symposium on Computer Science Education</i> . Mar. 2004.
9	3	"The Google File System." Sanjay Ghemawat, Howard Gobioff, Shun-Tak Leung. <i>Proceedings of the 19th ACM Symposium on Operating Systems Principles</i> . Oct. 2003.
10	780	"A View of 20th and 21st Century Software Engineering." Barry Boehm. <i>Proceeding of the 28th International Conference on Software Engineering</i> . May 2006.

THE 10 MOST POPULAR COURSES AT THE ACM PROFESSIONAL DEVELOPMENT CENTRE FOR JULY 2006

Month Rank	Year Rank	Course Title	Month Rank	Year Rank	Course Title
1	3	C# Programming for the Microsoft .NET Platform—Part I: Introduction to C#	6	11	HTML 4.01—Part I: Fundamentals
2	1	Java 2 Programming for SDK 1.4—Part I: Language Fundamentals I	7	6	Enterprise Connectivity with J2EE V1.4 Overview
3	4	C++ Programming—Part I	8	7	Database Technologies—Part I: Relational Database Fundamentals
4	2	OOAD: Introduction to Object-Oriented Concepts	9	8	OOAD: Unified Modeling Language (UML) 2.0
5	5	C Programming—Part I	10	9	Managing IT Projects: Project Initiation and Fundamentals

Statistics for these tables were compiled Aug. 9, 2006.

Hot Links

TOP 10 MOST POPULAR MAGAZINE AND COMPUTING SURVEYS ARTICLES DOWNLOADED IN JULY 2006

Month Rank	Year Rank	Title, Author, Publication, Date
1	106	"Neo-tribes." Grace J. Johnson, Paul J. Ambrose. <i>Communications of the ACM</i> . Jan. 2006.
2	59	"Personal Information Management: Introduction." Jaime Teevan, William Jones, Benjamin B. Bederson. <i>Communications of the ACM</i> . Jan. 2006.
3	2	"A Survey of Peer-to-Peer Content Distribution Technologies." Stephanos Androutsellis-Theotokis, Diomidis Spinellis. <i>ACM Computing Surveys</i> . Dec. 2004.
4	1	"Data Clustering." A.K. Jain, M.N. Murty, P.J. Flynn. <i>ACM Computing Surveys</i> . Sept. 1999.
5	323	"Death by UML Fever." Alex E. Bell. <i>Queue</i> . Mar. 2004.
6	10	"Service-Oriented Computing: Introduction." M.P. Papazoglou, D. Georgakopoulos. <i>Communications of the ACM</i> . Oct. 2003.
7	8	"A Survey of Image Registration Techniques." Lisa Gottesfeld Brown. <i>ACM Computing Surveys</i> . Dec. 1992.
8	3	"Face Recognition." W. Zhao, R. Chellappa, P.J. Phillips, A. Rosenfeld. <i>ACM Computing Surveys</i> . Dec. 2003.
9	579	"How UML is Used." Brian Dobing, Jeffrey Parsons. <i>Communications of the ACM</i> . May 2006.
10	9	"Topology Control in Wireless Ad Hoc and Sensor Networks." Paolo Santi. <i>ACM Computing Surveys</i> . June 2005.

This list does not include downloads for the June and July issues as those statistics tend to reflect e-subscribers downloading current issues.

Coming Next Month in **COMMUNICATIONS**

November

Entertainment Networking: Recreational Use of IP Networks

The increasing use of the Internet for entertainment and recreational activities is driven and facilitated by the increasing penetration of broadband access. Applications include downloading music and video content for subsequent consumption and using the Internet as a delivery mechanism for live events and multiplayer games. As access speeds increase, new applications will likely introduce significant challenges for designing and operating IP-based networks. Here, researchers and practitioners alike report their experience, insight, and new directions for IP-based entertainment networking.

Also in November:

- New Architectures for Intra-Domain Network Security Issues
- Critical Risks in Outsourced IT Projects
- A Uniform Code of Ethics
- Current Trends in Web Data Analysis