The Software Engineering Assembly's

# Improving Scientific Software Conference

## VIRTUAL

## MARCH 22-26, 2021

**Conference Topics:**

- Influence of computer architecture on scientific software design, including but not limited to:
  - Modern architectures (such as GPU, ARM, etc.)
  - Post-modern architectures (such as Quantum Computing, Neuromorphic, etc.)
  - Extreme Heterogeneity (intra-node and inter-system)
  - Edge computing
  - Communication/computation overlap
  - Performance, Portability & Productivity
- Modern tools for:
  - Data Analysis, Processing and Visualization
  - Scientific Workflows: Purpose and Product Review.
- Best practices for software engineering in scientific disciplines, such as:
  - Peer code review
  - Automated Testing
  - Continuous Integration
- Machine learning for Earth Science and other Scientific Disciplines
- Containers in scientific software
- Leveraging Cloud Computing Resources for HPC Development and Operations

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