

Peter Grogono — Publications

27 February 2009

Contents

1 Bibliography	1
1.1 Books (7)	1
1.2 Book Chapters (1)	1
1.3 Refereed Journals (12)	1
1.4 Refereed Conferences (71)	2
1.5 Unrefereed Contributions (14)	7
1.6 Invited Talks (35)	8
1.7 Student Theses (65)	10
1.8 Student Reports (58)	13
1.9 My Theses (2)	16
1.10 Technical Reports (73)	16

1 Bibliography

1.1 Books (7)

- [1] Andrew Black, Erich Ernst, Peter Grogono, and Markku Sakkinen, editors. *The Inheritance Workshop at ECOOP 2002*. University of Jyväskylä, June 2002.
- [2] Peter Grogono. *The Evolution of Programming Languages*. Jyväskylä Summer School 1999, University of Jyväskylä, Finland, August 1999.
- [3] Peter Grogono. *Programming with Turing and Object Oriented Turing*. Springer-Verlag, June 1995.
- [4] Peter Grogono. *MOUSE: A Language for Microcomputers*. Petrocelli Books, 1983.
- [5] Peter Grogono and Sharon H. Nelson. *Problem Solving and Computer Programming*. Addison-Wesley, 1982.
- [6] Peter Grogono. *Programming in Pascal with Pascal/1000*. Addison-Wesley, 1980. Edition of *Programming in Pascal* for Hewlett-Packard.
- [7] Peter Grogono. *Programming in Pascal*. Addison-Wesley, 1978. Revised edition, 1980. Second edition, 1984.

1.2 Book Chapters (1)

- [1] Peter Grogono. Software engineering for expert systems. In Jay Liebowitz, editor, *The Handbook of Applied Expert Systems*, chapter 25. CRC Press LLC, 1997.

1.3 Refereed Journals (12)

- [1] Jane Yao, Nawwaf Kharma, and Peter Grogono. A bi-objective multi-population genetic algorithm for multi-modal function optimization. *IEEE Transactions on Evolutionary Computation*. In press.

- [2] Jie Yao, Nawwaf Kharma, and Peter Grogono. A bi-objective multi-population genetic algorithm for multi-modal function optimization. *IEEE Transactions on Evolutionary Computation*, 2008. In press.
- [3] Jie Yao, Nawwaf Kharma, and Peter Grogono. A multi-population genetic algorithm for robust and fast ellipse detection. *Pattern Analysis and Applications*, 8(1–2):149–162, April 2005. (This paper won a \$1,000 “human-competitive” award at GECCO’06.).
- [4] Greg Butler, Andrea Gantchev, and Peter Grogono. Object-oriented design of the subsumption architecture. *Software: Practice and Experience*, 31:911–923, 2001.
- [5] P. David Mitchell and Peter Grogono. Modelling techniques for tutoring systems. *Computers and Education*, February 1992.
- [6] Peter Grogono, Alun Preece, Rajjan Shinghal, and Ching Y. Suen. A survey of evaluation techniques for expert systems in telecommunications. *Expert Systems with Applications (US)*, 5:395–401, 1992.
- [7] Peter Grogono. Issues in the design of an object oriented programming language. *Structured Programming*, 12(1):1–15, January 1991.
- [8] Peter Grogono, Aida Batarekh, Alun Preece, Rajjan Shinghal, and Ching Y. Suen. Expert system evaluation techniques: a selected bibliography. *Expert Systems (UK)*, 8(4):227–239, November 1991.
- [9] Aida Batarekh, Alun Preece, Anne Bennett, and P. Grogono. Specifying an expert system. *Expert Systems with Applications (US)*, 2(4):285–303, 1991.
- [10] Ching Y. Suen, Peter Grogono, Rajjan Shinghal, and F. Coallier. Verifying, validating, and evaluating the performance of expert systems. *Expert Systems with Applications (US)*, 1(2):93–102, June 1990. Invited paper.
- [11] D. Ginter, F. Bode, and Peter Grogono. A review of optimal input methods: fixed field, free field, and the edited text. *Historical Methods*, 10(4):166–76, 1977.
- [12] Peter Grogono. MUSYS: software for an electronic music studio. *Software: Practice and Experience*, 3(4):369–83, 1973.

1.4 Refereed Conferences (71)

- [1] Miao Song and Peter Grogono. Are haptics-enabled interactive and tangible cinema, documentaries, 3D games, and specialist training applications our future? In *International Conference on Computer Graphics Theory and Applications*, February 2009.
- [2] Miao Song and Peter Grogono. A LOD control interface for an OpenGL-based softbody simulation framework. In *International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering*, December 2008. Online presentation.
- [3] Yingying She and Peter Grogono. Goal oriented behaviour trees: a new strategy for controlling agents in games. In *Proceeding of ACM Future Play 2008*, pages 256–7, November 2008.
- [4] Peter Grogono. Glorious accidents or expected results? In *1st Annual North American Simulation Technology Conference (NASTECH 2008)*, pages 9–10, August 2008. Invited keynote.
- [5] Yingying She and Peter Grogono. The procedural planning system used in the agent architecture of games. In *GAMEON-NA’08*, pages 108–12, August 2008.
- [6] Nurudeen Lameed and Peter Grogono. Separating program semantics from deployment. In *3rd International Conference on Software and Data Technologies (ICSOF 2008)*, pages 63–70, July

2008.

- [7] Peter Grogono and Brian Shearing. Modular concurrency: a new approach to manageable software. In *3rd International Conference on Software and Data Technologies (ICSOFT 2008)*, pages 47–54, July 2008.
- [8] Miao Song and Peter Grogono. A framework for dynamic deformation of uniform elastic two-layer 2D and 3D objects in OpenGL. In *Canadian Conference on Computer Science & Software Engineering (C³S²E'08)*, pages 145–158, May 2008.
- [9] Peter Grogono and Brian Shearing. Concurrent software engineering: Preparing for paradigm shift. In *Canadian Conference on Computer Science & Software Engineering (C³S²E'08)*, pages 99–108, May 2008.
- [10] Taras Kowaliw, Peter Grogono, and Nawwaf Kharma. Environment as a spatial constraint on the growth of structural form. In *GECCO '07: Proceedings of the 9th Annual Conference on Genetic and Evolutionary Computation*, pages 1037–1044, July 2007.
- [11] Taras Kowaliw, Peter Grogono, and Nawwaf Kharma. The evolution of structural design through artificial embryogeny. In *First IEEE Symposium on Artificial Life*, April 2007.
- [12] J. Yao, N. Kharma, and P. Grogono. *To share or not to share*: towards a genetic algorithm based approach to effective multi-modal function optimization, July 2006.
- [13] J. Yao, N. Kharma, and P. Grogono. BMPGA: A bi-objective multi-population genetic algorithm for multi-modal function optimization. In *2005 IEEE Congress on Evolutionary Computation*, September 2005.
- [14] J. Yao, N. Kharma, and P. Grogono. Extracting multiple optima in continuously differentiable multi-modal functions using a bi-objective multi-population genetic algorithm. In *2005 IEEE Congress on Evolutionary Computation*, September 2005.
- [15] Peter Grogono, Serguei A. Mokhov, and Joey Paquet. Towards JLucid, Lucid with embedded Java functions in the GIPSY. In *International Conference on Programming Languages and Compilers (Las Vegas, NV)*, June 2005.
- [16] J. Yao, N. Kharma, and P. Grogono. Fast robust GA-based ellipse detection. In *17th International Conference on Pattern Recognition (ICPR 2004)*, pages 859–862, August 2004.
- [17] Joey Paquet, Aihua Wu, and Peter Grogono. Towards a framework for the general intensional programming compiler in the GIPSY. In *OOPSLA '04: Companion to the 19th annual ACM SIGPLAN conference on Object-oriented programming systems, languages, and applications*, pages 164–165. ACM Press, 2004.
- [18] Susan Khor and Peter Grogono. Using a genetic algorithm and formal concept analysis to generate branch coverage test data automatically. In *Automated Software Engineering Conference (ASE 2004)*, pages 346–349, September 2004. Short paper.
- [19] Taras Kowaliw, Peter Grogono, and Nawwaf Kharma. Bluenome: A novel developmental model of artificial morphogenesis. In *Genetic and Evolutionary Computation Conference (GECCO 2004)*, pages 93–104, June 2004.
- [20] Ai Hua Wu, Joey Paquet, and Peter Grogono. Design of a compiler framework in the GIPSY system. In *Proceedings 15th IASTED International Conference on Parallel and Distributed Computing and Systems (PDCS 2003)*, volume 1, pages 320–328. International Association of Science and Technology for Development, November 2003.

- [21] Bo Lu, Peter Grogono, and Joey Paquet. Distributed execution of multidimensional programming languages. In *Proceedings 15th IASTED International Conference on Parallel and Distributed Computing and Systems (PDCS 2003)*, volume 1, pages 284–289. International Association of Science and Technology for Development, November 2003.
- [22] Peter Grogono, GuoRong Chen, JunFeng Song, Tao Yang, and Lei Zhao. Laws and life. In *Proceedings of the 7th IASTED Conference on Artificial Intelligence and Soft Computing (ASC 2003)*, pages 158–163. International Association of Science and Technology for Development, July 2003.
- [23] Gabriela Arévalo, Andrew P. Black, Yania Crespo, Michel Dao, Erik Ernst, Peter Grogono, Marianne Huchard, and Markku Sakkinen. The inheritance workshop. In *ECOOP '02: Proceedings of the Workshops and Posters on Object-Oriented Technology*, pages 117–134, London, UK, 2002. Springer-Verlag.
- [24] Ahmed Seffah and Peter Grogono. Learner-centered software engineering education: From resources to skills and pedagogical patterns. In *CSEET '02: Proceedings of the 15th Conference on Software Engineering Education and Training*, page 14, Washington, DC, USA, 2002. IEEE Computer Society.
- [25] Adam Steele and Peter Grogono. Rapid prototyping using object oriented term-rewriting. In *Software Engineering and Applications (SEA 2000)*, pages 360–364. International Association of Science and Technology for Development, November 2000.
- [26] Peter Grogono and Markku Sakkinen. Why one source file is better than two. In *Software Engineering and Applications (SEA 2000)*, pages 243–249. International Association of Science and Technology for Development, November 2000.
- [27] Peter Grogono and Markku Sakkinen. Copying and comparing: Problems and solutions. In *14th European Conference on Object Oriented Programming*, pages 226–250, Cannes, France, June 2000.
- [28] Greg Butler, Andrea Gantchev, and Peter Grogono. Reusable strategies for software agents via the subsumption architecture. In *Proceedings of Asia-Pacific Software Engineering Conference*, pages 326–333. IEEE Computer Society Press, Los Alamitos, CA, December 1999.
- [29] G. Butler, P. Grogono, and F. Khendek. A reuse case perspective on documenting frameworks. In *Proceedings of Asia-Pacific Software Engineering Conference*, pages 94–101. IEEE Computer Society Press, December 1998.
- [30] Y. Peng, F. Khendek, P. Grogono, and G. Butler. Feature interactions detection technique based on feature assumptions. In V. K. Kimbler and L. G. Bouma, editors, *Feature Interactions in Telecommunications and Software Systems*. IOS Press, Amsterdam, September 1998.
- [31] P. Grogono and T. Fancott. Software science to software engineering: the uncharted course to accreditation. In *Proceedings of the 11th Canadian Conference on Engineering Education: Navigating the New Engineering World*, pages 561–567, Halifax, Nova Scotia, July 1998.
- [32] F. Khendek, G. Robert, G. Butler, and P. Grogono. Implementability of message sequencing charts. In *First SDL Forum on SDL and MSC*, June 1998.
- [33] Y. Peng, F. Khendek, and P. Grogono. Detecting feature interactions at specification stage. In *Proceedings 7th IEEE Intelligent Network Workshop*, pages 185–193, 1998.
- [34] G. Butler, P.D. Grogono, and F. Khendek. A Z specification of use cases: a progress report. In *APSEC'97 (Proceedings of Asia-Pacific Software Engineering Conference and International Computer Science Conference)*, pages 505–506, Hong Kong, December 1997. IEEE Computer Society Press.

- [35] Gabriel Robert, Ferhat Khendek, and Peter Grogono. Deriving an SDL specification with a given architecture from a set of MSCs. In *Eighth SDL Forum*, Evry, France, September 1997.
- [36] G. Butler, P. Grogono, R. Shinghal, and I. Tjandra. Document recognition, semantics, and symbolic reasoning in reverse engineering of software. In Jacques Calmet, John A. Campbell, and Jochen Pfalzgraf, editors, *Proceedings Third International Conference on Artificial Intelligence and Symbolic Mathematical Computing*, pages 38–48, September 1996. Springer LNCS 1138.
- [37] Patrice Chalin, Peter Grogono, and T. Radhakrishnan. Identification of and solutions to shortcomings of LCL, a Larch/C interface specification language. In Marie-Claude Gaudel and James Woodcock, editors, *FME'96: Industrial Benefit and Advances in Formal Methods*, pages 385–404, March 1996. Published as LNCS 1051 by Springer-Verlag.
- [38] Greg Butler, Peter Grogono, Rajjan Shinghal, and Ono Tjandra. Analyzing the logical structure of data flow diagrams. In *Proceedings Third International Conference on Document Analysis and Understanding*, volume 2, pages 575–578. IEEE Press, August 1995.
- [39] Greg Butler, Peter Grogono, Rajjan Shinghal, and Ono Tjandra. Retrieving information from data flow diagrams. In Linda Wills, Philip Newcomb, and Elliot Chikovsky, editors, *Proceedings Second Working Conference on Reverse Engineering*, pages 22–29. IEEE Press, July 1995.
- [40] Zhisong Chen, Peter Grogono, and Ching Y. Suen. Quantitative evaluation of expert systems. In *Proceedings of the IEEE Conference on Systems, Man, and Cybernetics*, pages 2195–2200, October 1994.
- [41] Peter Grogono and Patrice Chalin. Copying, sharing, and aliasing. In *Colloquium on Object Orientation in Databases and Software Engineering (ACFAS'94)*, Montreal, Quebec, May 1994.
- [42] Peter Grogono, Alun Preece, Rajjan Shinghal, and Ching Y. Suen. Building expert systems: from specification to evaluation. In *World Congress on Expert Systems*, pages 287–292, Lisbon, Portugal, January 1994.
- [43] Peter Grogono and Philip Santas. Equality and assignment in object oriented languages. In *EastEurOOPE'93*, November 1993.
- [44] Peter Grogono, Alun Preece, Rajjan Shinghal, and Ching Y. Suen. A review of expert systems evaluation techniques. In *AAAI-93 Workshop on Validation & Verification of Knowledge-based Systems*, July 1993.
- [45] Peter Grogono, Gary M. Boyd, P. David Mitchell, and Vladimir Zeman. Computer aided instruction considered harmful. In *Tenth International Conference on Technology and Education*, March 1993.
- [46] Vladimir Zeman, Peter Grogono, P. David Mitchell, and Gary M. Boyd. Perspective pluralism vs canon: On the necessity of creating diverse viewpoints. In *Tenth International Conference on Technology and Education*, March 1993.
- [47] Vladimir Zeman, P. David Mitchell, Peter Grogono, and Gary M. Boyd. Multiple knowledge representations in interactive instruction. In *Proceedings Ninth International Conference on Technology and Education, Paris*, pages 138–140, March 1992.
- [48] Peter Grogono and Benjamin Cheung. A semantic browser for object oriented program development. In *Proceedings 25th Hawaii International Conference on System Sciences, Volume II*, pages 38–45, Kauai, Hawaii, January 1992. IEEE.
- [49] P. David Mitchell and Peter Grogono. Modelling abstract concepts for conversation in an intelligent tutoring system. In R. Bottino, P. Forcheri, and M. Molino, editors, *Proceedings of the Sixth*

International PEG Conference: Knowledge Based Environments for Teaching and Learning, pages 353–364, June 1991.

- [50] Peter Grogono, Alun Preece, Rajjan Shinghal, and Ching Y. Suen. Evaluation of expert systems in telecommunications. In J. Leibowitz, editor, *Expert Systems World Congress Proceedings, Volume 2*, pages 755–763. Pergamon Press, December 1991.
- [51] Peter Grogono and Paul Voda. A first-order semantics with predicates and types as values. In *SOFSEM'90*, Janske Lagne, Czech Republic, 1990. Invited paper.
- [52] Peter Grogono. Code generation by term rewriting. In Simon Kaplan and Mitsuhiro Okada, editors, *CTRS 90 (Extended Abstracts)*, pages 187–192, June 1990.
- [53] Aida Batarekh, Alun Preece, Anne Bennett, and P. Grogono. Guidelines for specifying expert systems. In *Proceedings of Bell Canada Workshop*, October 1990. (Bell Canada, Montreal).
- [54] Aida Batarekh, Alun Preece, Anne Bennett, and Peter Grogono. Specification of expert systems. In A. Dollas, W. Tsai, and N. Bourbakis, editors, *Proceedings of Second International Conference on Tools for Artificial Intelligence (TAI-90)*, pages 103–109. (IEEE, Washington DC), IEEE, November 1990.
- [55] Patrice Chalin and Peter Grogono. Z specification of an object manager. In D. Bjørner, C.A.R. Hoare, and H. Langmaack, editors, *Proceedings of the Symposium on VDM and Z: Formal Methods in Software Development*, volume 428 of *Lecture Notes in Computer Science*, pages 41–71. Springer, April 1990.
- [56] Peter Grogono and W. Jaworski. Software development as knowledge acquisition using jMaps. In *Proceedings of the Canadian Conference on Electrical and Computer Engineering*, pages 950–7, Montréal, 1989.
- [57] Ching Y. Suen, Peter Grogono, Rajjan Shinghal, and F. Coallier. Evaluation of expert systems. In J. Liebowitz, editor, *Proceedings of the First Expert Systems Applications World Conference (EXPERTSYS-89)*, pages 103–114. IITT-International, Gournay-sur-Marne, France, October 1989. Keynote address.
- [58] Mitsuhiro Okada and Peter Grogono. Applications and results of term rewriting theory. In *Proceedings of the Fourth International Conference on Symbolic and Logical Computing*, pages 214–229, Madison, South Dakota, 1989.
- [59] Mitsuhiro Okada and Peter Grogono. Practical applications of term rewriting systems. In *Proceedings IX International Conference Chilean Computer Science Society and XV Latin American Conference on Informatics*, Santiago, Chile, 1989.
- [60] Peter Grogono. Myths and realities in the nuclear age. In *Conference on Science, Sanity, and Global Responsibility*, Brock University, Canada, 1988. Invited paper.
- [61] Peter Grogono, Anne Bennett, Chris Coyle, Nikos Leoutsarakos, Adam Steele, and Dimitri Vouliouris. Equilibrium programming. In *Proceedings Canadian Information Processing Society Edmonton '88 Conference*, pages 257–262, Edmonton, Alberta, Canada, 1988.
- [62] Peter Grogono and Nikos Leoutsarakos. Beyond undo: the software time machine. In *Proceedings Canadian Information Processing Society Edmonton '88 Conference*, pages 274–284, Edmonton, Alberta, Canada, 1988.
- [63] Peter Grogono. Real-time functional programming. In *Proceedings of the Second International Conference on Robotics and Factories of the Future*, pages 743–750, San Diego, 1987.

- [64] T. Fancott, P. Grogono, and H. Polley. Manipulator guidance using visual feedback. In *Proceedings of the Second International Conference on Robotics and Factories of the Future*, pages 489–496, San Diego, 1987.
- [65] V. Alagar, Peter Grogono, and G. Ramanathan. On the design of a programmable robotic system. In *Proceedings IFAC International Symposium of Theory of Robots*, pages 315–318, Vienna, 1986.
- [66] V. Alagar, Peter Grogono, and G. Ramanathan. A functional language for robotic programming. In *Proceedings Japan-U.S.A. Symposium on Flexible Automation*, pages 739–47, Osaka, Japan, 1986.
- [67] B. Desai, J. Opatrny, L. Thiel, P. Grogono, C. Lam, S. Cabilio, and J. Atwood. Pascal-C: a language for combinatorial computing. In *Proceedings 9th ICS*, Taipei, Taiwan, 1984.
- [68] Peter Grogono and V. Alagar. An environment for high-level program development. In Urs Ammann, editor, *Programmiersprachen und Programmentwicklung: 8 Fachtagung*, Informatik-Fachberichte, pages 144–55, Zürich, Switzerland, 1984. Springer.
- [69] B. Desai, J. Opatrny, C. Lam, P. Grogono, S. Cabilio, and J. Atwood. Novac: a non-tree variable tree for combinatorial computing. In *Proceedings 1982 IEEE International Conference on Parallel Computing*, pages 193–6, 1982.
- [70] C. Lam, J. Atwood, S. Cabilio, B. Desai, P. Grogono, and J. Opatrny. A multiprocessor project for combinatorial computing. In *Proceedings Canadian Information Processing Society 1982 Conference*, pages 325–9, Saskatoon, Sask., Canada, 1982.
- [71] Peter Grogono. The Pascal perspective. In *Languages and Tools for Microcomputing*, New York, NY, May 1980. BYTE.

1.5 Unrefereed Contributions (14)

- [1] Peter Grogono. Book review: Visual basic professional 3.9 programming by thomas w. torgerson. *SIGPLAN Not.*, 30(4):9, April 1995.
- [2] Yongsheng Zhou. Computational wind engineering — a new branch of CFD. *undisciplined: an interdisciplinary journal*, 1(1):47–73, 1994. Critical response by P.G.
- [3] Peter Grogono and Mark Gargul. A graph model for object oriented programming. *ACM SIGPLAN Notices*, 29(7):21–28, July 1994.
- [4] Peter Grogono. Virtues of Reality. *Matrix*, 41:62–65, Fall 1993. Short story.
- [5] Chris Coyle and Peter Grogono. Building abstract iterators using continuations. *ACM SIGPLAN Notices*, 26(2):17–24, February 1991.
- [6] Peter Grogono. Comments, assertions, and pragmas. *ACM SIGPLAN Notices*, 24(3):79–84, March 1989.
- [7] Peter Grogono. Meaning and process in mathematics and programming. *For the Learning of Mathematics*, 9(1):14–19, 1989.
- [8] Peter Grogono and Anne Bennett. Polymorphism and type checking in object-oriented languages. *ACM SIGPLAN Notices*, 24(11):109–115, November 1989.
- [9] Peter Grogono. Functional, logic, and database programming combined: an introduction to Trilogy. *Computer Language*, 5(4):83–89, 1988.
- [10] Peter Grogono. SDI software. *Globe and Mail, Toronto*, 1987.

- [11] Peter Grogono. State and process. *Computers in Schools*, 3(5):18–20, 1981. Invited paper.
- [12] Peter Grogono. Case statements and related topics. *BYTE*, 4(10):178–82, October 1979.
- [13] Peter Grogono. Mouse: A language for microcomputers. *BYTE*, 4(7):198–220, July 1979.
- [14] Peter Grogono. On layout, identifiers, and semicolons in Pascal programs. *ACM SIGPLAN Notices*, 14(4):35–40, 1979.

1.6 Invited Talks (35)

- [1] Peter Grogono. Living with concurrency. Keynote Speech for Concordia Undergraduate Software Engineering Conference (CUSEC 2008), January 2008.
- [2] Peter Grogono. Ports, protocols, and processes: a programming paradigm?, November 2007. Invited talk for the Advanced Programming Languages Study Group of the British Computer Society.
- [3] Peter Grogono. Complexity in systems and software, April 2007. Invited talk for IEEE Computer Society (Montreal chapter).
- [4] Peter Grogono. Modular concurrency. Keynote Speech for Canadian University Software Engineering Conference (CUSEC) 2006, January 2006.
- [5] Peter Grogono. Think computationally, act locally. Panel at International Joint Conference on Neural Networks, Montreal, August 2005.
- [6] Peter Grogono. Laws and life. Invited Talk for ECSA Artificial Intelligence Symposium, Concordia University, March 2004.
- [7] Peter Grogono. Necessary and sufficient conditions for quality. Banquet Speech for Concordia Undergraduate Software Engineering Conference (CUSEC 2004), January 2004.
- [8] Peter Grogono. Laws and Life. In *Second Annual Faculty Research Colloquium, Faculty of Engineering and Computer Science, Concordia University*, March 2003.
- [9] Peter Grogono. Professors, prophets, and provocateurs: from prototype via program to product. Keynote Speech for Concordia Undergraduate Software Engineering Conference (CUSEC 2003), January 2003.
- [10] Peter Grogono. C++ — paradise or nemesis? Invited talk at *Université du Québec à Montréal*, November 2002.
- [11] Peter Grogono. Changing software engineering. Keynote Speech for Concordia Undergraduate Software Engineering Conference (CUSEC 2002), March 2002.
- [12] Peter Grogono. Messy solutions for messy problems, June 1997. Invited presentation for Second ECOOP Workshop on prototype-based object-oriented programming, *11th European Conference on Object Oriented Programming*, Jyväskylä, Finland.
- [13] Peter Grogono. Are educators ready for objects?, July 1996. Educator’s Symposium at *10th European Conference on Object-Oriented Programming*, Linz, Austria.
- [14] Peter Grogono (moderator), Ernst-Erich Doberkat, Adele Goldberg, Rick Mercer, and Linda Northrop. Object oriented programming in introductory courses, July 1996. Panel session at *10th European Conference on Object-Oriented Programming*, Linz, Austria.
- [15] Peter Grogono. The future of programming, November 1995. Seminar for Department of Computer Science, Concordia University.

- [16] Peter Grogono. The internet, October 1995. Seminar for Alumni Association at *Homecoming 1995*.
- [17] Peter Grogono. Encouraging classroom discussion, September 1995. Seminar for Workshop on Teaching, Centre for Teaching and Learning Studies, Concordia University.
- [18] Peter Grogono. A graph model for object oriented programming, May 1995. Seminar for Department of Computer Science, Brown University.
- [19] Peter Grogono. From snapshots to photographs, April 1995. Seminar for Alumni Association.
- [20] Peter Grogono. The essence of objects, October 1994. Seminar for Department of Computer Science, Concordia University.
- [21] Jack Fearnley and Peter Grogono. Cruising the superhighway, October 1994. Seminar for Alumni Association at *Homecoming 1994*.
- [22] Peter Grogono. Designing for change. In *CASCON'94*, November 1994. Invited workshop presentation.
- [23] J. William Atwood and Peter Grogono. The electronic superhighway, February 1994. *Workshop on Electronic Communication*, Department of Philosophy, Concordia University.
- [24] Peter Grogono. Enhancing the role of the programming language in software development, March 1993. Invited talk for *Workshop on Computer Algebra Tools for Handling Ordinary Differential Equations*, Han sur Lesse, Belgium.
- [25] Peter Grogono. The design of an object oriented programming language, April 1990. Seminar for Computer Science Department, Université de Montréal.
- [26] Peter Grogono. The role of inheritance in object-oriented programming, May 1989. Seminar on Object-Oriented Databases, 57th ACFAS Congress, Université de Québec à Montréal.
- [27] Peter Grogono. Multiple inheritance, April 1989. Seminar for Department of Mathematics and Computer Science, Université de Québec à Montréal.
- [28] Peter Grogono. The strategic defense initiative, July 1988. Panel Discussion, Conference on Science, Sanity, and Global Responsibility, Brock University, Canada.
- [29] Peter Grogono. Real-time functional programming, March 1987. Seminar for Department of Computer Science, Bishop's University.
- [30] Peter Grogono. Real-time functional programming, March 1987. Seminar for Department of Computer Science, UBC.
- [31] Peter Grogono. SDI software, February 1986. McGill University.
- [32] Peter Grogono. Program the computer, not the child, March 1985. Department of Mathematics, Concordia University.
- [33] Peter Grogono. A system development language for microcomputers, March 1984. IFIP WG 2.4, Pittsburgh, Pennsylvania.
- [34] Peter Grogono. Proposal for a typed, applicative programming environment, May 1983. IFIP WG 2.1, Munich, Bavaria.
- [35] Peter Grogono. Extensions to Pascal for combinatorial computing on a multiprocessor, March 1983. Invited talk for IFIP WG 2.4, Tempe, Arizona.

1.7 Student Theses (65)

- [1] Sibó Yao. Dynamic terrain. Master's thesis, Department of Computer Science, Concordia University, February 2009.
- [2] Susan Khor Lay Choo. *Problem Structure and Evolutionary Algorithm Difficulty*. PhD thesis, Department of Computer Science, Concordia University, September 2008.
- [3] Jie Yao. *A Bi-objective Multi-population Genetic Algorithm with Applications to Function Optimization and Ellipse Detection*. PhD thesis, Department of Computer Science, Concordia University, March 2008. Co-supervised with Nawwaf Kharma.
- [4] Yang Lu. 3D real-time nonlinear perspective projection and simulation of wide-angle lens distortion. Master's thesis, Department of Computer Science, Concordia University, March 2008.
- [5] Nurudeen Lameed. Implementing concurrency in a process-based language. Master's thesis, Department of Computer Science, Concordia University, March 2008.
- [6] Nima Jafroodi. A type system for the Erasmus language. Master's thesis, Department of Computer Science, Concordia University, January 2008.
- [7] Khaled Abdelhay. 3D character animation using geometric constraints. Master's thesis, Department of Computer Science, Concordia University, January 2008.
- [8] Taras Kowaliw. *A Good Number of Forms Fairly Beautiful: An Exploration of Biologically-Inspired Automated Design*. PhD thesis, Department of Computer Science, Concordia University, September 2007. Co-supervised with Nawwaf Kharma.
- [9] Miao Song. Dynamic deformation of uniform elastic two-layer objects. Master's thesis, Department of Computer Science, Concordia University, July 2007.
- [10] Nicolas Brodu. *Practical Investigations of Complex Ssystems*. PhD thesis, Department of Computer Science, Concordia University, June 2007.
- [11] Luu Huy Danh Vo. Investigation into the simulation of cloth. Master's thesis, Department of Computer Science, Concordia University, October 2006.
- [12] Li Han. Planning camera motion in a 3D environment. Master's thesis, Department of Computer Science, Concordia University, April 2006.
- [13] Ying Ying She. Real-time animation of walking and running using inverse kinematics. Master's thesis, Department of Computer Science, Concordia University, April 2006.
- [14] Rui Bi. Squash ball simulation in OpenGL. Master's thesis, Department of Computer Science, Concordia University, September 2005.
- [15] Ce Guan. A Java-based DVI file reader. Master's thesis, Department of Computer Science, Concordia University, September 2005.
- [16] Patrick Chui. Graph model for object oriented programming languages. Master's thesis, Department of Computer Science, Concordia University, September 2005.
- [17] Qiao Li. XML-Based context maps and CMapView application. Master's thesis, Department of Computer Science, Concordia University, August 2005. Co-supervised with Wojciech Jaworski.
- [18] Aimin Zheng. Implementing film grammar with 3D graphics. Master's thesis, Department of Computer Science, Concordia University, April 2005.
- [19] Pedro Maroun Eid. TViz: a taxonomy visualization tool. Master's thesis, Department of Computer

- Science, Concordia University, April 2005. Co-supervised with Volker Haarslev.
- [20] Liping Ye. PPRT: a hybrid point and polygon ray tracer for meshes. Master's thesis, Department of Computer Science, Concordia University, April 2005.
 - [21] Qizhong Wen. Business web service development with ContextMaps. Master's thesis, Department of Computer Science, Concordia University, April 2005. Co-supervised with Wojciech Jaworski.
 - [22] Jie Xiao. Extending two drawing frameworks to create L^AT_EX picture environments. Master's thesis, Department of Computer Science, Concordia University, April 2005.
 - [23] Louis-Julien Guillemette. MLPE: An extensible multi-language programming environment. Master's thesis, Department of Computer Science, Concordia University, September 2004.
 - [24] Zhuofei Zhang. Comparative study of DCOM/CORBA and .NET/J2EE. Master's thesis, Department of Computer Science, Concordia University, September 2004.
 - [25] Susan Khor. A genetic algorithm test generator. Master's thesis, Department of Computer Science, Concordia University, July 2004.
 - [26] Yimin Ding. Automated translation between graphical and textual representations of intensional programs in the GIPSY. Master's thesis, Department of Computer Science, Concordia University, April 2004. Co-supervised with Joey Paquet.
 - [27] Xiaobing Zhang. A framework for object relational mapping by example in C++. Master's thesis, Department of Computer Science, Concordia University, April 2004.
 - [28] Lei Zhao. Genetic characteristics of artificial agents in FormAL. Master's thesis, Department of Computer Science, Concordia University, April 2004.
 - [29] Yiling Ni. Truckin' project: a successful experiment with genetic algorithms. Master's thesis, Department of Computer Science, Concordia University, March 2004.
 - [30] Bo Lu. *Developing the Distributed Component of a Framework for Processing Intensional Programming Languages*. PhD thesis, Department of Computer Science, Concordia University, March 2004.
 - [31] Taras Kowaliw. Bluenome: A novel developmental model for the evolution of artificial agents. Master's thesis, Department of Computer Science, Concordia University, September 2003. Cosupervised with Nawwaf Kharma.
 - [32] Qixia Deng. Trucking simulation using genetic algorithms. Master's thesis, Department of Computer Science, Concordia University, April 2003.
 - [33] Cosmin Mandachescu. Path finding in 2D games. Master's thesis, Department of Computer Science, Concordia University, April 2003.
 - [34] Ai Hua Wu. Semantic analysis and SIPL AST translator generation in the GIPSY. Master's thesis, Department of Computer Science, Concordia University, December 2002. Co-supervisor: Joey Paquet.
 - [35] Chun Lei Ren. Parsing and abstract syntax tree generation in the GIPSY compiler. Master's thesis, Department of Computer Science, Concordia University, September 2002. Co-supervisor: Joey Paquet.
 - [36] Zhongde Yu. Function cross-reference browser. Master's thesis, Department of Computer Science, Concordia University, April 2002.
 - [37] Despina Papoulis. The truckin' project: Experimenting with genetic algorithms. Master's thesis, Department of Computer Science, Concordia University, November 2001.

- [38] Jeffrey Edelstein. Truckin': the genetic algorithm way. Master's thesis, Department of Computer Science, Concordia University, March 2001.
- [39] Ali Ghodsi Boushehri. Applying fuzzy logic to stock price prediction. Master's thesis, Department of Computer Science, Concordia University, September 2000.
- [40] Yong Qiang Chen. COM-Tester: a script testing tool for Microsoft COM. Master's thesis, Department of Computer Science, Concordia University, June 2000.
- [41] Zahra Djalalian. Preprocessor for C++ class implementation. Master's thesis, Department of Computer Science, Concordia University, March 2000.
- [42] Hassan Manasfi. An object-oriented parser generator for LL(1) grammars. Master's thesis, Department of Computer Science, Concordia University, December 1999.
- [43] Eric Smith. A concurrent architecture for a travel planning application. Master's thesis, Department of Computer Science, Concordia University, October 1999.
- [44] Adam Steele. *Object-Oriented Term-Rewriting*. PhD thesis, Department of Computer Science, Concordia University, August 1999.
- [45] Eddie Tian. Towards integrated document processing and file browsing. Master's thesis, Department of Computer Science, Concordia University, June 1999.
- [46] Hooman Salamat. The development of an automated meeting scheduler. Master's thesis, Department of Computer Science, Concordia University, March 1999.
- [47] Bing Zhang. Using skip lists in the implementation of a hypertext tool for maintenance programmers. Master's thesis, Department of Computer Science, Concordia University, March 1999.
- [48] Alexandre Oumanski. Object oriented programming approach to genetic programming. Master's thesis, Department of Computer Science, Concordia University, March 1999.
- [49] Tuomas Klemola. Software comprehension: theory and metrics. Master's thesis, Department of Computer Science, Concordia University, December 1998.
- [50] Yuan Peng. Modelling of intelligent networks using SDL and an approach for feature interaction detection. Master's thesis, Department of Computer Science, Concordia University, April 1998.
- [51] Qin Huang. A study of software agent design and implementation. Master's thesis, Department of Computer Science, Concordia University, June 1997.
- [52] Tran Ba Nguyen. A persistent object management system. Master's thesis, Department of Computer Science, Concordia University, April 1997.
- [53] Kim Thang Vu. System visualizer. Master's thesis, Department of Computer Science, Concordia University, February 1997.
- [54] Nicola Nobile. Verification and validation of expert systems. Master's thesis, Department of Computer Science, Concordia University, October 1996.
- [55] Afaf Tabach. Incorporating use case testing into a design tool. Master's thesis, Department of Computer Science, Concordia University, January 1996.
- [56] Patrice Chalin. *On the language design and semantic foundations of LCL, a Larch/C interface specification language*. PhD thesis, Department of Computer Science, Concordia University, October 1995.
- [57] Hanwei Ding. A design tool for object oriented development. Master's thesis, Department of Computer Science, Concordia University, November 1994.

- [58] Chris Coyle. Object oriented compiler generation from attribute grammars. Master's thesis, Department of Computer Science, Concordia University, March 1994.
- [59] Wai Ming Wong. Semantic analysis for a Dee compiler. Master's thesis, Department of Computer Science, Concordia University, September 1993.
- [60] Joseph Yau. The design and implementation of the class interface manager of UNIX Dee. Master's thesis, Department of Computer Science, Concordia University, September 1992.
- [61] Mitch Cherniack. Polymorphism and object oriented languages. Master's thesis, Department of Computer Science, Concordia University, August 1992.
- [62] Lawrence Hegarty. Implementing the Dee system: Issues and experiences. Master's thesis, Department of Computer Science, Concordia University, April 1992.
- [63] Benjamin Cheung. A semantic browser for Dee. Master's thesis, Department of Computer Science, Concordia University, April 1992.
- [64] Stephen Spackman. Images of type. Master's thesis, Department of Computer Science, Concordia University, November 1991.
- [65] Patrice Chalin. A case study of the formal development of an object manager. Master's thesis, Department of Computer Science, Concordia University, December 1989.

1.8 Student Reports (58)

- [1] Shihua Wu. A 3D plotting tool for internet based on client-server computer model. Major Report, Department of Computer Science, Concordia University, September 2005.
- [2] Bing Zhu. Implementation of 3D snooker simulator: Foundation classes development. Major Report, Department of Computer Science, Concordia University, April 2005.
- [3] Li Zhang. Multiplayer network game programming in MFC: A case study of video poker. Major Report, Department of Computer Science, Concordia University, April 2004.
- [4] Hao Zheng. A case study of two languages: Java and C#. Major Report, Department of Computer Science, Concordia University, April 2004.
- [5] Ying Feng. Implementation of 3D snooker simulator. Major Report, Department of Computer Science, Concordia University, April 2004.
- [6] Ying Luo. The implementation of a 3D snooker table using OpenGL. Major Report, Department of Computer Science, Concordia University, April 2004.
- [7] Yi Li. On designing and developing CORBA based applications. Major Report, Department of Computer Science, Concordia University, March 2004.
- [8] Jiang Fan. Website analyzer: Development methodology. Major Report, Department of Computer Science, Concordia University, September 2003.
- [9] Yukui Lu. Website analyzer: Implementation. Major Report, Department of Computer Science, Concordia University, September 2003.
- [10] Zhichun Fu. English learning website. Major Report, Department of Computer Science, Concordia University, September 2003.
- [11] Lan Jin. A web site analyzer using Java application technology. Major Report, Department of Computer Science, Concordia University, August 2003.

- [12] Man He. Employee self service. Major Report, Department of Computer Science, Concordia University, April 2003.
- [13] Lin Zhang. On-line weather forecast system. Major Report, Department of Computer Science, Concordia University, April 2003.
- [14] Wu Mei Zhan. Accreditation units calculator: an internet application. Major Report, Department of Computer Science, Concordia University, April 2003.
- [15] Gang Cheng. A web-based student course registration system using JSP technologies. Major Report, Department of Computer Science, Concordia University, September 2003.
- [16] Demetrios Dardanis. The cell simulation. Major Report, Department of Computer Science, Concordia University, September 2002.
- [17] Ye Zhu. Design and implementation of a Java game applet. Major Report, Department of Computer Science, Concordia University, September 2002.
- [18] Ying Dong. Design and evaluation of Java game programming environment. Major Report, Department of Computer Science, Concordia University, September 2002.
- [19] Yuejing Meng. A dynamic layout algorithm for graph drawing in three dimensions. Major Report, Department of Computer Science, Concordia University, August 2002.
- [20] Man Bao. BibTex server. Major Report, Department of Computer Science, Concordia University, August 2002.
- [21] Chang Li. A Moon simulator and debugger. Major Report, Department of Computer Science, Concordia University, August 2002.
- [22] ShiQing Zhao. A framework for drawing architecture of building using OpenGL and VC++. Major Report, Department of Computer Science, Concordia University, August 2002.
- [23] Yuan Xu. WSA — web site analyzer. Major Report, Department of Computer Science, Concordia University, August 2002.
- [24] ZhaoXia Liu. A framework for graphics programs using OpenGL: Implementation. Major Report, Department of Computer Science, Concordia University, August 2002.
- [25] Shuli Yang. A framework for graphics programs using OpenGL: Design. Major Report, Department of Computer Science, Concordia University, August 2002.
- [26] Dong Lin Chen. An object oriented approach to 3D network visualization. Major Report, Department of Computer Science, Concordia University, August 2002.
- [27] SiXin Cheng. Graph drawing with spring algorithm. Major Report, Department of Computer Science, Concordia University, August 2002.
- [28] Hui Ying. Teaching assistant planner. Major Report, Department of Computer Science, Concordia University, July 2002.
- [29] Wei Qi Zhang. Teaching assignment planner. Major Report, Department of Computer Science, Concordia University, April 2002.
- [30] JianTao He. Teaching assistant assignment planner. Major Report, Department of Computer Science, Concordia University, April 2002.
- [31] Bing Quan Wang. Design and implementation of BibT_EX editor. Major Report, Department of Computer Science, Concordia University, April 2002.

- [32] Hong Chen. EJB E-Business application design — Concord online DVD center (CDC). Major Report, Department of Computer Science, Concordia University, April 2002.
- [33] Shao Xian Wang. An E-Commerce website using Java and XSLT technologies. Major Report, Department of Computer Science, Concordia University, April 2002.
- [34] Aimin Han. BibTeX server. Major Report, Department of Computer Science, Concordia University, April 2002.
- [35] Jun Liu. Assistant assignment planner system: Design and implementation. Major Report, Department of Computer Science, Concordia University, April 2002.
- [36] Andrei Elson. An integrated development environment for Moon processor simulator. Major Report, Department of Computer Science, Concordia University, April 2002.
- [37] Wei Pan. A 2D plotting utility with CORBA. Major Report, Department of Computer Science, Concordia University, April 2002.
- [38] Haiyu Huang. Interactive internet banking system. Major Report, Department of Computer Science, Concordia University, April 2002.
- [39] DeCai Deng. An OpenGL framework for graphics programs. Major Report, Department of Computer Science, Concordia University, March 2002.
- [40] An Li. A survey of software engineering programs. Major Report, Department of Computer Science, Concordia University, December 2001.
- [41] Meng Cai. A plotting tool for Internet based on client/server computing model. Major Report, Department of Computer Science, Concordia University, June 2001.
- [42] Wei Ning Zhou. A comparison of data structures in C++. Major Report, Department of Computer Science, Concordia University, March 2001.
- [43] Shangbin Zou. The design of a 3D object simulator using OpenGL. Major Report, Department of Computer Science, Concordia University, March 2001.
- [44] Ping Ma. The implementation of a 3D object simulator using OpenGL. Major Report, Department of Computer Science, Concordia University, March 2001.
- [45] Weidong Sun. Agent simulation using object-oriented methodology. Major Report, Department of Computer Science, Concordia University, February 2001.
- [46] Weifeng He. SmarTrip planner: an internet application using various computer technologies. Major Report, Department of Computer Science, Concordia University, February 2001.
- [47] Zutong Sun. Software reengineering system visualizer. Major Report, Department of Computer Science, Concordia University, September 2000.
- [48] Anh Phong Tran. A graphing tool. Major Report, Department of Computer Science, Concordia University, June 2000.
- [49] Ni Li. Mini-accounting using Java. Major Report, Department of Computer Science, Concordia University, June 2000.
- [50] Baoshuo Chen. Simulation of Object Oriented Truckin' under Windows NT. Major Report, Department of Computer Science, Concordia University, March 2000.
- [51] Wei Yang. A comparison of training techniques: ADALINE, back propagation, and genetic algorithms. Major Report, Department of Computer Science, Concordia University, March 2000.

- [52] Jun Zhao. Simulation of traffic at an intersection. Major Report, Department of Computer Science, Concordia University, November 1999.
- [53] Ming Dai. The design and implementation of component-based graphics framework for data visualization. Major Report, Department of Computer Science, Concordia University, April 1999.
- [54] Zhilin Li. Replace a null pointer by a null object using object-oriented method. Major Report, Department of Computer Science, Concordia University, April 1998.
- [55] Honglang Li. Simulating games using object oriented methodology. Major Report, Department of Computer Science, Concordia University, April 1998.
- [56] Vincent Martins. A collection of C++ classes for simulation modelling. Major Report, Department of Computer Science, Concordia University, April 1995.
- [57] Ramesh Krishnan. A C++ class library for real-time applications. Major Report, Department of Computer Science, Concordia University, April 1995.
- [58] Nalayini Sandrasegaran. Development of a simulation based training environment (SBTD) using the visual applications builder (VAPS). Major Report, Department of Computer Science, Concordia University, March 1994.

1.9 My Theses (2)

- [1] Peter Grogono. *A Typed, Applicative Programming Environment*. PhD thesis, Department of Computer Science, Concordia University, February 1985.
- [2] Peter Grogono. Aspects of programming language design. Master's thesis, Department of Computer Science, Concordia University, October 1979.

1.10 Technical Reports (73)

- [1] Peter Grogono and Brian Shearing. MEC Tests. Technical Report TR E-07, Department of Computer Science and Software Engineering, Concordia University, January 2008.
- [2] Peter Grogono and Brian Shearing. *MEC Reference Manual*. Department of Computer Science and Software Engineering, Concordia University, January 2008.
- [3] Peter Grogono. *MetaPost: a Reference Manual*. Department of Computer Science and Software Engineering, Concordia University, October 2007.
- [4] Peter Grogono and Brian Shearing. Towards concurrent software engineering: Preparing for paradigm shift. Technical Report TR E-03, Department of Computer Science and Software Engineering, Concordia University, October 2007.
- [5] Peter Grogono, Nurudeen Lameed, and Brian Shearing. Modularity + concurrency = manageability. Technical Report TR E-04, Department of Computer Science and Software Engineering, Concordia University, September 2007.
- [6] Peter Grogono and Brian Shearing. A note on communication. Technical Report TR E-05, Department of Computer Science and Software Engineering, Concordia University, August 2007.
- [7] Peter Grogono and Brian Shearing. Modular concurrency: a new approach to manageable software. Technical Report TR E-02, Department of Computer Science and Software Engineering, Concordia University, June 2007.

- [8] Peter Grogono and Brian Shearing. A modular language for concurrent programming. Technical Report TR E-01, Department of Computer Science and Software Engineering, Concordia University, September 2006.
- [9] Brian Shearing and Peter Grogono. Towards modular concurrency. Technical report, Department of Computer Science and Software Engineering, Concordia University, August 2005. 50pp.
- [10] Peter Grogono. *Parseval*. Department of Computer Science, Concordia University, November 1999. A program component for parsing and evaluating expressions.
- [11] Peter Grogono. *C++ to L^AT_EX Converter*. Department of Computer Science, Concordia University, November 1999.
- [12] Peter Grogono. *Navigating C++ streams: how to paddle softly and avoid the alligators*. Department of Computer Science, Concordia University, September 1999.
- [13] Peter Grogono and Markku Sakkinen. A view and interface generator for C++. Technical report, Department of Computer Science, Concordia University, November 1999.
- [14] Peter Grogono. Evolving agents. Technical report, Department of Computer Science, Concordia University, May 1999.
- [15] Peter Grogono. *The Cell Simulation*. Department of Computer Science, Concordia University, May 1999.
- [16] Peter Grogono. *Getting Started with OpenGL: course notes for COMP 471 and COMP 676*. Department of Computer Science, Concordia University, January 1998.
- [17] Peter Grogono. *Guidelines for Instructors*. Department of Computer Science, Concordia University, July 1997.
- [18] Peter Grogono. *A L^AT_EX Gallimaufry: techniques, tips, and traps*. Department of Computer Science, Concordia University, January 1996. Revised for L^AT_EX2e in March, 2001.
- [19] Greg Butler, Peter Grogono, Rajjan Shinghal, and Ono Tjandra. Knowledge and the recognition and understanding of software documents. Technical report, Department of Computer Science, Concordia University, February 1995. 47 pages.
- [20] Peter Grogono. The Computer Society Editor. Technical report, Faculty of Engineering and Computer Science, Concordia University, February 1994. 45 pages.
- [21] Peter Grogono, Frank Maselli, Don Ritter, and Helen Workman. Advanced computer resources for Concordia's future. Technical report, Concordia University, January 1994.
- [22] Peter Grogono and Mark Gargul. A refinement calculus for object oriented programming. Technical Report OOP-93-1, Department of Computer Science, Concordia University, December 1993. 55 pages.
- [23] Peter Grogono. Escaping from the Chinese room. Technical Report PHIL-93-1, Department of Computer Science, Concordia University, February 1993.
- [24] Alun Preece, Peter Grogono, and Rajjan Shinghal. TRILLIUM_k: Extending a software development process capability assessment model to expert systems. In *Verification and Validation of Expert Systems*. Centre for Pattern Recognition and Machine Intelligence (CENPARMI), Concordia University, December 1992. Final Report for Bell Canada. 30 pages.
- [25] Mark Gargul and Peter Grogono. A computational model for object oriented programming. Technical Report OOP-92-7, Department of Computer Science, Concordia University, December 1992. 45

pages.

- [26] Peter Grogono and Mitch Cherniack. A practical approach to type safe code reuse. Technical Report OOP-92-6, Department of Computer Science, Concordia University, October 1992.
- [27] Peter Grogono. Programming languages for teaching. Technical Report OOP-92-5, Department of Computer Science, Concordia University, September 1992. 12 pages.
- [28] Peter Grogono, Benjamin Cheung, and Lawrence Hegarty. Integrating the compiler into the environment. Technical Report OOP-92-4, Department of Computer Science, Concordia University, September 1992.
- [29] Peter Grogono, Benjamin Cheung, Lawrence Hegarty, Wai Ming Wong, and Joseph Yau. Managing class interfaces in object oriented program development. Technical Report OOP-92-3, Department of Computer Science, Concordia University, September 1992.
- [30] Peter Grogono, Antero Taivalsaari, and Karen Tennenhouse. Proposals for extending the modelling facilities of object oriented languages. Technical Report OOP-92-2, Department of Computer Science, Concordia University, February 1992.
- [31] Benjamin Cheung and Peter Grogono. Compact record layouts for multiple inheritance. Technical Report OOP-92-1, Department of Computer Science, Concordia University, January 1992.
- [32] Peter Grogono, Alun Preece, Rajjan Shinghal, and Ching Y. Suen. Techniques for evaluating expert systems in telecommunications. Technical report, Centre for Pattern Recognition and Machine Intelligence, Concordia University, October 1991. Presentation for Bell Canada Workshop.
- [33] Peter Grogono and Benjamin Cheung. Bottom-up CASE. Technical report, Department of Computer Science, Concordia University, 1992.
- [34] Peter Grogono. Designing a class library. Technical Report OOP-91-3, Department of Computer Science, Concordia University, April 1991.
- [35] Peter Grogono. The Dee report. Technical Report OOP-91-2, Department of Computer Science, Concordia University, January 1991.
- [36] Peter Grogono and Benjamin Cheung. Database support for browsing. Technical Report OOP-91-1, Department of Computer Science, Concordia University, January 1991.
- [37] Alun Preece, Rajjan Shinghal, and Peter Grogono. A perspective on validation of expert systems. Technical report, Centre for Pattern Recognition and Machine Intelligence, Concordia University, 1991. Report for Bell Canada.
- [38] Peter Grogono. The MOON processor and assembly language. Technical Report OOP-90-8, Department of Computer Science, Concordia University, May 1990.
- [39] Peter Grogono and Patrice Chalin. The formal development of a screen editor. Technical Report OOP-90-7, Department of Computer Science, Concordia University, May 1990.
- [40] Peter Grogono. Designing the language to support the environment. Technical Report OOP-90-6, Department of Computer Science, Concordia University, March 1990.
- [41] W. Jaworski and Peter Grogono. infoMAPs: a pragmatic environment for seamless and non-deterministic software development. Technical Report OOP-90-5, Department of Computer Science, Concordia University, 1990.
- [42] Peter Grogono, Aida Batarekh, Anne Bennett, and Alun Preece. Specification in practice. Technical report, Centre for Pattern Recognition and Machine Intelligence, Concordia University, June 1990.

Report for Bell Canada.

- [43] Peter Grogono. The Book of Dee. Technical Report OOP-90-3, Department of Computer Science, Concordia University, February 1990.
- [44] Peter Grogono and Paul Voda. A first-order semantics with predicates and types as values. Part II: Types. Technical Report OOP-90-2, Department of Computer Science, Concordia University, January 1990.
- [45] Peter Grogono and Paul Voda. A first-order semantics with predicates and types as values. Part I: Predicates. Technical Report OOP-90-1, Department of Computer Science, Concordia University, January 1990.
- [46] Aida Batarekh, Alun Preece, Anne Bennett, and Peter Grogono. Specifying an expert system. Technical report, Centre for Pattern Recognition and Machine Intelligence, Concordia University, 1990. Report for Bell Canada.
- [47] Peter Grogono. Definitions for expert system evaluation. Technical report, Centre for Pattern Recognition and Machine Intelligence, Concordia University, December 1989.
- [48] Peter Grogono. Design criteria for a simple object-oriented language. Technical Report OOP-89-5, Department of Computer Science, Concordia University, June 1989.
- [49] Peter Grogono and Anne Bennett. A model for inheritance in object-oriented languages. Technical Report OOP-89-1, Department of Computer Science, Concordia University, June 1989.
- [50] Ching Y. Suen, Peter Grogono, and Rajjan Shinghal. Expert systems V&V. Technical report, Centre for Pattern Recognition and Machine Intelligence, Concordia University, 1989. Presented at Bell Canada Quality Engineering Workshop.
- [51] Ching Y. Suen, Peter Grogono, and Rajjan Shinghal. Applicability of software engineering techniques to expert systems. Technical report, Centre for Pattern Recognition and Machine Intelligence, Concordia University, September 1989. Report for Bell Canada.
- [52] T. Fancott, P. Grogono, and H. Polley. Adaptive control of a robot arm using visual feedback. Technical report, Department of Computer Science, Concordia University, September 1987.
- [53] Peter Grogono. BIAS user manual. Technical Report PLSG-10, Department of Computer Science, Concordia University, October 1986.
- [54] Peter Grogono. The book of Dee. Technical Report PLSG-8, Department of Computer Science, Concordia University, August 1986. Revised 1990.
- [55] Peter Grogono. Type inference with overloading and coercion. Technical Report PLSG-7, Department of Computer Science, Concordia University, March 1986.
- [56] Peter Grogono. Report on the language Pascal-C. Technical Report MP-3, Department of Computer Science, Concordia University, March 1983.
- [57] Peter Grogono. Communications in a Pascal-C system. Technical Report MP-2, Department of Computer Science, Concordia University, November 1982.
- [58] Peter Grogono. Preliminary report on the language Pascal-C. Technical Report MP-1, Department of Computer Science, Concordia University, June 1982.
- [59] Peter Grogono. *Computer Centre Handbook*. Computer Centre, Concordia University, 1978. Ten volumes.
- [60] Peter Grogono. *MUSYS: a Compiler for VOCOM*. Alcock, Shearing, and Partners, London, UK,

1973. 15pp.

- [61] Peter Grogono. *COLUMBINE: A Reinforced Concrete Analysis Program (User Manual)*. Alcock, Shearing, and Partners, London, UK, 1973. 15pp.
- [62] Peter Grogono. *COLUMBINE: A Reinforced Concrete Analysis Program (Implementation Manual)*. Alcock, Shearing, and Partners, London, UK, 1973. 40pp.
- [63] Peter Grogono. *CORGI: An Interactive Coordinate Geometry System (User Manual)*. Alcock, Shearing, and Partners, London, UK, 1972. 30pp.
- [64] Peter Grogono. *CORGI: An Interactive Coordinate Geometry System (Implementation Manual)*. Alcock, Shearing, and Partners, London, UK, 1972. 70pp.
- [65] Peter Grogono. *Studio Reference Manual*. Electronic Music Studios, London, UK, 1972. 150pp.
- [66] Peter Grogono. *Sequencer 256 Handbook*. Electronic Music Studios, London, UK, 1972. 25pp.
- [67] Peter Grogono. *Synthi AKS Handbook*. Electronic Music Studios, London, UK, 1971. 80pp.
- [68] Peter Grogono. *Synthi A Handbook*. Electronic Music Studios, London, UK, 1971. 60pp.
- [69] Peter Grogono. *HIGHWAYS-1: User Manual*. Alcock, Shearing, and Partners, London, UK, 1970. 150pp.
- [70] Peter Grogono. *HIGHWAYS-1: Implementation Manual*. Alcock, Shearing, and Partners, London, UK, 1970. 70pp.
- [71] Peter Grogono and P. Zinovieff. *MUSYS Handbook*. Electronic Music Studios, London, UK, 1970. 430pp.
- [72] Peter Grogono. *Operation of Diagnostic Programs for Guidance Systems*. Electric and Musical Industries (Australia) Pty, Adelaide, South Australia, August 1967. 50pp.
- [73] Peter Grogono. *Computer Aided Pattern Classification*. Electrical and Musical Industries (Electronics) Limited, London, UK, 1966. 120pp.

338 publications.