

## Resources in Computer Science

The library can help with research questions, class projects, and finding books and articles

Contact us for help getting started or if you have questions!

For more resources, see the Computer Science subject guide:

<http://lib.ucdavis.edu/dept/pse/resources/subjects/computer.php>

### Finding books and journals

- Check the Harvest Library Catalog to find books and journals at UC Davis:  
<http://harvest.lib.ucdavis.edu>
- Check Melvyl, the UC-wide Library Catalog, to find books and journals in other UC Libraries:  
<http://melvyl.cdlib.org>
- Students, Faculty and Staff can request books and journal articles that UC Davis doesn't own:  
<http://lib.ucdavis.edu/dept/pse/services/ill-request.php>

### Where are the books?

- **Computer Science** and **Mathematics** books are on the 3<sup>rd</sup> floor of Shields Library, in the **QA76** section. Check here for books about software or programming languages, mathematics and statistics, and current print CS journals.
- **Computer Engineering and Electrical Engineering** books are in the Physical Sciences and Engineering Library, on the 3<sup>rd</sup> floor in the **TK** section. Check here for books about Internet and networking technologies and computer hardware.
- **Course reserves** are located in Shields library, on the 1<sup>st</sup> floor (near the back).

We also have many **online books**, including:

- The **Safari digital library** – includes the full text of all recent O'Reilly books:  
<http://proquest.safaribooksonline.com/>
- **Lecture Notes in Computer Science** are online:  
<http://www.springerlink.com/content/105633/>
- The **Synthesis Digital Library** includes short lectures in hot topics in CS and ECE.  
<http://www.morganclaypool.com/page/synthesis.jsp>

### Finding articles

Use an article database to find citations for articles and conference proceedings, and full text of many articles.

Some good databases include:

- **Association for Computing Machinery (ACM) Digital Library** – All recent ACM articles and conference proceedings are online. Also includes the **Guide to Computing Literature**, a general citation database and a good place to start doing research in computer science.
- **Computing Reviews** – reviews of recent papers and books in Computer Science. Helpful for doing literature reviews. <http://www.reviews.com>
- **Compendex** -- Compendex is the largest database of engineering research literature, containing references from over 5000 engineering journals and conferences.
- **DBLP** – The Digital Bibliography and Library Project collects information about CS conferences and journals; currently indexing over **955000 articles**.
- **IEEE Xplore** – Online access to IEEE transactions, journals, conference proceedings, and standards and IEE/IET journals and conferences.
- **INSPEC** -- Citations from journals, conference proceedings, books, reports, and dissertations in physics, electrical engineering and electronics, computers and control, and IT.

These and more databases are available from the Computer Science subject guide or from:

<http://lib.ucdavis.edu/dept/pse/resources/subjects/databases.php>

To connect from off-campus to UC licensed resources (most databases and journals) go to <http://lib.ucdavis.edu/ul/services/connect/>.

Endnote is available for free download: <http://lib.ucdavis.edu/dept/instruc/research/endnote/>

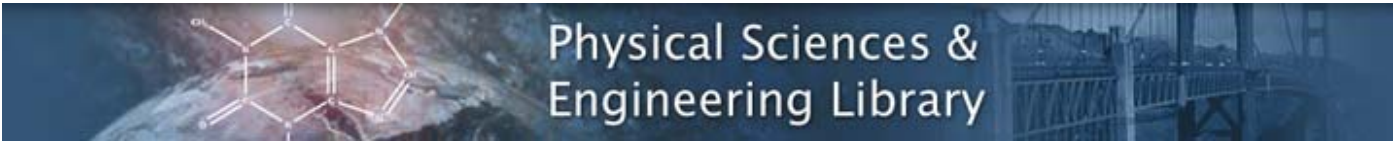
For more resources for faculty and grad students, visit: <http://lib.ucdavis.edu/ul/help/faculty-grad.php>

Tutorials on doing library research are available: <http://lib.ucdavis.edu/dept/instruc/research/>

Contact me if you have questions, need help with your research or to make a suggestion:

Phoebe Ayers, ECE and CS Librarian, Physical Sciences and Engineering Library

[psayers@ucdavis.edu](mailto:psayers@ucdavis.edu) | 530-752-9948 | IM: gmail: phoebe.ayers, aim/yahoo: phoebeayers



# Physical Sciences & Engineering Library

<http://www.lib.ucdavis.edu/dept/pse/>



### PSE Library Hours

Mon - Thur	8 am – 10 pm
Friday	8 am – 6 pm
Saturday	Noon – 6 pm
Sunday	Noon – 10 pm

### PSE Reference Desk Hours

Mon - Thur	9 am – 6 pm
Friday	9 am – 5 pm

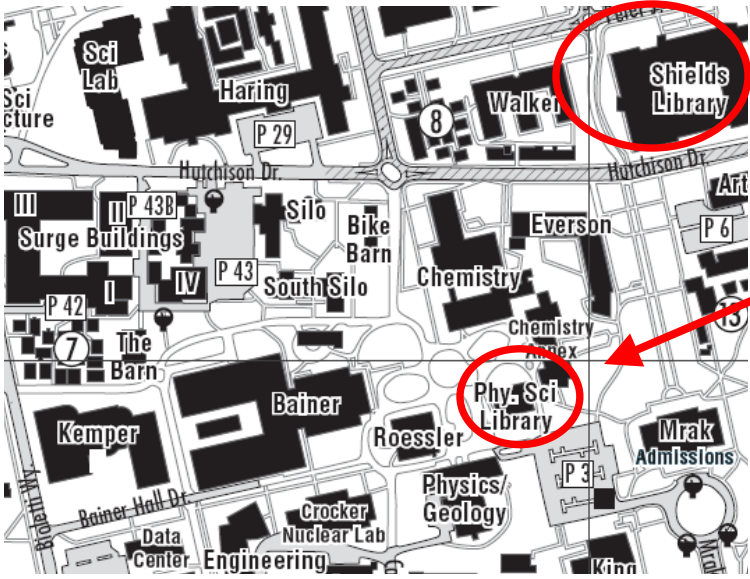
*Hours change during finals, holidays, intersession and summer.*

### PSE Subject Areas

- Applied Science
- Astronomy/Astrophysics
- Atmospheric Sciences
- Chemistry
- Computer Science
- Engineering
  - Aeronautical Engineering
  - Automotive Engineering
  - Biological & Agricultural Engineering
  - Biomedical Engineering
  - Chemical Engineering
  - Civil Engineering
  - Electrical and Computer Engineering
  - Environmental Engineering
  - Materials Science
  - Mechanical Engineering
- Geology
- Mathematics/Statistics
- Physics
- Transportation

### Librarian Subject Specialists

Karen Andrews	752-1627	klandrews@ucdavis.edu
Karen Andrews	752-1627	klandrews@ucdavis.edu
Carol LaRussa	752-0519	cjarussa@ucdavis.edu
Cory Craig	752-0347	cjcraig@ucdavis.edu
Phoebe Ayers	752-9948	psayers@ucdavis.edu
Bob Heyer-Gray	752-0348	rheyer@ucdavis.edu
Bob Heyer-Gray	752-0348	rheyer@ucdavis.edu
Bob Heyer-Gray	752-0348	rheyer@ucdavis.edu
Cory Craig	752-0347	cjcraig@ucdavis.edu
Cory Craig	752-0347	cjcraig@ucdavis.edu
Bob Heyer-Gray	752-0348	rheyer@ucdavis.edu
Bob Heyer-Gray	752-0348	rheyer@ucdavis.edu
Phoebe Ayers	752-9948	psayers@ucdavis.edu
Carol LaRussa	752-0519	cjarussa@ucdavis.edu
Bob Heyer-Gray	752-0348	rheyer@ucdavis.edu
Bob Heyer-Gray	752-0348	rheyer@ucdavis.edu
Carol LaRussa	752-0519	cjarussa@ucdavis.edu
Bob Heyer-Gray	752-0348	rheyer@ucdavis.edu
Karen Andrews	752-1627	klandrews@ucdavis.edu
Bob Heyer-Gray	752-0348	rheyer@ucdavis.edu



### Contacting PSE

Circulation	752-0540	<a href="mailto:psecirc@ucdavis.edu">psecirc@ucdavis.edu</a>
Reference	752-0459	<a href="mailto:pse@ucdavis.edu">pse@ucdavis.edu</a>

*Ask at the Reference Desk if you need information and aren't sure where to start.*

### Library services include:

- putting books on reserve for faculty and TAs
- helping with copyright questions
- customized library instruction and handouts for your class or lab group
- individual help with research projects