

Contributors to this Issue

Tom Duff was educated in his native Canada at the Universities of Waterloo and Toronto. He has done research in computer graphics and animation at the New York Institute of Technology (NYIT) Computer Graphics Lab, Lucasfilm Ltd., and presently, Bell Labs. At NYIT he worked on a number of commercial projects, including an award-winning Lifesavers advertisement. At Lucasfilm he worked on computer-generated effects for *Star Trek II: The Wrath of Kahn* and *Return of the Jedi*, each of which won the Academy Award for Best Special Effects. At Bell Labs he has worked primarily on algorithms for generating images directly from high-level descriptions such as algebraic surfaces, topographic maps, molecular models and cloud-water density arrays. His other interests include operating system command interfaces, computer security, and computer-assisted music composition.

Brian Kernighan received a Ph.D. in Electrical Engineering from Princeton University in 1969. Since then, he has been at Bell Laboratories in Murray Hill, New Jersey, where he is head of the Computing Structures Research Department. He is the co-author of several books, including *The UNIX Programming Environment*, and *The C Programming Language*. His current research activities include document preparation software and programming languages.

M. Douglas McIlroy had the good fortune to see the UNIX system born in the department he headed for many years at AT&T Bell Laboratories. His contributions to that system range from the lowly *echo* to the high-tech *diff* file comparator and *spell* spelling checker, and the concept of pipes. Although his current research concerns “secure” operating systems, he has in the past pursued less oxymoronic topics, such as programming languages, compilers, theorem proving, speech synthesis, and cartography.

Rob Pike is a Member of Technical Staff at AT&T Bell Laboratories in Murray Hill, New Jersey, where he has been since 1980. In 1981 he wrote the first bitmap window system for UNIX systems, and has since written six more. With Bart Locanthi he designed the Blit terminal, and with Brian Kernighan he wrote *The UNIX Programming Environment*. His latest text editor, sam, marries screen editing and programmability without resort to a shotgun. One of his current projects is building a database of the sky to twenty-second magnitude. He is a Canadian citizen and has never been to Texas.

Christopher J. Van Wyk is a Member of Technical Staff in the Computing Structures Research Department at AT&T Bell Laboratories in Murray Hill, New Jersey. His research interests sport a strongly geometric theme: he has worked on the design of data structures and algorithms for asymptotically good solutions to problems in computational geometry, and on applications in computer graphics, integrated circuit analysis, and document preparation. He received a Ph.D. in Computer Science from Stanford University in 1980.

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