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3. Computational studies of basic physics. This involves using a code, algorithm, or computational technique to simulate reality in such a way that better, or new physical insight or understanding, is achieved.

4. New computational techniques or new applications for existing computational techniques or codes.

5. “Tricks of the trade” in selecting and applying codes and techniques.

6. New codes, algorithms, code enhancement, and code fixes. This category is self-explanatory, but includes significant changes to existing codes, such as applicability extensions, algorithm optimization, problem correction, limitation removal, or other performance improvement.

Note: Code (or algorithm) capability descriptions are not acceptable, unless they contain sufficient technical material to justify consideration.

7. Code input/output issues. This normally involves innovations in input (such as input geometry standardization, automatic mesh generation, or computer-aided design) or in output (whether it be tabular, graphical, statistical, Fourier-transformed, or otherwise signal-processed). Material dealing with input/output database management, output interpretation, or other input/output issues will also be considered for publication.

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