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This is by far the longest chapter in The Art of Computer Programming, a chapter on combinatorial algorithms that will itself fill four full-sized volumes. Combinatorial algorithms, informally, are techniques for the high-speed manipulation of extremely large quantities of objects, such as permutations or the elements of graphs.

**The Art of Computer Programming Volume 2 | Booktree**

Volumes 1--5 represent the central core of computer programming for sequential machines; the subjects of Volumes 6 and 7 are important but more specialized. Volumes 1--4A are available from the publisher, Addison-Wesley Publishing Company. MIXware The MIX computer will soon be replaced by a RISC machine called MMIX. Meanwhile if you want to try out the existing programs for the original 60s-era machine, you might be able to find suitable software at the following sites:

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Volume 2 of Donald Knuth's classic series The Art of Computer Programming covers seminumerical algorithms, with topics ranging from random number generators to floating point operations and other optimized arithmetic algorithms. Truly comprehensive and meticulously written, this book (and series) is that rarest of all creatures--a work of authoritative scholarship in classical computer science, but one that can be read and used profitably by virtually all working programmers.

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**The Art of Computer Programming - Wikipedia**

The Art of Computer Programming: Volume 3: Sorting and Searching (2nd Edition) [Donald E. Knuth] on Amazon.com. \*FREE\* shipping on qualifying offers. The bible of all fundamental algorithms and the work that taught many of today's software developers most of what they know about computer programming. - Byte

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Professor Emeritus of The Art of Computer Programming at Stanford University, he currently devotes full time to the completion of his seminal multivolume series on classical computer science, begun in 1962 when he was a graduate student at California Institute of Technology.

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The Art of Computer Programming, Volume 4 by Donald E. Knuth. Publisher: Addison-Wesley Professional 2006 ISBN/ASIN: 0321335708 Number of pages: 128. Description: This multivolume work on the analysis of algorithms has long been recognized as the definitive description of classical computer science, arguably the most influential work ever written on computer programming.

**Donald Knuth, Volume 4 A**

The Art of Computer Programming: Volume 3: Sorting and Searching (Art of Computer Programming) It extends the treatment of data structures in Volume 1 to consider both large and small databases and internal and external memories. The book contains a selection of carefully checked computer methods, with a quantitative analysis of their efficiency.

**The Art of Computer Programming, Volume 2: Seminumerical ...**

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programming techniques, for his invention of the TEX and METAFONT systems for computer typesetting, and for his prolific and influential writing. Professor Emeritus of The Art of Computer Programming at Stanford University, he currently devotes full time to the completion of these fascicles and the seven volumes to which they belong.

**The Art of Computer Programming, Volume 4, Fascicle 5 ...**

The Art of Computer Programming. The first three volumes of what was then expected to be a seven-volume set were published in 1968, 1969, and 1973. The first published installment of Volume 4 appeared in paperback as Fascicle 2 in 2005. The hardback Volume 4A, combining Volume 4, Fascicles 0-4, was published in 2011.

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