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The Art of Computer Programming is a comprehensive monograph written by computer scientist Donald Knuth that covers many kinds of programming algorithms and their analysis. Knuth began the project, originally conceived as a single book with twelve chapters, in 1962. The first three volumes of what was then expected to be a seven-volume set were published in 1968, 1969, and 1973. Work began in earnest on Volume 4 in 1973, but was suspended in 1977 for work on typesetting. Writing of the final cop

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Donald E. Knuth's The Art of Computer Programming provides a detailed textbook for classical Computer Science, starting with the foundational mathematics and working through (in this volume) data structures such as Linked Lists, Trees, and Graphs.

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Donald Knuth, Volume 4 A - Department of Computer Science

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:

The Art of Computer Programming

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

Donald E. Knuth is known throughout the world for his pioneering work on algorithms and 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 ...

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