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Programming, Volume 4A: Combinatorial Algorithms About

the Author 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

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systems for computer typesetting, and for his prolific and influential writing.

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[1] Donald E. Knuth. "The Art of Computer Programming, Volume 3: Sorting and Searching (2nd Edition)". Addison-Wesley Professional; 2 edition (May 4, 1998) ISBN-10: 0201896850 ISBN-13: 978-0201896855 [2] Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein. "Introduction to Algorithms, Second Edition".

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Volume 4, Fascicle 0 This fascicle introduces what will become by far the longest chapter in *The Art of Computer Programming*, a chapter on combinatorial algorithms that will itself fill three 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, Fascicle 0: Introduction

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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.

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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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The complete set of books, entitled The Art of Computer Programming, has the following general outline: Volume 1. Fundamental Algorithms Chapter 1. Basic Concepts Chapter 2. Information Structures Volume 2. Seminumerical Algorithms Chapter 3. Random Numbers Chapter 4. Arithmetic Volume 3. Sorting and Searching Chapter 5. Sorting Chapter 6 ...

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In 1993 he became Professor Emeritus of The Art of Computer Programming. He has supervised the dissertations of 28 students. Knuth began in 1962 to prepare textbooks about programming techniques, and this work evolved into a projected seven-volume series entitled The Art of Computer Programming. Volumes 1-3 first appeared in 1968, 1969, and 1973.

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