

TEXTS AND MONOGRAPHS IN COMPUTER SCIENCE

SELECTED WRITINGS ON COMPUTING: A PERSONAL PERSPECTIVE

Edsger W. Dijkstra



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Selected Writings On Computing A Personal Perspective Monographs In Computer Science

Krzysztof R. Apt, Tony Hoare



Selected Writings On Computing A Personal Perspective Monographs In Computer Science:

Selected Writings on Computing: A personal Perspective Edsger W. Dijkstra, 2012-12-06 Since the summer of 1973 when I became a Burroughs Research Fellow my life has been very different from what it had been before The daily routine changed instead of going to the University each day where I used to spend most of my time in the company of others I now went there only one day a week and was most of the time that is when not travelling alone in my study In my solitude mail and the written word in general became more and more important The circumstance that my employer and I had the Atlantic Ocean between us was a further incentive to keep a fairly complete record of what I was doing The public part of that output found its place in what became known as the EWD series which can be viewed as a form of scientific correspondence possible since the advent of the copier That same copier makes it hard to estimate its actual distribution I myself made about two dozen copies of my texts but their recipients were welcome to act as further nodes of the distribution tree The decision to publish a selection from the EWD series in book form was at first highly embarrassing but as the months went by I got used to the idea As soon as some guiding principles had been adopted preferably not published elsewhere as varied and as representative as possible etc

An Algebraic Approach to Compiler Design Augusto Sampaio, 1997 This book investigates the design of compilers for procedural languages based on the algebraic laws which these languages satisfy The particular strategy adopted is to reduce an arbitrary source program to a general normal form capable of representing an arbitrary target machine This is achieved by a series of normal form reduction theorems which are proved algebraically from the more basic laws The normal form and the related reduction theorems can then be instantiated to design compilers for distinct target machines This constitutes the main novelty of the author's approach to compilation together with the fact that the entire process is formalised within a single and uniform semantic framework of a procedural language and its algebraic laws Furthermore by mechanising the approach using the OBJ3 term rewriting system it is shown that a prototype compiler is developed as a byproduct of its own proof of correctness

Principles of Abstract Interpretation Patrick Cousot, 2021-09-21 Introduction to abstract interpretation with examples of applications to the semantics specification verification and static analysis of computer programs Formal methods are mathematically rigorous techniques for the specification development manipulation and verification of safe robust and secure software and hardware systems Abstract interpretation is a unifying theory of formal methods that proposes a general methodology for proving the correctness of computing systems based on their semantics The concepts of abstract interpretation underlie such software tools as compilers type systems and security protocol analyzers This book provides an introduction to the theory and practice of abstract interpretation offering examples of applications to semantics specification verification and static analysis of programming languages with emphasis on calculational design The book covers all necessary computer science and mathematical concepts including most of the logic order linear fixpoint and discrete mathematics frequently used in computer science in separate chapters before they are used

in the text Each chapter offers exercises and selected solutions Chapter topics include syntax parsing trace semantics properties and their abstraction fixpoints and their abstractions reachability semantics abstract domain and abstract interpreter specification and verification effective fixpoint approximation relational static analysis and symbolic static analysis The main applications covered include program semantics program specification and verification program dynamic and static analysis of numerical properties and of such symbolic properties as dataflow analysis software model checking pointer analysis dependency and typing both for forward and backward analysis and their combinations Principles of Abstract Interpretation is suitable for classroom use at the graduate level and as a reference for researchers and practitioners

Edsger Wybe Dijkstra Krzysztof R. Apt, Tony Hoare, 2022-07-14 Edsger Wybe Dijkstra 1930 2002 was one of the most influential researchers in the history of computer science making fundamental contributions to both the theory and practice of computing Early in his career he proposed the single source shortest path algorithm now commonly referred to as Dijkstra's algorithm He wrote with Jaap Zonneveld the first ALGOL 60 compiler and designed and implemented with his colleagues the influential THE operating system Dijkstra invented the field of concurrent algorithms with concepts such as mutual exclusion deadlock detection and synchronization A prolific writer and forceful proponent of the concept of structured programming he convincingly argued against the use of the Go To statement In 1972 he was awarded the ACM Turing Award for fundamental contributions to programming as a high intellectual challenge for eloquent insistence and practical demonstration that programs should be composed correctly not just debugged into correctness for illuminating perception of problems at the foundations of program design Subsequently he invented the concept of self stabilization relevant to fault tolerant computing He also devised an elegant language for nondeterministic programming and its weakest precondition semantics featured in his influential 1976 book *A Discipline of Programming* in which he advocated the development of programs in concert with their correctness proofs In the later stages of his life he devoted much attention to the development and presentation of mathematical proofs providing further support to his long held view that the programming process should be viewed as a mathematical activity In this unique new book 31 computer scientists including five recipients of the Turing Award present and discuss Dijkstra's numerous contributions to computing science and assess their impact Several authors knew Dijkstra as a friend teacher lecturer or colleague Their biographical essays and tributes provide a fascinating multi author picture of Dijkstra from the early days of his career up to the end of his life

Automatic Algorithm Selection for Complex Simulation Problems Roland Ewald, 2011-11-20 To select the most suitable simulation algorithm for a given task is often difficult This is due to intricate interactions between model features implementation details and runtime environment which may strongly affect the overall performance An automated selection of simulation algorithms supports users in setting up simulation experiments without demanding expert knowledge on simulation Roland Ewald analyzes and discusses existing approaches to solve the algorithm selection problem in the context of simulation He

introduces a framework for automatic simulation algorithm selection and describes its integration into the open source modelling and simulation framework James II Its selection mechanisms are able to cope with three situations no prior knowledge is available the impact of problem features on simulator performance is unknown and a relationship between problem features and algorithm performance can be established empirically The author concludes with an experimental evaluation of the developed methods *Human-Computer Interaction. Theory, Design, Development and Practice* Masaaki Kurosu, 2016-07-04 The 3 volume set LNCS 9731 9732 and 9733 constitutes the refereed proceedings of the 18th International Conference on Human Computer Interaction HCII 2016 held in Toronto ON Canada in July 2016 The total of 1287 papers and 186 posters presented at the HCII 2016 conferences and were carefully reviewed and selected from 4354 submissions The papers thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The volumes constituting the full 27 volume set of the conference proceedings A Practical Theory of Programming Eric C.R. Hehner, 2012-09-08 There are several theories of programming The first usable theory often called Hoare s Logic is still probably the most widely known In it a specification is a pair of predicates a precondition and postcondition these and all technical terms will be defined in due course Another popular and closely related theory by Dijkstra uses the weakest precondition predicate transformer which is a function from programs and postconditions to preconditions lones s Vienna Development Method has been used to advantage in some industries in it a specification is a pair of predicates as in Hoare s Logic but the second predicate is a relation Temporal Logic is yet another formalism that introduces some special operators and quantifiers to describe some aspects of computation The theory in this book is simpler than any of those just mentioned In it a specification is just a boolean expression Refinement is just ordinary implication This theory is also more general than those just mentioned applying to both terminating and nonterminating computation to both sequential and parallel computation to both stand alone and interactive computation And it includes time bounds both for algorithm classification and for tightly constrained real time applications **The Design and Analysis of Algorithms** Dexter C. Kozen, 2012-12-06 These are my lecture notes from CS681 Design and Analysis of Algorithms a one semester graduate course I taught at Cornell for three consecutive fall semesters from 88 to 90 The course serves a dual purpose to cover core material in algorithms for graduate students in computer science preparing for their PhD qualifying exams and to introduce theory students to some advanced topics in the design and analysis of algorithms The material is thus a mixture of core and advanced topics At first I meant these notes to supplement and not supplant a textbook but over the three years they gradually took on a life of their own In addition to the notes I depended heavily on the texts A V Aho J E Hopcroft and J D Ullman *The Design and Analysis of Computer Algorithms* Addison Wesley 1975 M R Garey and D S Johnson *Computers and Intractability A Guide to the Theory of NP Completeness* W H Freeman 1979 R E Tarjan *Data Structures and Network Algorithms* SIAM Regional Conference Series in Applied Mathematics 44 1983 and

still recommend them as excellent references Programming with Specifications David Luckham, 2012-12-06 Topics what this book is about its intended audience what the reader ought to know how the book is organized acknowledgements Specifications express information about a program that is not normally part of the program and often cannot be expressed in a programming language In the past the word specification has sometimes been used to refer to somewhat vague documentation written in English But today it indicates a precise statement written in a machine processable language about the purpose and behavior of a program Specifications are written in languages that are just as precise as programming languages but have additional capabilities that increase their power of expression The terminology formal specification is sometimes used to emphasize the modern meaning For us all specifications are formal The use of specifications as an integral part of a program opens up a whole new area of programming programming with specifications This book describes how to use specifications in the process of building programs debugging them and interfacing them with other programs It deals with a new trend in programming the evolution of specification languages from the current generation of programming languages And it describes new strategies and styles of programming that utilize specifications The trend is just beginning and the reader having finished this book will certainly see that there is much yet to be done and to be discovered about programming with specifications *Error-Free Polynomial Matrix Computations* E.V. Krishnamurthy, 2012-12-06 This book is written as an introduction to polynomial matrix computations It is a companion volume to an earlier book on *Methods and Applications of Error Free Computation* by R T Gregory and myself published by Springer Verlag New York 1984 This book is intended for seniors and graduate students in computer and system sciences and mathematics and for researchers in the fields of computer science numerical analysis systems theory and computer algebra Chapter I introduces the basic concepts of abstract algebra including power series and polynomials This chapter is essentially meant for bridging the gap between the abstract algebra and polynomial matrix computations Chapter II is concerned with the evaluation and interpolation of polynomials The use of these techniques for exact inversion of polynomial matrices is explained in the light of currently available error free computation methods In Chapter III the principles and practice of Fourier evaluation and interpolation are described In particular the application of error free discrete Fourier transforms for polynomial matrix computations is considered

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Table of Contents Selected Writings On Computing A Personal Perspective Monographs In Computer Science

1. Understanding the eBook Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - The Rise of Digital Reading Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Advantages of eBooks Over Traditional Books
2. Identifying Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Selected Writings On Computing A Personal Perspective Monographs In Computer Science

- User-Friendly Interface
- 4. Exploring eBook Recommendations from Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Personalized Recommendations
 - Selected Writings On Computing A Personal Perspective Monographs In Computer Science User Reviews and Ratings
 - Selected Writings On Computing A Personal Perspective Monographs In Computer Science and Bestseller Lists
- 5. Accessing Selected Writings On Computing A Personal Perspective Monographs In Computer Science Free and Paid eBooks
 - Selected Writings On Computing A Personal Perspective Monographs In Computer Science Public Domain eBooks
 - Selected Writings On Computing A Personal Perspective Monographs In Computer Science eBook Subscription Services
 - Selected Writings On Computing A Personal Perspective Monographs In Computer Science Budget-Friendly Options
- 6. Navigating Selected Writings On Computing A Personal Perspective Monographs In Computer Science eBook Formats
 - ePub, PDF, MOBI, and More
 - Selected Writings On Computing A Personal Perspective Monographs In Computer Science Compatibility with Devices
 - Selected Writings On Computing A Personal Perspective Monographs In Computer Science Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Highlighting and Note-Taking Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Interactive Elements Selected Writings On Computing A Personal Perspective Monographs In Computer Science
- 8. Staying Engaged with Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs

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- Following Authors and Publishers Selected Writings On Computing A Personal Perspective Monographs In Computer Science
- 9. Balancing eBooks and Physical Books Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Selected Writings On Computing A Personal Perspective Monographs In Computer Science
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Setting Reading Goals Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Fact-Checking eBook Content of Selected Writings On Computing A Personal Perspective Monographs In Computer Science
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
- 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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