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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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Author of the seminal multi-volume work
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"father" of the analysis of algorithms,
contributing to the development of, and
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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.

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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
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