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project, originally conceived as a

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in 1962. The first three volumes of

what was then expected to be a

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in 1968, 1969, and 1973. Work

began in earnest on Volume 4 in

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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 systems for

computer typesetting, and for his

prolific and influential writing.

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Author of the seminal multi-volume work The Art of Computer Programming ("TAOCP"), Knuth has been called the "father" of the analysis of algorithms, contributing to the development of, and systematizing formal mathematical techniques for, the

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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.

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that time frame has been a  
constant since about 1980. Might  
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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 ...

The Art of Computer Programming: Volume 1: Fundamental ...

In 1993 he became Professor Emeritus of The Art of Computer Programming. He has supervised the dissertations of 28 students.

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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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