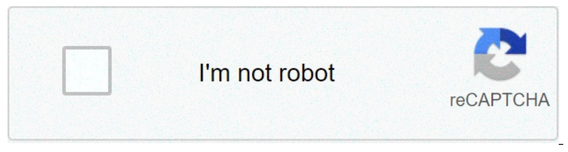

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July 24th, 2021 in ContestantsOn this page, there is a list of a couple of books that might be of interest to contestants and problem authors. However, for beginners, we recommend you visit the "Getting Started" page.A nice and gentle introduction into the world of computers is (also see book review by Peter G. Neumann in ACM SIGSOFT Software Engineering Notes 10(2):23-27 (April 1985)):The Sachertorte Algorithm and Other Antidotes to Computer Anxiety. John Shore. Penguin Books, 1985.A smooth introduction to computer science, including programming, isIntroductory Computer Science: Bits of Theory and Bytes of Practice. A. K. Dewdney. Computer Science Press, 1996The next three books give a good impression of the breadth of the computing field. These books make excellent reading material. They are neither real textbooks (though some courses have been taught from them) nor real reference works (though you can easily find a lot of basic things in them). They show the "real thing" and do require a persistent mind.The New Turing Omnibus: 66 Excursions in Computer Science. A. K. Dewdney. Computer Science Press, 1993.Algorithmics: The Spirit of Computing. David Harel. 3rd edition, Addison-Wesley, 2004.What Computing Is All About. Jan L. A. van de Snepscheut. Springer Verlag, 1993. (Errata)There are not many bundles of programming problems in the IOI style.The following book collects 112 of the the most fun, exciting and interesting problems from the Universidad de Valladolid (UVa) programming contest judge. These problems are organized by topic, with complete tutorial material in the relevant algorithmics and mathematics to give you a better chance to solve them. You can also submit solution at a dedicated website.Programming Challenges: The Programming Contest Training Manual. Steven Skiena and Miguel Revilla. Springer-Verlag, 2003.The following book presents the problems (and solutions) that were devised for a series of high-school competitions held from 1977 to 1987 in Slovenia.Problems in Programming: Experience through Practice. Andrej Vitek, Iztok Tvrdy, Robert Reinhardt, Bojan Mohar, Marc Martinec, Tomi Dolenc and Vladimir Batagelj. John Wiley & Sons, 1991.The following book contains a collection of competitive programming skills gained by solving more than 3000+ UVa plus Kattis online judge problems:Competitive Programming 3.Steven Halim and Felix Halim.The following booklet was published recently on the official IOI website, as it was created as part of a recent Call for Projects, partially funded by the IOI. Booklet (IOI 2018)A bundle of 965 problems on the design, verification, and analysis of algorithms is:Problems on Algorithms (2nd Edition). Ian Parberry and William Gasarch. Ian Parberry, 2002.A good introductory textbook on algorithms is:Introduction to Algorithms (2nd Edition). Thomas H. Cormen, Charles E. Leiserson, and Ronald L. Rivest, Clifford Stein. The MIT Press / McGraw-Hill, 2001.An excellent overview of practical algorithms and their design is:The Algorithm Design Manual. Steven S. Skiena. Springer-Verlag, 1998. (Errata)This book explains fundamental algorithm design techniques, illustrated by practical examples (including some enlightening War Stories), and it provides a catalog of algorithmic problems together with efficient solutions. There are numerous challenging exercises that make good preparation material for programming contests. The book includes a CD-ROM with a complete hypertext version of the book (great for following the many cross references), implementations (such as the entire Stony Brook Algorithm Repository), and 30 hours of audio lectures on algorithms.Of course, the bible of computer programming still isThe Art of Computer Programming. Donald E. Knuth. Addison-WesleyThese volumes are highly recommended to people putting together problem sets. Back to Profile engineer university professor computer scientist Born in London, England, he was Dean of the Faculty of Mathematics and Computer Science at the institute for seven years. He currently also serves as Vice President of the Israel Academy of Sciences and Humanities. Harel is best known for his work on dynamic logic, computability and software engineering. In the 1980s he invented the graphical language of Statecharts, which has been adopted as part of the UML standard. He has also published expository accounts of computer science, such as his award winning 1987 book "Algorithmics: The Spirit of Computing", and has presented series on computer science for Israeli radio and television He currently works on many diverse topics, including visual languages, graph layout, systems biology and the communication of odors. Harel completed his Doctor of Philosophy at Massachusetts Institute of Technology between 1976 and 1978. In 1987, Harel co-founded the software company I-Logix, which as of 2006 has become part of International Business Machines Corporation. He is now working on a computer model of a nematode, "Caenorhabditis elegans", which was the first multicellular organism to have its genome completely sequenced. The eventual completeness of such a model depends on his updated version of the Turing test. He is a fellow of the Association for Computing Machinery (ACM), the Institute of Electrical and Electronics Engineers, the American Association for the Advancement of Science, and EATCS. 1986 Stevens Award for Software Development Methods. book (The book provides a detailed description of a set of lang...) The book provides a detailed description of a set of languages for modelling reactive systems, which underlies the STATEMATE toolset. The approach is dominated by the language of Statecharts, used to describe behavior, combined Activity-charts for describing activities (i.e., the functional building blocks-capabilities or objects) and the data that flows between them. These two languages are used to develop a conceptual model of the system, which can be combined with the system's physical, or structural model, described in a third language-Module-charts. The three languages are highly diagrammatic in nature, constituting full-fledged visual formalisms, complete with rigorous semantics. They are accompanied by a Data Dictionary for specifying additional parts of the model that are textual in nature. (Providing a thorough, well-written and thoughtful study o...) Providing a thorough, well-written and thoughtful study of the fundamental theoretical ideas of computing and examining how to design accurate and efficient algorithms, this book is ideal for an introductory course emphasizing theory rather than programming (Among the many approaches to formal reasoning about pro...) Among the many approaches to formal reasoning about programs, Dynamic Logic enjoys the singular advantage of being strongly related to classical logic. Its variants constitute natural generalizations and extensions of classical formalisms. For example, Propositional Dynamic Logic (PDL) can be described as a blend of three complementary classical ingredients: propositional calculus, modal logic, and the algebra of regular events. In First-Order Dynamic Logic (DL), the propositional calculus is replaced by classical first-order predicate calculus. Dynamic Logic is a system of remarkable unity that is theoretically rich as well as of practical value. It can be used for formalizing correctness specifications and proving rigorously that those specifications are met by a particular program. Other uses include determining the equivalence of programs, comparing the expressive power of various programming constructs, and synthesizing programs from specifications.This book provides the first comprehensive introduction to Dynamic Logic. It is divided into three parts. The first part reviews the appropriate fundamental concepts of logic and computability theory and can stand alone as an introduction to these topics. The second part discusses PDL and its variants, and the third part discusses DL and its variants. Examples are provided throughout, and exercises and a short historical section are included at the end of each chapter. (Computer science is the science of the future, and alre...) Computer science is the science of the future, and already underlies every facet of business and technology, and much of our everyday lives. In addition, it will play a crucial role in the science the 21st century, which will be dominated by biology and biochemistry, similar to the role of mathematics in the physical sciences of the 20th century. In this award-winning best-seller, the author and his co-author focus on the fundamentals of computer science, which revolve around the notion of the algorithm. They discuss the design of algorithms, and their efficiency and correctness, the inherent limitations of algorithms and computation, quantum algorithms, concurrency, large systems and artificial intelligence. Throughout, the authors, in their own words, stress the ‘fundamental and robust nature of the science in a form that is virtually independent of the details of specific computers, languages and formalisms'. This version of the book is published to celebrate 25 years since its first edition, and in honor of the Alan M. Turing Centennial year. Turing was a true pioneer of computer science, whose work forms the underlying basis of much of this book. engineer university professor computer scientist David Harel, British computer scientist, educator. Recipient Best Paper award International Conference Software Engineering, Singapore, 1988, 98, Stevens award in Software Development Methods, 1996, Israeli Prime Minister award, 1997, Israel prize, 2004. Harel, David was born on April 12, 1950 in London. Arrived in Israel, 1957. Son of Harold and Joyce Fisch. Bachelor of Science, Bar-Ilan University, Ramat-Gan, Israel, 1974. Master of Science, Tel Aviv (Israel) University, 1976. Doctor of Philosophy, Massachusetts Institute of Technology, 1978. Born in London, England, he was Dean of the Faculty of Mathematics and Computer Science at the institute for seven years. He currently also serves as Vice President of the Israel Academy of Sciences and Humanities. Harel is best known for his work on dynamic logic, computability and software engineering.In the 1980s he invented the graphical language of Statecharts, which has been adopted as part of the UML standard.He has also published expository accounts of computer science, such as his award winning 1987 book "Algorithmics: The Spirit of Computing", and has presented series on computer science for Israeli radio and television He currently works on many diverse topics, including visual languages, graph layout, systems biology and the communication of odors.Harel completed his Doctor of Philosophy at Massachusetts Institute of Technology between 1976 and 1978. In 1987, Harel co-founded the software company I-Logix, which as of 2006 has become part of International Business Machines Corporation. He is now working on a computer model of a nematode, "Caenorhabditis elegans", which was the first multicellular organism to have its genome completely sequenced.The eventual completeness of such a model depends on his updated version of the Turing test.He is a fellow of the Association for Computing Machinery (ACM), the Institute of Electrical and Electronics Engineers, the American Association for the Advancement of Science, and EATCS. 1986 Stevens Award for Software Development Methods. David Harel has been listed as a notable Computer scientist, educator by Marquis Who's Who. Institute of Electrical and Electronics Engineers. Israel Academy of Sciences and Humanities. American Academy of Arts and Sciences]2010 Member of the Israel Academy of Sciences and Humanities 2014 Foreign Member of the National Academy of Engineering. Avocations: music, photography. Children: Sarit, Hadas, Efrat, Yair, Tamar. Father: Harold Fisch Mother: Joyce Fisch child: Tamar Harel child: Efrat Harel child: Yair Harel child: Hadas Harel child: Sarit Harel
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