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6. Associative models.
7. Optimization methods.


Contents:
1. Confessions of a happy hacker (Guy Steele).
2. Hacker in a strange land (Eric Raymond).
6. Appendices.
A. Hacker folklore.
B. A portrait of J. Random Hacker.
C. Helping hacker culture grow.

Bibliography. Contributors.


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8. Graph algorithms.
9. Some miscellaneous algorithms.
10. Storing and searching.
11. Storing in arrays and lists.
12. Storing in binary trees.

IV. Solutions.

**Introduction to Maple, (Second edition).** By Andrè Heck. Springer-Verlag, New York. (1996). 699 pages. DM 68.00; 6S 496.40; sFr 60.00.

Contents:
3. List of tables.
4. Introduction to computer algebra.
5. The first steps: Calculus on numbers.
6. Variables and names.
7. Getting around with Maple.
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10. Manipulation of polynomials and rational expressions.
11. Functions.
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15. Composite data types.
16. The assume facility.
17. Simplification.
18. Graphics.
20. Linear algebra: The linalg package.

References. Index.

**Principles and Practice of Mathematic.** By COMAP, Inc. Springer-Verlag, New York. (1997). 686 pages. DM 98.00; 6S 715.40; sFr 86.50.

Contents:
1. Change.
2. Position.
3. Linear algebra.
5. Graphs and algorithms.
6. Analysis of algorithms.
7. Logic and the design of "intelligent" devices.

Appendices.
1. A brief excursion into set theory.
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Solutions to odd-numbered exercises. Recommended readings. Index.

**Partiality, Modality, and Nonmonotonicity.** Edited by Patrick Doherty. CSLI Publications, Stanford, CA. (1996). 300 pages. $64.95 (hardback); $22.95 (paper).

Contents:
1. Contributiors.
2. Preface.
3. Foundations.
4. How different is partial logic? (Tore Langholm).
5. Sequent formalizations of three-valued logic (Douglas Busch).
7. Fundamentals of partial modal logic (Jan Jaspars and Elias Thijse).
8. Partial semantics for truth maintenance (Cees Witteveen).
10. Autoepistemic logic as a basis for automating nonmonotonic reasoning (Ilkka Niemelä).

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