

# UNIVERSITY OF CAMBRIDGE COMPUTER LABORATORY

## Computer Science Tripos Parts IA, IB, and II

### Summary List of Books Recommended by Lecturers

September 2011

This list is prepared once a year for the benefit of College Librarians, but it is not a substitute for the individual lists of books given in the syllabus booklets, in which the books are listed in order of usefulness in each course.

Key to the present list:

IA On Part IA reading lists  
IB On Part IB reading lists  
II On Part II reading lists

\*\*\* Most recommended  
\*\* Recommended  
\* Further reading

The syllabus booklets can be found via links from  
<http://www.cl.cam.ac.uk/teaching/>

The Computer Laboratory Library aims to keep at least one copy of each of the course texts in “The Booklocker” (see <http://www.cl.cam.ac.uk/library/>).

Christine Northeast (Teaching Administrator)  
chn2@cam.ac.uk

- Agrawal, D. & Zheng, Q. (2006). *Introduction to wireless and mobile systems*. Thomson. [\*\*, II]
- Aho, A.V., Sethi, R. & Ullman, J.D. (2007). *Compilers: principles, techniques and tools*. Addison-Wesley (2nd ed.). [\*\*, IB, II]
- Anderson, R. (2008). *Security engineering*. Wiley (2nd ed.). First edition (2001) available at <http://www.cl.cam.ac.uk/users/rja14/book.html> [\*\*\*, IB, II]
- Appel, A. (1997). *Modern compiler implementation in Java/C/ML* (3 editions). Cambridge University Press. [\*\*\*, IB, II]
- Bacon, J. (1997). *Concurrent Systems*. Addison-Wesley. [\*\*, IB]
- Bacon, J. & Harris, T. (2003). *Operating systems*. Addison-Wesley (3rd ed.). [\*\*\*, IA, IB]
- Barnes, D.J. & Kölling, M. (2006). *Objects first with Java: a practical introduction using BlueJ*. Pearson Education (3rd ed.). [\*\*, IA]
- Ben-Ari, M. (2001). *Mathematical logic for computer science*. Springer (2nd ed.). [\*\*, IB]
- Bennett, J.P. (1990). *Introduction to compiling techniques: a first course using ANSI C, LEX and YACC*. McGraw-Hill. [\*\*, IB]

- Biggs, N.L. (1989). *Discrete mathematics*. Oxford University Press. [\*\*, IA]
- Biham, E. & Shamir, A. (1993). *Differential cryptanalysis of the data encryption standard*. Springer-Verlag. [\*\*, II]
- Bishop, C.M. (2006). *Pattern recognition and machine learning*. Springer. [\* , IB, II]
- Bloch, J. & Gafter, N. (2005). *Java puzzlers*. Addison-Wesley. [\*\*, IA]
- Bornat, R. (1979). *Understanding and writing compilers*. Macmillan. [\*\*, IB]
- Bornat, R. (2005). *Proof and disproof in formal logic*. Oxford University Press. [\*\*, IA]
- Bracha, G., Gosling, J., Joy, B. & Steele, G. (2000). *The Java language specification*. Addison-Wesley (2nd ed.). <http://java.sun.com/docs/books/jls/> [\*\*, IB]
- Bratko, I. (2001). *PROLOG programming for artificial intelligence*. Addison-Wesley (3rd or 4th ed.). [\*\*\*, IB]
- Brooks, F.P. (1975). *The mythical man month*. Addison-Wesley. [\* , IB]
- Broy, M. & Denert, E. (ed.) (2002). *Software pioneers: contributions to software engineering*. Springer-Verlag. [\* , IA]
- Cardelli, L. (1997). Type systems. In *CRC handbook of computer science and engineering*. CRC Press. [\*\*, II]
- Cawsey, A. (1998). *The essence of artificial intelligence*. Prentice Hall. [\* , IB]
- Cheswick, W.R., Bellovin, S.M. & Rubin, A.D. (2003). *Firewalls and Internet security: repelling the wily hacker*. Addison-Wesley (2nd ed.) [\* , II]
- Collins, H. & Pinch, T. (1998). *The Golem at large: what you should know about technology*. Cambridge University Press. [\* , IA]
- Comer, D. & Stevens, D. (2005). *Internetworking with TCP-IP, vol. 1 and 2*. Prentice Hall (5th ed.). [\*\*, IB]
- Cormen, T.H., Leiserson, C.D., Rivest, R.L. & Stein, C. (2009). *Introduction to Algorithms*. MIT Press (3rd ed.). ISBN 978-0262533058 [\*\*\*, IA, IB]
- Coulouris, G.F., Dollimore, J.B. & Kindberg, T. (2005, 2001). *Distributed systems, concepts and design*. Addison-Wesley (4th, 3rd eds.). [\*\*, IB]
- Cover, T.M. & Thomas, J.A. (1991). *Elements of information theory*. New York: Wiley. [\*\*\*, II]
- Crowe, J. & Hayes-Gill, B. (1998). *Introduction to digital electronics*. Butterworth-Heinemann. [\* , IA]
- Cutland, N.J. (1980). *Computability: an introduction to recursive function theory*. Cambridge University Press. [\*\*, IB]
- Date, C.J. (2004). *An introduction to database systems*. Addison-Wesley (8th ed.). [\*\*\*, IB]
- Davis, M.D., Sigal, R. & Weyuker, E.J. (1994). *Computability, complexity and languages*. Academic Press (2nd ed.). [\*\*, IB]
- de Berg, M., Cheong, O., van Kreveld, M. & Overmars, M. (2008). *Computational geometry: algorithms and applications*. Springer (3rd ed.). [\*\*, II]
- de Leeuw, K. & Bergstra, J. (2007). *The history of information security*. Elsevier. [\* , II]
- Dechter, R. (2003). *Constraint processing*. Morgan Kaufmann. [\* , IB]

- Deitel, H.M. & Deitel, P.J. (2009). *Java: How to Program*. Prentice Hall (8th ed.). [\*\*\*, IA]
- Devlin, K. (2003). *Sets, functions, and logic: an introduction to abstract mathematics*. Chapman and Hall/CRC Mathematics (3rd ed.). [\*\*, IA]
- Eckel, B. (2000). *Thinking in C++, Vol. 1: Introduction to Standard C++*. Prentice Hall (2nd ed.). [\*\*\*, IB]
- Eckel, B. (2006). *Thinking in Java*. Prentice Hall (4th ed.). [\*\*\*, IA]
- Eisner, C. & Fisman, D. (2006). *A practical introduction to PSL*. Springer (Series on Integrated Circuits and Systems). [\*\*, II]
- Elmasri, R. & Navathe, S.B. (2000). *Fundamentals of database systems*. Addison-Wesley (3rd ed.). [\*\*, IB]
- Felsenstein, J. (2003). *Inferring phylogenies*. Sinauer Associates. [\*\*, II]
- Fischer, C.N. & LeBlanc, J. Jr (1988). *Crafting a compiler*. Benjamin/Cummings. [\*\*, IB]
- Flanagan, D. (2004). *Java examples in a nutshell : a tutorial companion to Java in a nutshell*. O'Reilly (3rd ed.). [\*\*, IA]
- Flanagan, D. (2005). *Java in a nutshell : a desktop quick reference*. O'Reilly (5th ed.). [\*\*, IA]
- Foley, J.D., van Dam, A., Feiner, S.K. & Hughes, J.F. (1990). *Computer graphics: principles and practice*. Addison-Wesley (2nd ed.). [\*\*\*, IB]
- Foster, H.D. & Krolnik, A.C. (2008). *Creating assertion-based IP*. Springer (Series on Integrated Circuits and Systems). [\*\*, II]
- Fowler, M. (2003). *UML distilled*. Addison-Wesley (3rd ed.). [\*\*, IA]
- Galbraith, J.K. (1991). *A history of economics*. Penguin. [\*, IB]
- Gamma, E., Helm, R., Johnson, R. & Vlissides, A. (1995). *Design patterns: elements of reusable object-oriented software*. Addison-Wesley. [\*\*, IA]
- Gansner, E.R. & Reppy, J.H. (2004). *The Standard ML Basis Library*. Cambridge University Press. ISBN: 0521794781 [\*, IA]
- Ghallab, M., Nau, D. & Traverso, P. (2004). *Automated planning: theory and practice*. Morgan Kaufmann. [\*, IB, II]
- Ghenassia, F. (2010). *Transaction-level modeling with SystemC: TLM concepts and applications for embedded systems*. Springer. [\*\*, II]
- Gibson, J.R. (1992). *Electronic logic circuits*. Butterworth-Heinemann. [\*, IA]
- Girard, J-Y. (tr. Taylor, P. & Lafont, Y.) (1989). *Proofs and types*. Cambridge University Press. [\*\*, II]
- Goldreich, O. (2008). *Computational complexity: a conceptual perspective*. Cambridge University Press. [\*\*, IB]
- Gollmann, D. (2010). *Computer security*. Wiley (3rd ed.). [\*\*, IB, II]
- Gonzalez, R.C. & Woods, R.E. (2008). *Digital image processing*. Addison-Wesley (3rd ed). [The second edition (1992) and the first edition (Gonzalez & Wintz, 1977) are as useful.]

- Grimmett, G. & Welsh, D. (1986). *Probability: an introduction*. Oxford University Press. [\*\*\*, IA]
- Grotker, T., Liao, S., Martin, G. & Swan, S. (2002). *System design with SystemC*. Springer. [\*\*, II]
- Gunter, C. (1992). *Semantics of programming languages: structures and techniques*. MIT Press. [\*\*, II]
- Hansen, M. & Rischel, H. (1999). *Introduction to programming using SML*. Addison-Wesley. [\*\*, IA]
- Harris, D.M. & Harris, S.L. (2007). *Digital design and computer architecture*. Morgan Kaufmann. [\*\*\*, IA, IB]
- Hayes, J.P. (1993). *Introduction to digital logic design*. Addison-Wesley. [\*\*, IA]
- Hennessy, J. & Patterson, D. (2006). *Computer architecture: a quantitative approach*. Elsevier (4th ed.). ISBN 978-0-12-370490-0. (Older versions of the book are also still generally relevant.) [\*\*, IB, II]
- Hennessy, M. (1990). *The semantics of programming languages*. Wiley. Out of print, but available on the web at <http://www.cogs.susx.ac.uk/users/matthewh/semnotes.ps.gz> [\*\*, IB]
- Hindley, J.R. & Seldin, J.P. (2008). *Lambda-calculus and combinators, an introduction*. Cambridge University Press (2nd ed.). [\*\*\*, IB]
- Hopcroft, J.E., Motwani, R. & Ullman, J.D. (2001). *Introduction to automata theory, languages, and computation*. Addison-Wesley (2nd ed.). [\*\*\*, IA, IB]
- Horowitz, P. & Hill, W. (1989). *The art of electronics*. Cambridge University Press (2nd ed.). [\*, IA]
- Howard, M. & leBlanc, D. (2003). *Writing secure code*. Microsoft Press (2nd ed.) [\*, II]
- Huth, M. & Ryan M. (2004). *Logic in computer science: modelling and reasoning about systems*. Cambridge University Press (2nd ed.). [\*\*, IB, II]
- Jain, A.R. (1991). *The art of computer systems performance analysis*. Wiley. [\*\*, II]
- Jones, N.C. & Pevzner, P.A. (2004). *An introduction to bioinformatics algorithms*. MIT Press. [\*\*\*, II]
- Jurafsky, D. & Martin, J. (2008). *Speech and language processing*. Prentice Hall. [\*\*\*, II]
- Kahn, D. (1966). *The codebreakers: the story of secret writing*. Weidenfeld and Nicolson. [\*, II]
- Karl, H. & Willig, A. (2005). *Protocols and architectures for wireless sensor networks*. Wiley. [\*\*\*, II]
- Katz, R.H. (2004). *Contemporary logic design*. Benjamin/Cummings. The 1994 edition is more than sufficient. [\*\*, IA]
- Kernighan, B.W. & Ritchie, D.M. (1988). *The C programming language*. Prentice Hall (2nd ed.). [\*\*, IB]
- Keshav, S. (1997). *An engineering approach to computer networking*. Addison-Wesley (1st ed.). ISBN 0201634422 [\*, II]

- Keshav, S. (2011). *Mathematical Foundations of Computer Networking*. to appear, Addison Wesley - available in draft from <http://blizzard.cs.uwaterloo.ca/keshav/wiki/index.php/Book>. [\*\*\*, II]
- Kleinberg, J. & Tardos, É. (2006). *Algorithm design*. Addison-Wesley. ISBN 9780321372918. [\*\*, IA, IB]
- Kleinrock, L. (1975). *Queueing systems, vol. 1. Theory*. Wiley. [\*\*, II]
- Klemperer, P. (2004). *Auctions: theory and practice*. Princeton Paperback ISBN 0-691-11925-2. [\*, II]
- Knuth, D.E. (2011). *The art of computer programming*. Addison-Wesley (3rd ed.). ISBN 978-0321751041. [\*\*, IA]
- Koblitz, N. (1994). *A course in number theory and cryptography*. Springer-Verlag (2nd ed.). [\*, II]
- Konheim, A.G. (2007). *Computer security and cryptography*. Wiley. [\*, II]
- Kozen, D.C. (1997). *Automata and computability*. Springer-Verlag. [\*\*\*, IA]
- Kurose, J.F. & Ross, K.W. (2009). *Computer networking: a top-down approach*. Addison-Wesley (5th ed.). [\*\*\*, IB]
- Lamport, L. (1994). *LaTeX – a documentation preparation system user’s guide and reference manual*. Addison-Wesley (2nd ed.). [\*\*\*, IB]
- Lang, J. (2001). *The high-tech entrepreneur’s handbook: how to start and run a high-tech company*. FT.COM/Prentice Hall. [\*\*, II]
- Lea, D. (1999). *Concurrent programming in Java*. Addison-Wesley (2nd ed.). [\*\*\*, IB]
- Leffler, S. (1989). *The design and implementation of the 4.3BSD Unix operating system*. Addison-Wesley. [\*\*, IA]
- Leveson, N.G. (1995). *Safeware: system safety and computers*. Addison-Wesley. [\*\*, IB, II]
- Levitt, S.D. & Dubner, S.J. (2005). *Freakonomics*. Morrow. [\*, IB]
- Lippman, S.B. (1996). *Inside the C++ object model*. Addison-Wesley. [\*\*, IB]
- Lyons, R.G. (2010). *Understanding digital signal processing*. Prentice Hall (3rd ed.). [\*\*\*, II]
- Maguire, S. (1993). *Writing solid code*. Microsoft Press. [\*\*, IB]
- Manning, C.D., Raghavan, P. & Schütze, H. (2008). *Introduction to information retrieval*. Cambridge University Press. Available at <http://www-csli.stanford.edu/~hinrich/information-retrieval-book.html>. [\*\*\*, II]
- Matthews, P. (2003). *Linguistics: a very short introduction*. OUP. [\*, II]
- Mattson, H.F. Jr (1993). *Discrete mathematics*. Wiley. [\*\*, IA]
- McConnell, S. (2004). *Code complete: a practical handbook of software construction*. Microsoft Press (2nd ed.). [\*\*, IA]
- Mead, C. & Conway, L. (1980). *Introduction to VLSI systems*. Addison-Wesley. [\*, IA]
- Mermin, N.D. (2007). *Quantum computer science*. Cambridge University Press. [\*\*, II]
- Miszczyk, J. and others (1998). *Mastering data warehousing functions*. (IBM Redbook DB2/400) Chapters 1 & 2 only. [\*\*, IB]

- Mitchell, J.C. (2003). *Concepts in programming languages*. Cambridge University Press. [\*\*\*, IB]
- Mitzenmacher, M. & Upfal, E. (2005). *Probability and computing: randomized algorithms and probabilistic analysis*. Cambridge University Press. [\*\*, IB, II]
- Muchnick, S. (1997). *Advanced compiler design and implementation*. Morgan Kaufmann. [\*\*, II]
- Neumann, P. (1994). *Computer related risks*. Addison-Wesley. [\*, IB, II]
- Nielsen, M.A. & Chuang, I.L. (2010). *Quantum computation and quantum information*. Cambridge University Press (2nd ed.). [\*\*\*, II]
- Nielson, F., Nielson, H.R. & Hankin, C.L. (1999). *Principles of program analysis*. Springer. [\*\*\*, II]
- Nissanke, N. (1999). *Introductory logic and sets for computer scientists*. Addison-Wesley. [\*\*, IA]
- O’Keefe, R. (1990). *The craft of Prolog*. MIT Press. [\*, IB]
- Odersky, M. (2008). *Scala by example*. Programming Methods Laboratory, EPFL. [\*\*, IB]
- Okasaki, C. (1998). *Purely functional data structures*. Cambridge University Press. [\*\*, IA]
- Oppenheim, A.V. & Schafer, R.W. (2007). *Discrete-time digital signal processing*. Prentice Hall (3rd ed.). [\*\*, II]
- Oppenheim, A.V. & Willsky, A.S. (1997). *Signals and systems*. Prentice Hall. [\*\*, IB]
- Overton, M.L. (2001). *Numerical computing with IEEE floating point arithmetic*. SIAM. [\*\*, IA]
- Paar, Ch. & Pelzl, J. (2010). *Understanding cryptography*. Springer. [\*\*\*, IB]
- Papadimitriou, Ch.H. (1994). *Computational complexity*. Addison-Wesley. [\*\*\*, IB]
- Patterson, D. & Hennessy, J. (2009). *Computer organisation and design*. Morgan Kaufmann (4th ed. or earlier editions). [\*\*, IA, IB]
- Paulson, L.C. (1996). *ML for the working programmer*. Cambridge University Press (2nd ed.). [\*\*\*, IA]
- Peterson, L.L. & Davie, B.S. (2011). *Computer networks: a systems approach*. Morgan Kaufmann (5th ed.). ISBN 9780123850591 [\*\*, IB]
- Petroski, H. (1985). *To engineer is human: the role of failure in successful design*. Macmillan. [\*, IA]
- Pierce, B.C. (2002). *Types and programming languages*. MIT Press. [\*\*\*, IB, II]
- Pinker, S. (1994). *The language instinct*. Penguin. [\*, II]
- Pinkus, A. & Zafrany, S. (1997). *Fourier series and integral transforms*. Cambridge University Press. [\*\*\*, IB]
- Pólya, G. (1980). *How to solve it*. Penguin. [\*\*, IA]
- Poole, D. L. & Mackworth, A. K. (2010). *Artificial intelligence: foundations of computational agents*. Cambridge University Press. [\*\*, IB]
- Poundstone, W. (1992). *Prisoner’s dilemma*. Anchor Books. [\*, IB]

- Pratt, T.W. & Zelkowitz, M.V. (2001). *Programming languages: design and implementation*. Prentice Hall. [\*\*, IB]
- Pressman, R.S. (2010). *Software engineering*. McGraw-Hill (7th international ed.). ISBN 9780073375977 [\*\*\*, IA, IB]
- Reason, J. (2008). *The human contribution*. Ashgate Publishing. [\*, IB]
- Robbins, A. (2005). *Unix in a nutshell*. O'Reilly (4th ed.). [\*\*, IB]
- Rogers, D.F. & Adams, J.A. (1990). *Mathematical elements for computer graphics*. McGraw-Hill (2nd ed.). [\*\*, II]
- Rosen, K.H. (1999). *Discrete mathematics and its applications*. McGraw-Hill (6th ed.). [\*\*\*, IA]
- Ross, S.M. (2002). *Probability models for computer science*. Academic Press. [\*\*\*, IB, II]
- Russell, S. & Norvig, P. (2010). *Artificial intelligence: a modern approach*. Prentice Hall (3rd ed.). [\*\*\*, IB, II]
- Salomon, D. (2002). *A guide to data compression methods*. Springer. [\*\*, II]
- Schiller, J. (2003). *Mobile communications*. Pearson (2nd ed.). [\*\*\*, II]
- Schneier, B. (1995). *Applied cryptography: protocols, algorithms, and source code in C*. Wiley (2nd ed.). [\*\*, II]
- Schon, D.A. (1990). *Educating the reflective practitioner*. Jossey-Bass. [\*, IA]
- Schwartz, R.L., Foy, B.D. & Phoenix, T. (2011). *Learning Perl*. O'Reilly (6th ed.). [\*\*, IB]
- Scott, M.L. (2009). *Programming language pragmatics*. Morgan Kaufmann. [\*\*\*, IB]
- Seabright, P. (2005). *The company of strangers*. Princeton. [\*, IB]
- Sedgewick, R. (2004). *Algorithms in Java* vol. 2 (note that C and C++ editions are also available and are equally good). Addison-Wesley. ISBN 0-201-36121-3. [\*\*, IB]
- Sedgewick, R. & Wayne, K. (2011). *Algorithms*. Addison-Wesley (4th ed.). ISBN 978-0321573513. [\*\*, IA]
- Shapiro, C. & Varian, H. (1998). *Information rules*. Harvard Business School Press. [\*\*\*, IB, II]
- Shapiro, L. & Stockman, G. (2001). *Computer vision*. Prentice Hall. [\*\*\*, II]
- Silberschatz, A., Korth, H.F. & Sudarshan, S. (2002). *Database system concepts*. McGraw-Hill (4th ed.). [\*\*, IB]
- Silberschatz, A., Peterson, J.L. & Galvin, P.C. (2008). *Operating systems concepts*. Wiley (8th ed.). [\*\*, IA]
- Simon, H.A. (1996). *The sciences of the artificial*. MIT Press. [\*, IA]
- Sipser, M. (1997). *Introduction to the theory of computation*. PWS. [\*\*, IB]
- Slater, M., Steed, A. & Chrysanthou, Y. (2002). *Computer graphics and virtual environments: from realism to real-time*. Addison-Wesley. [\*\*\*, IB, II]
- Solomon, D. & Russinovich, M. (2000). *Inside Windows 2000*. Microsoft Press (3rd ed.). [\*\*, IA]
- Standage, T. (1999). *The Victorian Internet*. Phoenix Press. [\*, II]

- Stein, J. (2000). *Digital signal processing – a computer science perspective*. Wiley. [\*\*, II]
- Sterling, L. & Shapiro, E. (1994). *The art of Prolog*. MIT Press (2nd ed.). [\*\*, IB]
- Stevens, W.R. (1994). *TCP/IP illustrated, vol. 1: the protocols*. Addison-Wesley (1st ed.). ISBN 0201633469 [\*\*, II]
- Stevens, W.R., Fenner, B. & Rudoff, A.M. (2003). *UNIX network programming, Vol.I: The sockets networking API*. Prentice Hall (3rd ed.). [\*\*, IB]
- Stinson, D.R. (2002). *Cryptography: theory and practice*. Chapman & Hall (2nd ed.). [\*\*, II]
- Stroustrup, B. (1994). *The design and evolution of C++*. Addison-Wesley. [\*\*, IB]
- Stroustrup, B. (2008). *Programming — principles and practice using C++*. Addison-Wesley. [\*\*, IB]
- Sudkamp, T.A. (2005). *Languages and machines*. Addison-Wesley (3rd ed.). [\*\*, IB]
- Sutton, R.S. & Barto, A.G. (1998). *Reinforcement learning: an introduction*. MIT Press. [\*, II]
- Tanenbaum, A.S. (1990). *Structured computer organisation*. Prentice Hall (3rd ed.). [\*\*, IA]
- Tanenbaum, A.S. & van Steen, M. (2002). *Distributed systems*. Prentice Hall. [\*\*, IB]
- Tennent, R. (1991). *Semantics of programming languages*. Prentice Hall. [\*\*, II]
- Ullman, J. & Widom, J. (1997). *A first course in database systems*. Prentice Hall. [\*\*, IB]
- Varian, H. (1999). *Intermediate microeconomics – a modern approach*. Norton. [\*\*, IB]
- Velleman, D.J. (1994). *How to prove it (a structured approach)*. Cambridge University Press. [\*\*\*, IA]
- Vincenti, W.G. (1990). *What engineers know and how they know it: analytical studies from aeronautical history*. Johns Hopkins University Press. [\*, IA]
- Warren, J. & Weimer, H. (2002). *Subdivision methods for geometric design*. Morgan Kaufmann. [\*\*, II]
- Watson, D. (1989). *High-level languages and their compilers*. Addison-Wesley. [\*\*, IB]
- Watt, A. (1999). *3D Computer graphics*. Addison-Wesley (3rd ed.). [\*\*, II]
- Weste, N.H.E. & Harris, D. (2005). *CMOS VLSI Design – a circuits and systems perspective*. Addison-Wesley (3rd ed.). [\*, IA]
- Wilhelm, R. (1995). *Compiler design*. Addison-Wesley. [\*\*, II]
- Winskel, G. (1993). *The formal semantics of programming languages*. MIT Press. [\*\*, IB, II]
- Wolf, W. (2009). *Modern VLSI design (System-on-chip design)*. Pearson Education (4th ed.). <http://www.princeton.edu/~wolf/modern-vlsi/> [\*\*, II]
- Report of the inquiry into the London Ambulance Service*  
(SW Thames RHA, 40 Eastbourne Terrace, London W2 3QR, February 1993).  
<http://www.cs.ucl.ac.uk/staff/A.Finkelstein/las.html> [\*, IB]