ICICS/Computer Science Reading Room Course Reserves

Currently, we have suspended our public opening hours, so undergrads will not have access to our physical course reserve materials.

Here is a preliminary list of some licensed or open access course textbooks and reference books that you may want to consider, in the meantime. (This list is for your information, but it is not an indication that these items are currently being used or will be used in the future.)

**CPSC 103/110**

*How to design programs: an introduction to programming and computing*, 2nd ed. / Matthias Felleisen, Robert Bruce Findler, Matthew Flatt, and Shriram Krishnamurthi
*optional textbook*

**CPSC 121/221**

*Bebop to the Boolean boogie: an unconventional guide to electronics fundamentals, components, and processes* / Clive Maxfield
*suggested reference in some sections*

*The Book of Proof*. 3rd ed. / Richard Heath Hammack
*suggested reference*

**CPSC 210**

*optional textbook*

**CPSC 261**

*Principles of computer system design: an introduction* / Jerome H. Saltzer, M. Frans Kaashoek
*required textbook*

**CPSC 302, 303**

*A first course in numerical methods* / Uri M. Ascher, Chen Greif
*required textbook*

**CPSC 311**

*Programming languages: application and interpretation* / Shriram Krishnamurthi
*required textbook in some sections*
CPSC 314

*Foundations of 3D computer graphics* / Steven J. Gortler
*optional textbook in previous years

*Fundamentals of computer graphics*. 4th ed. / Steve Marschner, Peter Shirley
*optional textbook in previous years

*suggested reference in some sections

*WebGL programming guide: interactive 3D graphics programming with WebGL* / Kouichi Matsuda, Rodger Lea
*suggested reference in some sections

CPSC 320

*suggested reference

CPSC 322/340/522

*Artificial intelligence: foundations of computational agents*. 2nd ed. / David L. Poole, Alan K. Mackworth
*optional textbook

CPSC 340

*The elements of statistical learning: data mining, inference, and prediction*. 2nd ed. / Trevor Hastie, Robert Tibshirani, Jerome Friedman
*suggested reference

*Machine learning: a probabilistic perspective* / Kevin P. Murphy
*suggested reference

*Mining of massive datasets*. 2nd ed. / Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman
*suggested reference

CPSC 344/444/544

*Interaction Design: Beyond Human-Computer Interaction*. 5th ed. / Helen Sharp, Jennifer Preece, and Yvonne Rogers
*required textbook (newest edition)

CPSC 406

*Numerical optimization*. 2nd ed. / Jorge Nocedal, Stephen J. Wright
*suggested reference
CPSC 410

*Software architecture: foundations, theory, and practice* / Richard N. Taylor, Nenad Medvidović, Eric M. Dashofy
*suggested reference for some sections*

*Visual complexity: mapping patterns of information* / Manuel Lima
*suggested reference for some sections*

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CPSC 416

*The Go programming language* / Alan A. A. Donovan, Brian W. Kernighan
*optional textbook*

*Programming in Go: creating applications for the 21st century* / Mark Summerfield
*optional textbook*

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CPSC 418

*The art of multiprocessor programming* / Maurice Herlihy, Nir Shavit
*suggested reference*

*An introduction to parallel programming* / Peter S. Pacheco
*suggested reference*

*Programming massively parallel processors: a hands-on approach*, 3rd ed. / David B. Kirk, Wen-mei W. Hwu
*required textbook*

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CPSC 425

*Multiple view geometry in computer vision*, 2nd ed. / Richard Hartley, Andrew Zisserman
*suggested reference*

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CPSC 426

*Computer animation: algorithms and techniques*, 3rd ed. / Rick Parent
*optional textbook in previous years*

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CPSC 445/545

*Bioinformatics: the machine learning approach*, 2nd ed. / Pierre Baldi, Soren Brunak
*suggested reference in previous years*

*Biological sequence analysis: probabilistic models of proteins and nucleic acids* / Richard Durbin
*optional textbook in previous years*

*Problems and solutions in biological sequence analysis* / Mark Borodovsky and Svetlana Eksheva
*suggested reference in previous years*