Monographs in Computer Science

Abadi and Cardelli, A Theory of Objects
Benosman and Kang [editors], Panoramic Vision: Sensors, Theory, and Applications
Broy and Stølen, Specification and Development of Interactive Systems: FOCUS on Streams, Interfaces, and Refinement
Brzozowski and Seger, Asynchronous Circuits
Cantone, Omodeo, and Policriti, Set Theory for Computing: From Decision Procedures to Declarative Programming with Sets
Castillo, Gutiérrez, and Hadi, Expert Systems and Probabilistic Network Models
Downey and Fellows, Parameterized Complexity
Feijen and van Gasteren, On a Method of Multiprogramming
Herbert and Spårck Jones [editors], Computer Systems: Theory, Technology, and Applications
Leiss, Language Equations
McIver and Morgan [editors], Programming Methodology
Misra, A Discipline of Multiprogramming: Programming Theory for Distributed Applications
Nielsen [editor], ML with Concurrency
Paton [editor], Active Rules in Database Systems
Selig, Geometrical Methods in Robotics
Shasha and Zhu, High Performance Discovery in Time Series: Techniques and Case Studies
High Performance Discovery In Time Series
Techniques and Case Studies