Bibliography

Dijkstra (1968). *Cooperating Sequential Processes*, pp. 43–112. Genuys (ed.). Academic Press. Dijkstra described the techniques used for process coordination. The dining philosophers problem is one of Dijkstra's examples of process coordination when resources must be shared.

Graham (1994). *On Lisp: Advanced Techniques for Common Lisp*. Prentice-Hall. This has become the canonical reference for macro techniques.

Graham (1996). *ANSI Common Lisp*. Prentice-Hall. This is a good refresher for an experienced Lisp programmer, as well as being an excellent second text for the beginner. (I think it's a bit too terse to use as a first text for a beginner, but you may want to look at it and see whether you think it's approachable.).

Jones et al. (1996). *Garbage Collection: Algorithms for Automatic Dynamic Memory Management*. Wiley. This is an excellent reference covering all aspects of dynamic storage allocation techniques.

Keene (1989). *Object-Oriented Programming in Common Lisp: A Programmer's Guide to CLOS*. Addison-Wesley. Keene's book is quite simply *the* book to read when you want to understand CLOS. It's short, and it covers all of the essentials. Its best feature is its profuse application of real-world examples.

Kiczales et al. (1991). *The Art of the Metaobject Protocol*. MIT Press. This is the definitive text on the metaobject protocol, referred to in Lisp circles as "AMOP." This is *not* light reading; save it for when you feel quite confident in your Lisp abilities.

Lawless and Miller (1991). *Understanding CLOS: The Common Lisp Object System*. Digital Press. Lawless and Miller's book covers more of CLOS than Keene's book, but the treatment is closer to a reference than a tutorial.

McCarthy, J. (1960). *Recursive Functions of Symbolic Expressions*, pp. 184–195. CACM. This is McCarthy's seminal Lisp paper. (Available online in various formats at his web site <http://www-formal.stanford.edu/jmc/index.html>).

Slade (1998). *Object-Oriented Common Lisp*. Prentice-Hall. Slade's book is probably the best book available on actually *using* a Common Lisp environment for something other than AI programming. I think it's suitable for a beginner, but should probably be supplemented by another title that provides better insight into the Lisp language.

Steele (1990). *Common Lisp: The Language* (2nd ed.). Digital Press. Dubbed "CLtL2," this was an interim interpretation of the work of the ANSI standardization committee. It has no standing as part of the standards process, but was used by many Lisp vendors to anticipate the final outcome of the committee's work. Some Lisp systems still implement portions of both the CLtL2 description and the ANSI standard.

Wilensky (1986). *Common LISPcraft*. W.W. Norton & Co. When I was first learning Common Lisp, I found Wilensky's book the most helpful at exposing some of Lisp's unique concepts, such as closures. This book is easy to read (without being patronizing) and includes a lot of very clear examples. There's also a brief Common Lisp reference in the appendix. I still recommend this as a first book for beginners.