

# NOTABLE COMPUTING BOOKS AND ARTICLES—2014

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*Computing Reviews* is happy to bring you the 19th annual list of notable items published in computing—this time for 2014. We reached out to many in the computing community for nominations: our reviewers, *CR* category editors, the editors in chief of journals we cover, and computer scientists in both industry and academia. In addition, we included proceedings papers that were recognized as “Best Papers” at their respective conferences, as well as the most downloaded journal papers from some of the top journals covered in *CR*.

We received a total of 102 nominations, but excluded those that were self-nominations or published outside of the 2014 calendar year. Therefore, you will find 87 items on our list, with numerous publishers represented.

As we continue to improve our methods for collecting nominations and involve more of your peers in the computing community, we hope to bring you even more definitive lists in the coming years!

We welcome your feedback, and encourage you to email us with any questions ([editorial@computingreviews.com](mailto:editorial@computingreviews.com)).

Angela Condon  
Managing Editor  
*Computing Reviews*

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## A. General Literature

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- DOWNEY, R. (Ed.) *Turing’s legacy: developments from Turing’s ideas in logic*. Cambridge University Press.
- HODGES, A. *Alan Turing: the enigma: the book that inspired the film “The Imitation Game”*. Princeton University Press.
- ISSACSON, W. *The innovators: how a group of hackers, geniuses, and geeks created the digital revolution*. Simon & Schuster.
- MUNROE, R. *What if?: Serious scientific answers to absurd hypothetical questions*. Houghton Mifflin Harcourt.

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## B. Hardware

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POZA, M.; DOMÍNGUEZ, C.; HERAS, J.; AND RUBIO, J. A certified reduction strategy for homological image processing. *ACM Transactions on Computational Logic* **15**, 3 (July 2014), Article No. 23.

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## C. Computer Systems Organization

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- BAHGA, A.; AND MADISETTI, V. *Cloud computing: a hands-on approach*. Vijay Madisetti. CreateSpace.

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## D. Software

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- DONCASTER P. *The UX five-second rules: guidelines for user experience design's simplest testing technique*. Morgan Kaufmann.

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## E. Data

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## F. Theory of Computation

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*ACM Transactions on Computation Theory* **6**, 3 (July 2014), Article No. 14.

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## G. Mathematics Of Computing

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## H. Information Systems

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- ## I. Computing Methodologies
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## J. Computer Applications

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## K. Computing Milieux

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SYMBOLS

- Book