

# 國立嘉義大學資訊工程學系博士班資格考試參考書目

98.01.12 訂定  
98.10.22 修訂  
98.10.29 修訂

科目名稱	參考書目	
	作者、書名、出版社、版本以及出版年	範圍
演算法 Algorithm	1. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein, <i>Introduction to Algorithms</i> , MIT Press, 2nd Edition, 2001 (ISBN: 9780262032933) 2. R. C. T. Lee, S. S. Tseng, R. C. Chang, Y. T. Tsai, <i>Introduction to the Design and Analysis of Algorithms(A Strategic Approach)</i> , McGraw Hill, 2005 (ISBN: 9780071243469)	1. All 2. Chapter 1-8
編譯器 Compiler	1. Alfred V. Aho, Ravi Sethi, and Jeffrey D. Ullman, <i>Compilers: Principles, Techniques, and Tools</i> , Addison-Wesley, 1986. (ISBN: 0-201-10088-6) 2. Dick Grune, Henri E. Bal, Cerial J. H. Jacobs, and Koen G. Langendoen, <i>Modern Compiler Design</i> , John Wiley & Sons, LTD, 2000. (ISBN: 0-471-97697-0)	1. All 2. Chapter 1-6
作業系統 Operating Systems	Silberschatz, Galvin, Gagne, <i>Operating System Principles</i> , 7th ed., 2006, John Wiley.	Chapter 1-16
計算理論 The Theory of Computation	1. J. Martin, <i>Introduction to languages and the theory of computation</i> (3 <sup>rd</sup> Edition), McGraw-Hill 2005 (ISBN:0071240187) 2. T. A. Sudkamp, <i>Languages and Machines</i> , Addison Wesley (ISBN: 0201821362)	1 All 2 Chapter 1-15
計算機結構 Computer Architecture	1. John L. Hennessy, David A. Patterson, <i>Computer Architecture: A Quantitative Approach</i> , Morgan Kaufmann, 4th ed. , 2007 (ISBN 0123704901, 9780123704900) 2. David A. Patterson and John L. Hennessy, <i>Computer Organization and Design: The Hardware/Software Interface</i> , Elsevier, 3rd edition, (ISBN: 981-2592-17-2)	1. Chapter 1-6 2. Chapter 1-9
計算機網路 Computer Networks	James F. Kurose , and Keith W. Ross, <i>Computer Networking: A Top-Down Approach Featuring the Internet</i> , Pearson Education, Fourth Edition , 2007 (ISBN: 9780321227355)	All
資訊理論 Information Theory	David J.C. Mackay, <i>Information Theory, Inference, and Learning Algorithms</i> , 2003. (ISBN: 0 521 64298 1)	Chapter 1、2、4、5、8、9、12、22

說明：1. 本參考書目僅提供選考學生與出題老師參考，命題範圍以此參考書目為原則，但不局限於此範圍。