Contents

Foreword
Michael L. Dertouzos

Preface

Acknowledgments

Where Money and Energy Gather: A Writer's View of a Computer Laboratory
John Updike

I ARCHITECTURE, PROGRAMMING AND SYSTEMS

1 On the Evolution of Computing and Project MAC
Fernando J. Corbató 1

2 Why Programming Is Too Hard and What to Do About It
John V. Guttag 9

3 The Changing Nature of Computer Networks
David D. Clark 29

4 Challenges in Distributed Systems
Barbara H. Liskov 51

5 The X Window System
Robert W. Scheifler and James Gettys 75

6 A Dataflow Approach to General Purpose Parallel Computing
Arvind and Rishiyur S. Nikhil 93

7 Fine-Grain Concurrent Computing
William J. Dally 129

II	**POLICY AND EDUCATION**	
8	**Computers And Productivity** *Michael L. Dertouzos*	**159**
9	**Beyond the Desktop Metaphor** *Nicholas P. Negroponte*	**183**
10	**Computation as a Framework for Engineering Education** *Harold Abelson*	**191**
III	**THEORY**	
11	**Theory of Learning: What's Hard and What's Easy to Learn** *Ronald L. Rivest*	**217**
12	**The Limits of Computation** *Michael Sipser*	**231**
IV	**ARTIFICIAL INTELLIGENCE**	
13	**Intelligence Without Representation** *Rodney A. Brooks*	**249**
14	**Parallel Networks for Machine Vision** *Berthold K.P. Horn*	**277**
15	**Knowledge-Based Systems** *Peter Szolovits*	**317**
16	**Legged Robots** *Marc H. Raibert*	**371**

17 **Intelligence in Scientific Computing**
Harold Abelson, Michael Eisenberg, Matthew Halfant, Jacob Katzenelson, Elisha Sacks, Gerald Jay Sussman, Jack Wisdom, Kenneth Yip 407

VI **APPENDICES**

A **Highlights of a Quarter Century**
Michael L. Dertouzos 443

B **A Timeline History of Project MAC**
Peter Elias 447

Index 483