Computing Reviews is happy to bring you the 21st annual list of notable items published in computing—this time for 2016. 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.

Read more about our selection process.

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Notable Books and Articles in Computing of 2016

A. General Literature

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B. Hardware


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C. Computer Systems Organization

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D. Software


Burns A. Why the expressive power of programming languages such as Ada is needed for future cyber physical systems. In *Proceedings of the 21st Ada-Europe International Conference on Reliable Software Technologies* (Ada-Europe 2016), Springer, 2016, 3-11.


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Raschka S. Python machine learning. Packt Publishing. Review


I. Computing Methodologies

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Autuori J.; Hnaien F.; Yalaoui F. A mapping technique for better solution exploration: NSGA-II adaptation. Journal of Heuristics 22, 1 (February 2016), 89-123.

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E. Data


F. Theory of Computation


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**H. Information Systems**


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**K. Computing Milieux**


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