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Encyclopedia of Artificial Intelligence - Stuart C. Shapiro 1992

ECOOP '87. European Conference on Object-Oriented Programming - Jean Bezivin 1987
This volume contains the proceedings of the first European Conference on Object-Oriented Programming, held in Paris, June 15-17, 1987. The idea of this annual conference series is to provide a forum for theorists and practitioners interested in the object-oriented programming paradigm. The contributions cover the following aspects of object-oriented programming: methodology, implementation, theory, interfaces, languages, simulation, inheritance.
RIMS Symposium on Software Science and Engineering - E. Goto 1983-02-14

Government Reports Annual Index - 1978
Sections 1-2. Keyword Index.-- Section 3. Personal author

index.--Section 4. Corporate author index.-- Section 5. Contract/grant number index, NTIS order/report number index 1-E.--Section 6. NTIS order/report number index F-Z.

Robotics in Theory and Practice - Lucia Pachnikova 2013-01-25
The aim of the special collection of peer reviewed papers was to present the latest research results from scientist such as professors, students, PhD. students and engineers related to robotics and manufacturing systems. Volume is indexed by Thomson Reuters CPCI-S (WoS). The collection provided an opportunity for scientist to exchange new ideas and applications in the wide field of robotics.

Decision and Intelligence - Igor. Aleksander 2013-03-09

1984 International Symposium on Logic Programming, February 6-9, 1984, Bally's Park Place Casino, Atlantic City, New Jersey - 1984

Computer Aided Design in Control Systems 1988 - Zhen-Yu Chen 2014-06-28
This volume contains 73 papers, presenting the state of the art in computer-aided design in control systems (CADCS). The latest information and exchange of ideas presented at the Symposium illustrates the development of computer-aided design science and technology within control systems. The Proceedings contain six plenary papers and six special invited papers, and the remainder are divided into five themes: CADCS packages; CADCS software and hardware; systems design methods; CADCS expert systems; CADCS applications, with finally a discussion on CADCS in education and research.

The Artificial Intelligence Compendium: Subject index I, A-Men - 1988

AI Expert - 1987

Manufacturing In The Era Of 4th Industrial Revolution: A

World Scientific Reference (In 3 Volumes) - 2021-01-13 The era of the fourth industrial revolution has fundamentally transformed the manufacturing landscape. Products are getting increasingly complex and customers expect a higher level of customization and quality. Manufacturing in the Era of 4th Industrial Revolution explores three technologies that are the building blocks of the next-generation advanced manufacturing.The first technology covered in Volume 1 is Additive Manufacturing (AM). AM has emerged as a very popular manufacturing process. The most common form of AM is referred to as 'three-dimensional (3D) printing'. Overall, the revolution of additive manufacturing has led to many opportunities in fabricating complex, customized, and novel products. As the number of printable materials increases and AM processes evolve, manufacturing capabilities for future engineering systems will expand rapidly, resulting in a completely new paradigm for solving a myriad of global problems.The second technology is industrial robots, which is covered in Volume 2 on Robotics. Traditionally, industrial robots have been used on mass production lines, where the same manufacturing operation is repeated many times. Recent advances in human-safe industrial robots present an opportunity for creating hybrid work cells, where humans and robots can collaborate in close physical proximities. This Cobots, or collaborative robots, has opened up to opportunity for humans and robots to work more closely together. Recent advances in artificial intelligence are striving to make industrial robots more agile, with the ability to adapt to changing environments and tasks. Additionally, recent advances in force and tactile sensing enable robots to be used in complex manufacturing tasks. These new capabilities are expanding the role of robotics in manufacturing operations and leading to significant growth in the

industrial robotics area.The third technology covered in Volume 3 is augmented and virtual reality. Augmented and virtual reality (AR/VR) technologies are being leveraged by the manufacturing community to improve operations in a wide variety of ways. Traditional applications have included operator training and design visualization, with more recent applications including interactive design and manufacturing planning, human and robot interactions, ergonomic analysis, information and knowledge capture, and manufacturing simulation. The advent of low-cost solutions in these areas is accepted to accelerate the rate of adoption of these technologies in the manufacturing and related sectors.Consisting of chapters by leading experts in the world, Manufacturing in the Era of 4th Industrial Revolution provides a reference set for supporting graduate programs in the advanced manufacturing area.

Modeling Complex Data for Creating Information - Jacques-Emile Dubois 2012-12-06 J.-E DUBOIS and N. GERSHON As with Volume 1 in this series, this book was inspired by the Symposium on "Communications and Computer Aided Systems" held at the 14th International CODATA Conference in September 1994 in Chambery, France. This book was conceived and influenced by the discussions at the Symposium and most of the contributions were written following the Conference. Whereas the first volume dealt with the numerous challenges facing the information revolution, especially its communication aspects, this one provides an insight into the recent tools provided by computer science for handling the complex aspects of scientific and technological data. This volume, "Modeling Complex Data for Creating Information," is concerned with real and virtual objects often involved with data handling

processes encountered frequently in modeling physical phenomena and systems behavior. Topics concerning modeling complex data for creating information include: • Object oriented approach for structuring data and knowledge • Imprecision and uncertainty in information systems • Fractal modeling and shape and surface processing • Symmetry applications for molecular data The choice of these topics reflects recent developments in information systems technologies. One example is object oriented technology. Recently, research, development and applications have been using object-oriented modeling for computer handling of data and data management. Object oriented technology offers increasingly easy-to-use software applications and operating systems. As a result, science and technology research and applications can now provide more flexible and effective services.
Microcomputer-based Expert Systems - Amar Gupta 1988

Encyclopedia of Computer Science and Technology - Allen Kent 1987-03-19
"This comprehensive reference work provides immediate, fingertip access to state-of-the-art technology in nearly 700 self-contained articles written by over 900 international authorities. Each article in the Encyclopedia features current developments and trends in computers, software, vendors, and applications...extensive bibliographies of leading figures in the field, such as Samuel Alexander, John von Neumann, and Norbert Wiener...and in-depth analysis of future directions."
Interactive Programming Environments - David R. Barstow 1984
Good,No Highlights,No Markup,all pages are intact, Slight Shelfwear,may have the corners slightly dented, may have slight color changes/slightly damaged spine.
Government Reports Announcements & Index - 1977

Programming of Life -

Donald E. Johnson 2010 "This is currently the best book covering the relationship between genome and computer architectures." - JOHNATHAN BARTLETT, Author / Publisher / Speaker / Director of Technology ----- This book highlights the informational aspects of life that are generally overlooked or ignored in chemical and biological evolutionary scenarios. Each cell of an organism has millions of interacting computers reading and processing digital information, using digital programs and digital codes to communicate and translate information. Life is an intersection of physical science and information science. Both domains are critical for any life to exist, and each must be investigated using that domain's principles. Yet most scientists have been attempting to use physical science to explain life's information domain, a practice which has no scientific justification. -- As you can tell by the preceding words this research is a fascinating approach to the question of the origin of life. - (PUBLISHER) ----- "Programming of Life is an excellent freshman level review of the formal programming, coding/decoding, integration, organization, Prescriptive Information (PI), memory, regulation and control required for a physical object to find itself 'alive.' DONALD E. JOHNSON is uniquely qualified to unpackage the strong parallels between everyday cybernetic design and engineering and the workings of the cell. I highly recommend this book." -DAVID L. ABEL, Director, The Gene Emergence Project Department of ProtoBioCybernetics and ProtoBioSemiotics The Origin of Life Science Foundation, Inc. ----- (ABOUT THE AUTHOR:) DR. DON JOHNSON has earned Ph.D.s in both Computer & Information Sciences from the University of Minnesota and in Chemistry from Michigan State University. He was a senior research scientist for 10 years in pharmaceutical and medical

/ scientific instrument fields, served as president and technical expert in an independent computer consulting firm for many years, and taught for 20 years in universities in Wisconsin, Minnesota, California, and Europe. He now maintains scienceintegrity.net to expose unsubstantiated claims in science and has made presentations on most continents.

Engineering of Intelligent Systems - Laszlo Monostori 2003-06-29
This book constitutes the refereed proceedings of the 14th International Conference on Industrial and Engineering Applications of Artificial Intelligence and Export Systems, IEA/AIE 2001, held in Budapest, Hungary in June 2001. The 104 papers presented were carefully reviewed and selected from a total of 140 submissions. The proceedings offer topical sections on searching, knowledge representation, model-based reasoning, machine learning, data mining, soft computing, evolutionary algorithms, distributed problem solving, export systems, pattern and speech recognition, vision language processing, planning and scheduling, robotics, autonomous agents, design, control, manufacturing systems, finance and business, software engineering, and intelligent tutoring.

Tutorial on Software System Design - William E. Riddle 1980
"The papers in this tutorial collection discuss various techniques applicable to the design activities that occur prior to the actual coding of a software system." -- Preface.

Advances in Object-Oriented Metalevel Architectures and Reflection - Christoph Zimmermann 1996-06-20
The importance of object-oriented metalevel architectures, metaobjects, and reflection continues to grow in computer science. This applies to traditional fields such as artificial intelligence and object-oriented programming languages as well as to parallel processing and operating

systems. Advances in Object-Oriented Metalevel Architectures and Reflection presents some of the standard-setting research in this field. The book is structured with and introductory chapter that lays the necessary foundation for readers new to the field. The next five parts discuss operating systems, artificial intelligence, languages, concurrent objects, and application support. Each part itself has a brief introduction that presents the basics for understanding the particular topic.

Advanced Information Systems Engineering - Rudolf Andersen 1991-04-30 Proceedings

Linguistics for the Age of AI - Marjorie Mcshane 2021-03-02 A human-inspired, linguistically sophisticated model of language understanding for intelligent agent systems. One of the original goals of artificial intelligence research was to endow intelligent agents with human-level natural language capabilities. Recent AI research, however, has focused on applying statistical and machine learning approaches to big data rather than attempting to model what people do and how they do it. In this book, Marjorie McShane and Sergei Nirenburg return to the original goal of recreating human-level intelligence in a machine. They present a human-inspired, linguistically sophisticated model of language understanding for intelligent agent systems that emphasizes meaning--the deep, context-sensitive meaning that a person derives from spoken or written language.

Scientific and Technical Aerospace Reports - 1978

Stochastic Hydrology and its Use in Water Resources Systems Simulation and Optimization - J.B. Marco 2012-12-06 Stochastic hydrology is an essential base of water resources systems analysis, due to the inherent randomness of the input, and consequently of the results. These results have to be incorporated in a decision-

making process regarding the planning and management of water systems. It is through this application that stochastic hydrology finds its true meaning, otherwise it becomes merely an academic exercise. A set of well known specialists from both stochastic hydrology and water resources systems present a synthesis of the actual knowledge currently used in real-world planning and management. The book is intended for both practitioners and researchers who are willing to apply advanced approaches for incorporating hydrological randomness and uncertainty into the simulation and optimization of water resources systems. (abstract) Stochastic hydrology is a basic tool for water resources systems analysis, due to inherent randomness of the hydrologic cycle. This book contains actual techniques in use for water resources planning and management, incorporating randomness into the decision making process. Optimization and simulation, the classical systems-analysis

technologies, are revisited under up-to-date statistical hydrology findings backed by real world applications.

Novice Programming Environments - Marc Eisenstadt 2018-05-15 This book, originally published in 1992, encapsulates ten years of research at the Open University's Human Cognition Research Laboratory. The research investigates the problems of novice programmers, and is strongly oriented toward the design and implementation of "programming environments" aimed at eliminating or easing novices' problems. A range of languages is studied: Pascal, SOLO, Lisp, Prolog and "Knowledge Engineering Programming". The primary emphasis of the empirical studies is to gain some understanding of novices' "mental models" of the inner workings of computers. Such (erroneous) models are constructed by novices in their own heads to account for the idiosyncrasies of particular programming languages. The

primary emphasis of the implementations described in the book is the provision of "automatic debugging aids", i.e. artificial intelligence programs which can analyse novices' buggy programs, and make sense of them, thereby providing useful advice for the novices. Another related strand taken in some of the work is the concept of "pre-emptive design", i.e. the provision of tools such as syntax-directed editors and graphical tracers which help programmers avoid many frequently-occurring errors. A common thread throughout the book is its Cognitive Science/Artificial Intelligence orientation. AI tools are used, for instance, to construct simulation models of subjects writing programs, in order to provide insights into what their deep conceptual errors are. At the other extreme, AI programs which were developed in order to help student debug their programs are observed empirically in order to ensure that they provide facilities actually needed by real programmers. This book will be of great interest to advanced undergraduate, postgraduate, and professional researchers in Cognitive Science, Artificial Intelligence, and Human-Computer Interaction.

Proceedings of the Conference - 1977

IJCAI-77 - 1977

Proceedings of the East-West Conference on Artificial Intelligence - Patrick Brezillon 1993

Handbook of VLSI Chip Design and Expert Systems - A. F. Schwarz 1993
Offers a conceptual and methodological understanding of chip design, and of the fundamental principles in the computer-aided design of VLSI circuits and systems (CADCAS). The text covers where, why and how expert systems are used in subtasks of CADCAS, and in the integrated chip design system.

International Symposium on Programming - B. Robinet 1980-04

Decision and Intelligence - Aleksander Farreny 2013-03-09

AI Magazine - 1985

Proceedings 2002 IEEE/RSJ International Conference on Intelligent Robots and Systems - 2002

Prometheus - Richard Broughton 1991 Prometheus is an advanced programming environment for the development of knowledge-based software. It owes its comparative simplicity, consistency and power to the ideas of logic programming. Prometheus, while using logic as the basis of representation language, offers frames to allow for natural representation of structured domains. The book starts with a general Representation Language and the Development Environment. It ends with a study of how Prometheus and Prolog can be combined for advanced programming projects.

IJCAI - 1979

Computers, Control & Information Theory - 1981

International Journal on Policy and Information - 1987

An Introduction to Prolog - Ramachandran Bharath 1986 Explains the techniques of programming a microcomputer in the Prolog language and discusses the use of Prolog for data bases and artificial intelligence.

International Symposium on Logic Programming - 1984

AI Tools and Techniques - Mark H. Richer 1989 An in-depth description and analysis of some of the most important tools and techniques that are available to the professional artificial intelligence programmer, researcher, or student are presented in this text.