

Artificial Intelligence George F Luger 4th Edition

Artificial Intelligence
Artificial Intelligence and the Design of Expert Systems
Fluid Concepts and Creative Analogies
Studyguide for Artificial Intelligence
Non-axiomatic Logic
A Guide to Expert Systems
Essentials of Artificial Intelligence
Readings in Qualitative Reasoning
About Physical Systems
Intermediate Problem Solving and Data Structures
Conceptual Structures: Current Practices
Artificial Intelligence
Computation and Intelligence
Common LISP
Knowledge Systems and Prolog
Artificial Intelligence Illuminated
Algorithmic Composition
The Synaptic Organization of the Brain
Computational Logic and Human Thinking
Knowledge Representation and Reasoning
Proceedings of the Twenty-Ninth International Florida Artificial Intelligence Research Society Conference (FLAIRS-16)
Machine Translation
Philosophy of Artificial Intelligence
Decision-Making
Support Systems: Achievements and Challenges for the New Decade
Artificial Intelligence
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Boomeritis
The Use of "artificial Intelligence" Techniques for the Study of Problem Solving Behavior
Machine Learning
Cognitive Science
Thinking about Android Epistemology
Encyclopedia of Artificial Intelligence
Parallel Processing and Parallel Algorithms
Artificial Intelligence and the Future of Defense
Paradigms of Artificial Intelligence

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Programming Artificial Intelligence Probabilistic Reasoning in Intelligent Systems Advanced Java Game Programming

Artificial Intelligence

Articles by various authors arranged in 5 parts.

Artificial Intelligence and the Design of Expert Systems

Probabilistic Reasoning in Intelligent Systems is a complete and accessible account of the theoretical foundations and computational methods that underlie plausible reasoning under uncertainty. The author provides a coherent explication of probability as a language for reasoning with partial belief and offers a unifying perspective on other AI approaches to uncertainty, such as the Dempster-Shafer formalism, truth maintenance systems, and nonmonotonic logic. The author distinguishes syntactic and semantic approaches to uncertainty--and offers techniques, based on belief networks, that provide a mechanism for making semantics-based systems operational. Specifically, network-propagation techniques serve as a mechanism for combining the theoretical coherence of probability theory with modern demands of reasoning-systems technology: modular declarative inputs, conceptually meaningful inferences, and parallel distributed computation. Application areas include diagnosis, forecasting, image interpretation, multi-sensor fusion, decision support systems, plan

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recognition, planning, speech recognition--in short, almost every task requiring that conclusions be drawn from uncertain clues and incomplete information. Probabilistic Reasoning in Intelligent Systems will be of special interest to scholars and researchers in AI, decision theory, statistics, logic, philosophy, cognitive psychology, and the management sciences. Professionals in the areas of knowledge-based systems, operations research, engineering, and statistics will find theoretical and computational tools of immediate practical use. The book can also be used as an excellent text for graduate-level courses in AI, operations research, or applied probability.

Fluid Concepts and Creative Analogies

Build smart applications by implementing real-world artificial intelligence projects Key Features Explore a variety of AI projects with Python Get well-versed with different types of neural networks and popular deep learning algorithms Leverage popular Python deep learning libraries for your AI projects Book Description Artificial Intelligence (AI) is the newest technology that's being employed among varied businesses, industries, and sectors. Python Artificial Intelligence Projects for Beginners demonstrates AI projects in Python, covering modern techniques that make up the world of Artificial Intelligence. This book begins with helping you to build your first prediction model using the popular Python library, scikit-learn. You will understand how to build a classifier using an effective machine learning technique, random forest, and decision trees. With exciting projects on predicting

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bird species, analyzing student performance data, song genre identification, and spam detection, you will learn the fundamentals and various algorithms and techniques that foster the development of these smart applications. In the concluding chapters, you will also understand deep learning and neural network mechanisms through these projects with the help of the Keras library. By the end of this book, you will be confident in building your own AI projects with Python and be ready to take on more advanced projects as you progress

What you will learn

- Build a prediction model using decision trees and random forest
- Use neural networks, decision trees, and random forests for classification
- Detect YouTube comment spam with a bag-of-words and random forests
- Identify handwritten mathematical symbols with convolutional neural networks
- Revise the bird species identifier to use images
- Learn to detect positive and negative sentiment in user reviews

Who this book is for

Python Artificial Intelligence Projects for Beginners is for Python developers who want to take their first step into the world of Artificial Intelligence using easy-to-follow projects. Basic working knowledge of Python programming is expected so that you're able to play around with code

Studyguide for Artificial Intelligence

Artificial intelligence (AI) is on everybody's minds these days. Most of the world's leading companies are making massive investments in it. Governments are scrambling to catch up. Every single one of us who uses Google Search or any of the new digital

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assistants on our smartphones has witnessed first-hand how quickly these developments now go. Many analysts foresee truly disruptive changes in education, employment, health, knowledge generation, mobility, etc. But what will AI mean for defense and security? In a new study HCSS offers a unique perspective on this question. Most studies to date quickly jump from AI to autonomous (mostly weapon) systems. They anticipate future armed forces that mostly resemble today's armed forces, engaging in fairly similar types of activities with a still primarily industrial-kinetic capability bundle that would increasingly be AI-augmented. The authors of this study argue that AI may have a far more transformational impact on defense and security whereby new incarnations of 'armed force' start doing different things in novel ways. The report sketches a much broader option space within which defense and security organizations (DSOs) may wish to invest in successive generations of AI technologies. It suggests that some of the most promising investment opportunities to start generating the sustainable security effects that our polities, societies and economies expect may lie in in the realms of prevention and resilience. Also in those areas any large-scale application of AI will have to result from a preliminary open-minded (on all sides) public debate on its legal, ethical and privacy implications. The authors submit, however, that such a debate would be more fruitful than the current heated discussions about 'killer drones' or robots. Finally, the study suggests that the advent of artificial super-intelligence (i.e. AI that is superior across the board to human intelligence), which many experts now put

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firmly within the longer-term planning horizons of our DSOs, presents us with unprecedented risks but also opportunities that we have to start to explore. The report contains an overview of the role that 'intelligence' - the computational part of the ability to achieve goals in the world - has played in defense and security throughout human history; a primer on AI (what it is, where it comes from and where it stands today - in both civilian and military contexts); a discussion of the broad option space for DSOs it opens up; 12 illustrative use cases across that option space; and a set of recommendations for - especially - small- and medium sized defense and security organizations.

Non-axiomatic Logic

Artificial Intelligence: Structures and Strategies for Complex Problem Solving is ideal for a one- or two-semester undergraduate course on AI. In this accessible, comprehensive text, George Luger captures the essence of artificial intelligence-solving the complex problems that arise wherever computer technology is applied. Ideal for an undergraduate course in AI, the Sixth Edition presents the fundamental concepts of the discipline first then goes into detail with the practical information necessary to implement the algorithms and strategies discussed. Readers learn how to use a number of different software tools and techniques to address the many challenges faced by today's computer scientists.

A Guide to Expert Systems

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Paradigms of AI Programming is the first text to teach advanced Common Lisp techniques in the context of building major AI systems. By reconstructing authentic, complex AI programs using state-of-the-art Common Lisp, the book teaches students and professionals how to build and debug robust practical programs, while demonstrating superior programming style and important AI concepts. The author strongly emphasizes the practical performance issues involved in writing real working programs of significant size. Chapters on troubleshooting and efficiency are included, along with a discussion of the fundamentals of object-oriented programming and a description of the main CLOS functions. This volume is an excellent text for a course on AI programming, a useful supplement for general AI courses and an indispensable reference for the professional programmer.

Essentials of Artificial Intelligence

A boy & his grandparents live near a cursed wood. the boy longs for a dog - but the ungainly creature found by his grandfather hardly fits his image of the perfect pet. But then the dog starts to grow human ears!

Readings in Qualitative Reasoning About Physical Systems

This is a thorough revision of the standard text on local circuits in the different regions of the brain. In this fifth edition, the results of the mouse and human genome projects are incorporated for the first time.

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Also for the first time, the reader is oriented to supporting neuroscience databases. Among the new advances covered are 2-photon confocal laser microscopy of dendrites and dendritic spines, biochemical analyses, and dual patch and multielectrode recordings, applied together with an increasing range of behavioral and gene-targeting methods.

Intermediate Problem Solving and Data Structures

The interdisciplinary field of cognitive science brings together elements of cognitive psychology, mathematics, perception, linguistics, and artificial intelligence. Given this breadth, textbooks have had difficulty providing balanced coverage-most resort to disjointed edited treatises that prove difficult to use. Cognitive Science provides a unified and comprehensive look at the field, from foundations to applications. Luger explores the logical and philosophical bases of cognitive science with multiple models of intelligence, including neural networks and connectionism. Practical programming examples are included along with an introduction to PROLOG.

Conceptual Structures: Current Practices

This work presents readings in artificial intelligence that should be of relevance to current students and practitioners. It is divided into five parts - each reflecting the stages of development of AI - which include "Foundations", "Knowledge Representation"

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and "Weak Method Problem Solving".

Artificial Intelligence

Since its publication, Essentials of Artificial Intelligence has been adopted at numerous universities and colleges offering introductory AI courses at the graduate and undergraduate levels. Based on the author's course at Stanford University, the book is an integrated, cohesive introduction to the field. The author has a fresh, entertaining writing style that combines clear presentations with humor and AI anecdotes. At the same time, as an active AI researcher, he presents the material authoritatively and with insight that reflects a contemporary, first hand understanding of the field. Pedagogically designed, this book offers a range of exercises and examples.

Computation and Intelligence

Advanced Java Game Programming teaches you how to create desktop and Internet computer games using the latest Java programming language techniques. Whereas other Java game programming books focus on introductory Java material, this book covers game programming for experienced Java developers. David Wallace Croft, founder of the Game Developers Java Users Group (GameJUG), has assembled an open-source reusable game library—a Swing animation engine that allows developers to use these techniques and put out new games very rapidly. The open-source game library also includes a reusable game

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deployment framework and a multiplayer networking library with HTTP firewall tunneling capability for applets. All of the code is open source, including the example games. The animation has been scrupulously tested and optimized in the Swing environment, and Croft clearly explains how the code works in great detail. The graphics and audio libraries used in the examples are public domain and may also be used royalty-free for creating new games.

Common LISP

Algorithmic composition – composing by means of formalizable methods – has a century old tradition not only in occidental music history. This is the first book to provide a detailed overview of prominent procedures of algorithmic composition in a pragmatic way rather than by treating formalizable aspects in single works. In addition to an historic overview, each chapter presents a specific class of algorithm in a compositional context by providing a general introduction to its development and theoretical basis and describes different musical applications. Each chapter outlines the strengths, weaknesses and possible aesthetical implications resulting from the application of the treated approaches. Topics covered are: markov models, generative grammars, transition networks, chaos and self-similarity, genetic algorithms, cellular automata, neural networks and artificial intelligence are covered. The comprehensive bibliography makes this work ideal for the musician and the researcher alike.

Knowledge Systems and Prolog

Hosftadter and his colleagues at The Fluid Analogies Research Group have developed computer models that help describe and explain human discovery, creation and analogical thought. The key issue of perception is investigated through the exploration of playful anagrams, number puzzles, word play and fanciful alphabetical styles, and the result is a survey of cognitive processes. This text presents the results.

Artificial Intelligence Illuminated

Knowledge representation is at the very core of a radical idea for understanding intelligence. This book talks about the central concepts of knowledge representation developed over the years. It is suitable for researchers and practitioners in database management, information retrieval, object-oriented systems and artificial intelligence.

Algorithmic Composition

Ken Wilber's latest book is a daring departure from his previous writings—a highly original work of fiction that combines brilliant scholarship with tongue-in-cheek storytelling to present the integral approach to human development that he expounded in more conventional terms in his recent *A Theory of Everything*. The story of a naïve young grad student in computer science and his quest for meaning in a fragmented world provides the setting in which Wilber contrasts the alienated "flatland" of scientific

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materialism with the integral vision, which embraces body, mind, soul, and spirit in self, culture, and nature. The book especially targets one of the most stubborn obstacles to realizing the integral vision: a disease of egocentrism and narcissism that Wilber calls "boomeritis" because it seems to plague the baby-boomer generation most of all. Through a series of sparkling seminar-lectures skillfully interwoven with the hero's misadventures in the realms of sex, drugs, and popular culture, all of the major tenets of extreme postmodernism are criticized—and exemplified—including the author's having a bad case of boomeritis himself. Parody, intellectual slapstick, and a mind-twisting surprise ending unite to produce a highly entertaining summary of the work of cutting-edge theorists in human development from around the world.

The Synaptic Organization of the Brain

Readings in Qualitative Reasoning about Physical Systems describes the automated reasoning about the physical world using qualitative representations. This text is divided into nine chapters, each focusing on some aspect of qualitative physics. The first chapter deal with qualitative physics, which is concerned with representing and reasoning about the physical world. The goal of qualitative physics is to capture both the commonsense knowledge of the person on the street and the tacit knowledge underlying the quantitative knowledge used by engineers and scientists. The succeeding chapter discusses the qualitative calculus and its role in

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constructing an envisionment that includes behavior over both mythical time and elapsed time. These topics are followed by reviews of the mathematical aspects of qualitative reasoning, history-based simulation and temporal reasoning, as well as the intelligence in scientific computing. The final chapters are devoted to automated modeling for qualitative reasoning and causal explanations of behavior. These chapters also examine the qualitative kinematics of reasoning about shape and space. This book will prove useful to psychologists and psychiatrists.

Computational Logic and Human Thinking

Knowledge Representation and Reasoning

The practical benefits of computational logic need not be limited to mathematics and computing. As this book shows, ordinary people in their everyday lives can profit from the recent advances that have been developed for artificial intelligence. The book draws upon related developments in various fields from philosophy to psychology and law. It pays special attention to the integration of logic with decision theory, and the use of logic to improve the clarity and coherence of communication in natural languages such as English. This book is essential reading for teachers and researchers who may be out of touch with the latest developments in computational logic. It will also be useful in any undergraduate course that

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teaches practical thinking, problem solving or communication skills. Its informal presentation makes the book accessible to readers from any background, but optional, more formal, chapters are also included for those who are more technically oriented.

Proceedings of the Twenty-Ninth International Florida Artificial Intelligence Research Society Conference (FLAIRS-16)

This book describes a novel, cross-linguistic approach to machine translation that solves certain classes of syntactic and lexical divergences by means of a lexical conceptual structure that can be composed and decomposed in language-specific ways. This approach allows the translator to operate uniformly across many languages, while still accounting for knowledge that is specific to each language. The translation model can be used to map a source-language sentence to a target-language sentence in a principled fashion. It is built on the basis of a parametric approach, making it easy to change from one language to another (by setting syntactic switches for each language and providing lexical descriptions for each language) without having to write a whole new processor for each language. Dorr's approach advances the field of machine translation in a number of important ways: it provides a uniform processor in which the same syntactic and lexical-semantic processing modules are used for each language; it is interlingual, able to derive an underlying language-independent form of the source

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language that allows any of the three target languages - Spanish, English, or German - to be produced from this form; and it describes a systematic mapping between the lexical-semantic level and the syntactic level that allows the appropriate target-language words to be selected and realized, despite the potential for syntactic and lexical divergences. Bonnie Jean Dorr is Assistant Professor in the Computer Science Department at the University of Maryland.

Machine Translation

This edition of 'Artificial Intelligence' includes increased coverage of the stochastic approaches to AI and stochastic methodology. Various sections have also been extended to recognize the importance of agent-based problem solving and embodiment in AI technology.

Philosophy of Artificial Intelligence

Artificial Intelligence presents a practical guide to AI, including agents, machine learning and problem-solving simple and complex domains.

Decision-Making Support Systems: Achievements and Challenges for the New Decade

Artificial Intelligence

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Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompany: 9780321545893 .

Python Artificial Intelligence Projects for Beginners

Annotation The book presents state-of-the-art knowledge about decision-making support systems (DMSS). Its main goals are to provide a compendium of quality chapters on decision-making support systems that help diffuse scarce knowledge about effective methods and strategies for successfully designing, developing, implementing, and evaluating decision-making support systems, and to create an awareness among readers about the relevance of decision-making support systems in the current complex and dynamic management environment.

Artificial Intelligence

Search is an important component of problem solving in artificial intelligence (AI) and, more generally, in computer science, engineering and operations research. Combinatorial optimization, decision analysis, game playing, learning, planning, pattern recognition, robotics and theorem proving are some of the areas in which search algorithms play a key

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role. Less than a decade ago the conventional wisdom in artificial intelligence was that the best search algorithms had already been invented and the likelihood of finding new results in this area was very small. Since then many new insights and results have been obtained. For example, new algorithms for state space, AND/OR graph, and game tree search were discovered. Articles on new theoretical developments and experimental results on backtracking, heuristic search and constraint propagation were published. The relationships among various search and combinatorial algorithms in AI, Operations Research, and other fields were clarified. This volume brings together some of this recent work in a manner designed to be accessible to students and professionals interested in these new insights and developments.

An Introduction to Machine Learning

Motivation It is now possible to build powerful single-processor and multiprocessor systems and use them efficiently for data processing, which has seen an explosive expansion in many areas of computer science and engineering. One approach to meeting the performance requirements of the applications has been to utilize the most powerful single-processor system that is available. When such a system does not provide the performance requirements, pipelined and parallel processing structures can be employed. The concept of parallel processing is a departure from sequential processing. In sequential computation one processor is involved and performs one

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operation at a time. On the other hand, in parallel computation several processors cooperate to solve a problem, which reduces computing time because several operations can be carried out simultaneously. Using several processors that work together on a given computation illustrates a new paradigm in computer problem solving which is completely different from sequential processing. From the practical point of view, this provides sufficient justification to investigate the concept of parallel processing and related issues, such as parallel algorithms. Parallel processing involves utilizing several factors, such as parallel architectures, parallel algorithms, parallel programming languages and performance analysis, which are strongly interrelated. In general, four steps are involved in performing a computational problem in parallel. The first step is to understand the nature of computations in the specific application domain.

Search in Artificial Intelligence

This book deals with the major philosophical issues in the theoretical framework of Artificial Intelligence (AI) in particular and cognitive science in general. The researchers in AI are concerned with the issues of consciousness, human subjectivity, creativity, etc. Cognitive Science and AI argue that consciousness can be artificially created and comprehended in the function of robots. The robotic activities explain the mechanism involved in computation, language processing, sensing the information, etc. Contrary to this thesis, the philosophical study tries to show that

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human consciousness, thinking, imagination, etc. are much larger concepts and need to be delved into in the broad theoretical framework. This book is a critique of the mechanistic theory of mind. It shows the basic foundation of AI and its limitations in explaining the activities of the human mental life. Machine-functionalism fails to account for the subjective nature of consciousness and the creativity involved in the conscious acts. There are two aspects of this thesis-- the epistemological and the metaphysical. Epistemologically, the subject of consciousness intimately knows the raw feelings or the qualia. Metaphysically speaking, however, the raw feelings are real in the sense that they are part of the furniture of the mental world. Therefore, we can hardly deny that the mental world is real.

Boomeritis

Provides a thorough discussion of AI's theoretical foundations and advanced applications, including expert system design and knowledge-based programming. It is a wealth of advanced AI topics and applications that should appeal to a broad audience.

The Use of "artificial Intelligence" Techniques for the Study of Problem Solving Behavior

Machine Learning

This book provides a systematic and comprehensive

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description of Non-Axiomatic Logic, which is the result of the author's research for about three decades. Non-Axiomatic Logic is designed to provide a uniform logical foundation for Artificial Intelligence, as well as an abstract description of the OC laws of thoughtOCO followed by the human mind. Different from OC mathematicalOCO logic, where the focus is the regularity required when demonstrating mathematical conclusions, Non-Axiomatic Logic is an attempt to return to the original aim of logic, that is, to formulate the regularity in actual human thinking. To achieve this goal, the logic is designed under the assumption that the system has insufficient knowledge and resources with respect to the problems to be solved, so that the OC logical conclusionsOCO are only valid with respect to the available knowledge and resources. Reasoning processes according to this logic covers cognitive functions like learning, planning, decision making, problem solving, This book is written for researchers and students in Artificial Intelligence and Cognitive Science, and can be used as a textbook for courses at graduate level, or upper-level undergraduate, on Non-Axiomatic Logic."

Cognitive Science

Thinking about Android Epistemology

One of the largest and most active areas of AI, machine learning is of interest to students of psychology, philosophy of science, and education. Although self-contained, volume III follows the

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tradition of volume I (1983) and volume II (1986).
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Encyclopedia of Artificial Intelligence

FLAIRS was founded in 1987 to promote and advance artificial intelligence research within the state of Florida, fostering interaction between researchers at colleges, universities, and industry. Since 1990, FLAIRS conferences have been broadened to include participants and papers from across North America and the world.

Parallel Processing and Parallel Algorithms

The defacto standard - a must-have for all LISP programmers. In this greatly expanded edition of the defacto standard, you'll learn about the nearly 200 changes already made since original publication - and find out about gray areas likely to be revised later. Written by the Vice- Chairman of X3J13 (the ANSI committee responsible for the standardization of Common Lisp) and co-developer of the language itself, the new edition contains the entire text of the first edition plus six completely new chapters. They cover: - CLOS, the Common Lisp Object System, with new features to support function overloading and object-oriented programming, plus complete technical specifications * Loops, a powerful control structure for multiple variables * Conditions, a generalization of the error signaling mechanism * Series and generators *

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Plus other subjects not part of the ANSI standards but of interest to professional programmers. Throughout, you'll find fresh examples, additional clarifications, warnings, and tips - all presented with the author's customary vigor and wit.

Artificial Intelligence and the Future of Defense

Artificial Intelligence Illuminated presents an overview of the background and history of artificial intelligence, emphasizing its importance in today's society and potential for the future. The book covers a range of AI techniques, algorithms, and methodologies, including game playing, intelligent agents, machine learning, genetic algorithms, and Artificial Life. Material is presented in a lively and accessible manner and the author focuses on explaining how AI techniques relate to and are derived from natural systems, such as the human brain and evolution, and explaining how the artificial equivalents are used in the real world. Each chapter includes student exercises and review questions, and a detailed glossary at the end of the book defines important terms and concepts highlighted throughout the text.

Paradigms of Artificial Intelligence Programming

Artificial Intelligence: A Modern Approach offers the most comprehensive, up-to-date introduction to the theory and practice of artificial intelligence. Number one in its field, this textbook is ideal for one or two-

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semester, undergraduate or graduate-level courses in Artificial Intelligence.

Artificial Intelligence

This book is the proceedings of the Second International Conference on Conceptual Structures, ICCS '94, held at College Park, Maryland, USA in August 1994. This proceedings presents, on an international scale, up-to-the-minute research results on theoretical and applicational aspects of conceptual graphs, particularly on the use of contexts in knowledge representation. The concept of contexts is highly important for all kinds of knowledge-intensive systems. The book is organized into sections on natural language understanding, rational problem solving, conceptual graph theory, contexts and canons, and data modeling.

Probabilistic Reasoning in Intelligent Systems

Advanced Java Game Programming

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