Interpreting Lisp Programming And Data Structures

Programming LanguagesPrinciples of Programming LanguagesProceedings of the 1994 ACM Conference on LISP and Functional ProgrammingAnatomy of LISPA Programmer's Guide to COMMON LISPConsciousness EvolvingProceedings of the Fifteenth International Conference on Very Large Data BasesProceedingsAccessIntelligent Multimedia SystemsACM SIGGRAPH 88Hewlett-Packard JournalTutorial, Microprogramming and Firmware EngineeringThe Art of Lisp ProgrammingStructure and Interpretation of Computer Programs - 2nd EditionPractical Common LispCognitive psychologyEncyclopedia of Information SystemsPC Tech JournalNatural and Artificial IntelligenceInterpreting LISPVery Large Data BasesMicro-20Encyclopedia of Computer Science and TechnologyCommon LISPConference Record of the ACM Symposium on LISP and Functional ProgrammingLisp in Small PiecesLISP 1.5 Programmer's ManualAI Algorithms, Data Structures, and Idioms in Prolog, Lisp, and JavaMetamathematics, Machines and Gödel's ProofEncyclopedia of physical science and technologyDr. Dobb's JournalProceedingsComputer LanguageTwelfth International Conference on Information Networking, (ICOIN-12), Koganei, Tokyo, Japan, January 21-23, 1998Computer Architecture, TutorialProceedings of the Caltech Conference on Very Large Scale IntegrationCommon LISPParadigms of Artificial Intelligence ProgrammingProceedings of the 1992 ACM Conference on LISP and Functional Programming

Programming Languages

Principles of Programming Languages

Proceedings of the 1994 ACM Conference on LISP and Functional Programming

Anatomy of LISP

Describes the use of computer programs to check several proofs in the foundations of mathematics.

A Programmer's Guide to COMMON LISP

Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.

Consciousness Evolving

A collection of stimulating studies on the past, the present, and the future of consciousness, Consciousness Evolving contributes to understanding some of the most important conceptual problems of our time. The advent of the modern synthesis together with the human genome project affords a platform for considering what it is that makes humans distinctive. Beginning with an essay that accents the nature of the problem within a behavioristic framework and concluding with reflections on the prospects for a form of immortality through serial cloning, the chapters are divided into three sections, which concern how and why consciousness may have evolved, special capacities involving language, creativity, and mentality as candidates for evolved adaptations, and the prospects for artificial evolution though the design of robots with specific forms of consciousness and mind. This volume should appeal to every reader who wants to better understand the human species, including its distinctive properties and its place in nature. (Series A)

Proceedings of the Fifteenth International Conference on Very Large Data Bases

Proceedings

Access

Structure and Interpretation of Computer Programs by Harold Abelson and Gerald Jay Sussman is licensed under a Creative Commons Attribution-NonCommercial 3.0 License.

Intelligent Multimedia Systems

ACM SIGGRAPH 88

Hewlett-Packard Journal

Tutorial, Microprogramming and Firmware Engineering

Highly accessible treatment covers cons cell structures, evaluation rules, programs as data, recursive and applicable programming styles. Nearly 400 illustrations, answers to exercises, "toolkit" sections, and a variety of complete programs. 1990 edition.

The Art of Lisp Programming

* Treats LISP as a language for commercial applications, not a language for academic AI concerns. This could be considered to be a secondary text for the Lisp course that most schools teach . This would appeal to students who sat through a LISP course in college without quite getting it – so a "nostalgia" approach, as in "wow-lisp can be practical" * Discusses the Lisp programming model and environment. Contains an introduction to the language and gives a thorough overview of all of Common Lisp's main features. * Designed for experienced programmers no matter what languages they may be coming from and written for a modern audience—programmers who are familiar with languages like Java, Python, and Perl. * Includes several examples of working code that actually does something useful like Web programming and database access.

Structure and Interpretation of Computer Programs - 2nd Edition

Many of us already have at least a passing acquaintance with procedural languages such as BASIC or Pascal, but may not have met a functional language like Lisp before. Using the same enjoyable and sometimes quirky style that they employed so successfully in "The Art of C-Programming", Robin Jones and his team explain the fundamentals of Lisp in a way that students from school to postgraduates will find lucid and stimulating. The book is unique in illustrating the use of Lisp through the development of a realistic project: the design and implementation of a Lisp-based interpreter for the language ABC.

Practical Common Lisp

Cognitive psychology

The papers at this conference should appeal to researchers, professors, practitioners, students, and other computing professionals."

Encyclopedia of Information Systems

PC Tech Journal

Natural and Artificial Intelligence

Interpreting LISP

Very Large Data Bases

The manual describes LISP, a formal mathematical language. LISP differs from mostprogramming languages in three important ways. The first way is in the nature of the data.

Micro-20

Encyclopedia of Computer Science and Technology

How does the mind work? How is data stored in the brain? How does the mental world connect with the physical world? The hybrid system developed in this book shows a radically new view on the brain. Briefly, in this model memory remains permanent by changing the homeostasis rebuilding the neuronal organelles. These transformations are approximately abstracted as all-or-none operations. Thus the computer-like neural systems become plausible biological models. This illustrated book shows how artificial animals with such brains learn invariant methods of behavior control from their repeated actions. These robots can make decisions in any circumstances and reason by analogy whenever possible. This new and expanded edition includes a prologue exploring the problems which have stopped the development of fully fledged brain models. The causes of these deadlocks are listed as potential misconceptions about brain principles, neural networks, nervous systems, robotics, programming and decision logic.

Common LISP

Conference Record of the ACM Symposium on LISP and Functional Programming

Lisp in Small Pieces

LISP 1.5 Programmer's Manual

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 * 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.

AI Algorithms, Data Structures, and Idioms in Prolog, Lisp, and Java

Learn Lisp programming in a data structures context, including tables, functions, forms, expressions, typed-pointers, I/O, garbage collection and some applications. This short primer contains a careful description of the data structures manipulated by Lisp functions. These data structures and others, notably hash tables, are also used in constructing a Lisp interpreter. Interpreting Lisp will be of special interest to those learning and using programming languages and computer architecture as well as data structures. This book will be useful to autodidacts, professional programmers, and computer enthusiasts in a wide variety of fields. What You'll Learn Use the atom table and the number table in Lisp Master expressions, typed pointers, arguments and results in typed pointers, and more Write lambda expressions in Lisp Bind actual values to formal arguments Develop games in Lisp Who This Book Is For Experienced programmers new to Lisp.

Metamathematics, Machines and Gödel's Proof

The Encyclopedia of Information Systems provides essential answers to questions increasingly asked by people in all walks of life. People can no longer claim that information about computer viruses, for example, is unimportant to their work, or that advances in speech recognition and encryption will leave them unaffected. The Encyclopedia is therefore more useful than one might suspect to people well beyond the walls of information systems departments. Offering both general and technical information about major elements, issues, opinions, and key studies, as well as cross-references to related subjects, it captures the dynamic growth and complexity unique to our era. Offers the only major encyclopedic examination of information systems; there are no competitors Articles begin with easily understandable concepts and become increasingly sophisticated, satisfying the needs of all readers Articles emphasize information that will not quickly go out of date Each article contains an average of 8 graphs and 8 tables illustrating its important points Contains approximately 220 separate articles, all original contributions commissioned for this work Includes approximately 700 figures and tables within the text; more than 2,000 glossary entries explain key terms, "further reading" lists appear at the end of each entry, and an extensive cross-referencing system links related articles

Encyclopedia of physical science and technology

Dr. Dobb's Journal

This is a comprehensive account of the semantics and the implementation of the whole Lisp family of languages, namely Lisp, Scheme and related dialects. It describes 11 interpreters and 2 compilers, including very recent techniques of interpretation and compilation. The book is in two parts. The first starts from a simple evaluation function and enriches it with multiple name spaces, continuations and side-effects with commented variants, while at the same time the language used to define these features is reduced to a simple lambda-calculus. Denotational semantics is then naturally introduced. The second part focuses more on implementation techniques and discusses precompilation for fast interpretation: threaded code or bytecode; compilation towards C. Some extensions are also described such as dynamic evaluation, reflection, macros and objects. This will become the new standard reference for people wanting to know more about the Lisp family of languages: how they work, how they are implemented, what their variants are and why such variants exist. The full code is supplied (and also available over the Net). A large bibliography is given as well as a considerable number of exercises. Thus it may also be used by students to accompany second courses on Lisp or Scheme.

Proceedings

Computer Language

Twelfth International Conference on Information Networking, (ICOIN-12), Koganei, Tokyo, Japan, January 21-23, 1998

This describes programming language design by means of the underlying software and hardware architecture that is required for execution of programs written in those languages.

Computer Architecture, Tutorial

The marriage of intelligent systems and multimedia has spawned exciting new applications in fields as diverse as training, marketing, and games. This book bridges the gap between multimedia and intelligent systems design, teaching users of one the precepts of the other, while showing developers how to integrate these two technologies. Focusing on systems for use in education and entertainment, the book includes step-by-step plans for developing two small systems: a Spanish language tutor and a toaster repair system. The CD includes source code for both systems as well as an Intelligent System Shell that users can use to create their own systems.

Proceedings of the Caltech Conference on Very Large Scale Integration

Common LISP

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.

Paradigms of Artificial Intelligence Programming

Proceedings of the 1992 ACM Conference on LISP and Functional Programming

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION