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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.

Teaching users new and more powerful ways of thinking about programs, this two-in-one text contains a tutorial--full of examples--that explains all the essential concepts of Lisp programming, plus an up-to-date summary of ANSI Common Lisp. Informative and fun, it gives users everything they need to start writing programs in Lisp and highlights innovative Lisp features.

\* 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



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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.

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.

This exciting new text reveals both the evolution of this programming paradigm since its inception and the impressively broad scope of current research in the field. The contributors to this book are all leading world experts in Logic Programming, and they deal with both theoretical and practical issues. They address such diverse topics as: computational molecular biology, machine learning, mobile computing, multi-agent systems, planning, numerical computing and dynamical systems, database systems, an alternative to the "formulas as types" approach, program semantics and analysis, and natural

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language processing. XXXXXXXX Neuer Text Logic Programming was founded 25 years ago. This exciting book reveals both the evolution of this programming paradigm and its impressively broad scope of current research. The contributions by leading computer scientists deal with both theoretical and practical issues. They address diverse topics such as: computational molecular biology, machine learning, mobile computing, multi-agent systems, numerical computing and dynamical systems, database systems, program semantics, natural language processing, and promising future directions.

Readings in Artificial Intelligence and Software Engineering covers the main techniques and application of artificial intelligence and software engineering. The ultimate goal of artificial intelligence applied to software engineering is automatic programming. Automatic programming would allow a user to simply say what is wanted and have a program produced completely automatically. This book is organized into 11 parts encompassing 34 chapters that specifically tackle the topics of deductive synthesis, program transformations, program verification, and programming tutors. The opening parts provide an introduction to the key ideas to the deductive approach, namely the

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correspondence between theorems and specifications and between constructive proofs and programs. These parts also describes automatic theorem provers whose development has be designed for the programming domain. The subsequent parts present generalized program transformation systems, the problems involved in using natural language input, the features of very high level languages, and the advantages of the programming by example system. Other parts explore the intelligent assistant approach and the significance and relation of programming knowledge in other programming system. The concluding parts focus on the features of the domain knowledge system and the artificial intelligence programming. Software engineers and designers and computer programmers, as well as researchers in the field of artificial intelligence will find this book invaluable.

This book presents fundamental topics and algorithms that form the core of machine learning (ML) research, as well as emerging paradigms in intelligent system design. The multidisciplinary nature of machine learning makes it a very fascinating and popular area for research. The book is aiming at students, practitioners and researchers and captures the diversity and richness of the field of machine learning and intelligent systems. Several chapters are devoted to computational learning models such as granular computing, rough sets

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and fuzzy sets An account of applications of well-known learning methods in biometrics, computational stylistics, multi-agent systems, spam classification including an extremely well-written survey on Bayesian networks shed light on the strengths and weaknesses of the methods. Practical studies yielding insight into challenging problems such as learning from incomplete and imbalanced data, pattern recognition of stochastic episodic events and on-line mining of non-stationary data streams are a key part of this book.

Your guide to the functional programming paradigm Functional programming mainly sees use in math computations, including those used in Artificial Intelligence and gaming. This programming paradigm makes algorithms used for math calculations easier to understand and provides a concise method of coding algorithms by people who aren't developers. Current books on the market have a significant learning curve because they're written for developers, by developers—until now. Functional Programming for Dummies explores the differences between the pure (as represented by the Haskell language) and impure (as represented by the Python language) approaches to functional programming for readers just like you. The pure approach is best suited to researchers who have no desire to create production code but do need to test algorithms fully and demonstrate their usefulness

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to peers. The impure approach is best suited to production environments because it's possible to mix coding paradigms in a single application to produce a result more quickly. Functional Programming For Dummies uses this two-pronged approach to give you an all-in-one approach to a coding methodology that can otherwise be hard to grasp. Learn pure and impure when it comes to coding Dive into the processes that most functional programmers use to derive, analyze and prove the worth of algorithms Benefit from examples that are provided in both Python and Haskell Glean the expertise of an expert author who has written some of the market-leading programming books to date If you're ready to massage data to understand how things work in new ways, you've come to the right place!

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