Ivan Bratko Prolog Programming For Artificial Intelligence

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Artificial Intelligence - Stuart J. Russell 2005-03-24

Prolog Programming for Artificial Intelligence Third edition Ivan Bratko The third edition of this best-selling guide to Prolog and Artificial Intelligence has been updated to include key developments in the field while retaining its lucid

approach to these topics. Divided into two parts, the first part of the book introduces the programming language Prolog, while the second part teaches Artificial Intelligence using Prolog as a tool for the implementation of AI techniques. Prolog has its roots in logic, however the main aim of this book is to teach Prolog as a practical programming tool. This text therefore concentrates on the art of using the basic mechanisms of Prolog to solve interesting problems. The third edition has been fully revised and extended to provide an even greater range of applications, which further enhance its value as a self-contained guide to Prolog, AI or AI Programming for students and professional programmers alike.Features * Combined approach to Prolog and AI allows flexibility for learning and teaching * Provides a thorough representation of AI, emphasizing practical techniques and Prolog implementations * Prolog programs for use in projects and research are available for download on the World Wide Web.New for this edition: * Constraint Logic Programming * Qualitative Reasoning * Inductive Logic Programming * The addition of belief networks for handling uncertainty * A major update on machine learning * Additional techniques for improving program efficiency * Meta-programming is updated to show how Prolog can be used to implement other languages (including object-oriented programming) * A new Companion Web Site will

contain further teaching materials and updates Author: Professor Ivan Bratko leads the AI groups in the Faculty of Computer and Information Science at both Ljubljana University and the Jozef Stefan Institute in Slovenia. He has taught Prolog world-wide as well as applying Prolog in medical expert systems, robot programming, qualitative modelling and computer chess research.

Thinking as Computation - Hector J. Levesque 2012-01-06

Students explore the idea that thinking is a form of computation by learning to write simple computer programs for tasks that require thought. This book guides students through an exploration of the idea that thinking might be understood as a form of computation. Students make the connection between thinking and computing by learning to write computer programs for a variety of tasks that require thought, including solving puzzles, understanding natural language, recognizing objects in visual scenes, planning courses of action, and playing strategic games. The material is presented with minimal technicalities and is accessible to undergraduate students with no specialized knowledge or technical background beyond high school mathematics. Students use Prolog (without having to learn algorithms: “Prolog without tears!”), learning to express what they need as a Prolog program and letting Prolog search for answers. After an introduction to the basic concepts, Thinking as Computation offers three chapters on

Prolog, covering back-chaining, programs and queries, and how to write the sorts of Prolog programs used in the book. The book follows this with case studies of tasks that appear to require thought, then looks beyond Prolog to consider learning, explaining, and propositional reasoning. Most of the chapters conclude with short bibliographic notes and exercises. The book is based on a popular course at the University of Toronto and can be used in a variety of classroom contexts, by students ranging from first-year liberal arts undergraduates to more technically advanced computer science students.

A Guide to Artificial Intelligence with Visual Prolog - Randall Scott 2010

Get started with the simplest, most powerful prolog ever: Visual Prolog If you want to explore the potential of Artificial Intelligence (AI), you need to know your way around Prolog. Prolog - which stands for "programming with logic" - is one of the most effective languages for building AI applications, thanks to its unique approach. Rather than writing a program that spells out exactly how to solve a problem, with Prolog you define a problem with logical Rules, and then set the computer loose on it. This paradigm shift from Procedural to Declarative programming makes Prolog ideal for applications involving AI, logic, language parsing, computational linguistics, and theorem-proving. Now, Visual Prolog (available as a free download) offers even more with its powerful Graphical

User Interface (GUI), built-in Predicates, and rather large provided Program Foundation Class (PFC) libraries. A Guide to Artificial Intelligence with Visual Prolog is an excellent introduction to both Prolog and Visual Prolog. Designed for newcomers to Prolog with some conventional programming background (such as BASIC, C, C++, Pascal, etc.), Randall Scott proceeds along a logical, easy-to-grasp path as he explains the beginnings of Prolog, classic algorithms to get you started, and many of the unique features of Visual Prolog. Readers will also gain key insights into application development, application design, interface construction, troubleshooting, and more. In addition, there are numerous sample examples to learn from, copious illustrations and information on helpful resources. A Guide to Artificial Intelligence with Visual Prolog is less like a traditional textbook and more like a workshop where you can learn at your own pace - so you can start harnessing the power of Visual Prolog for whatever your mind can dream up.

History and Cultural Theory - Simon Gunn 2014-05-22

In recent times there has been recognition of the growing influence of cultural theory on historical writing. Foucault, Bourdieu, Butler and Spivak are just some of the thinkers whose ideas have been taken up and deployed by historians. What are these ideas and where do they come from? How have cultural theorists thought about 'history'? And how have historians applied

theoretical insights to enhance their own understanding of events in the past? This book provides a wide-ranging and authoritative guide to the often vexed and controversial relationship between history and contemporary theory. It analyses the concepts that concern both theorists and historians, such as power, identity, modernity and postcolonialism, and offers a critical evaluation of them from an historical standpoint. Written in an accessible manner, History and Cultural Theory gives historians and students an invaluable summary of the impact of cultural theory on historiography over the last twenty years, and indicates the likely directions of the subject in the future.

Programming in Prolog - W. F. Clocksin 2012-12-06

The computer programming language Prolog is quickly gaining popularity throughout the world. Since Its beginnings around 1970. Prolog has been chosen by many programmers for applications of symbolic computation. including: D relational databases D mathematical logic D abstract problem solving D understanding natural language D architectural design D symbolic equation solving D biochemical structure analysis D many areas of artificial Intelligence Until now. there has been no textbook with the aim of teaching Prolog as a practical programming language. It Is perhaps a tribute to Prolog that so many people have been motivated to learn It by referring to the necessarily concise reference manuals. a few published papers. and by

the orally transmitted 'folklore' of the modern computing community. However. as Prolog is beginning to be Introduced to large numbers of undergraduate and postgraduate students. many of our colleagues have expressed a great need for a tutorial guide to learning Prolog. We hope this little book will go some way towards meeting this need. Many newcomers to Prolog find that the task of writing a Prolog program Is not like specifying an algorithm in the same way as In a conventional programming language. Instead. the Prolog programmer asks more what formal relationships and objects occur In his problem.

Logic Programming with Prolog - Max Bramer 2005-12-06

Written for those who wish to learn Prolog as a powerful software development tool, but do not necessarily have any background in logic or AI. Includes a full glossary of the technical terms and self-assessment exercises.

The Imagined Slum - Alan Mayne 1993

Adventure in Prolog - Dennis Merritt 2012-12-06

Not long ago" Dennis Merritt wrote one of the best books that I know of about implementing expert systems in Prolog, and I was very glad he published it in our series. The only problem is there are still some unfortunate people around who do not know Prolog and are not sufficiently prepared either to read Merritt's book, or to use this extremely productive language, be it for knowledge-based work or even for everyday

programming. Possibly this last statement may surprise you if you were under the impression that Prolog was an "artificial intelligence language" with very limited application potential. Please believe this editor's statement that quite the opposite is true: for at least four years, I have been using Prolog for every programming task in which I am given the option of choosing the language. Therefore, I 'am indeed happy that Dennis Merritt has written another good book on my language of choice, and that it meets the high standard he set with his prior book, Building Expert Systems in Prolog. All that remains for me to do is to wish you success and enjoyment when taking off on your Adventure in Prolog.

Beyond Artificial Intelligence - Alain Cardon 2018-11-06

This book will present a complete modeling of the human psychic system that allows to generate the thoughts in a strictly organizational approach that mixes a rising and falling approach. The model will present the architecture of the psychic system that can generate sensations and thoughts, showing how one can feel thoughts. The model developed into an organizational architecture based on massive multiagent systems. The architecture will be fully developed, showing how an artificial system can be endowed with consciousness and intentionally generate thoughts and, especially, feel them. These results are multidisciplinary, combining both psychology and computer science disciplines.

The Past as Text - Gabrielle M. Spiegel 1999-11-08

This study of familiar medieval histories and chronicles argues that the historian should be aware of the discursive nature, literary modes, and ideological investments of such texts as well as the social circumstances to which they were applied and by which they were generated. Postmodernism has challenged historians to look at historical texts in a new way and to be skeptical of the claim that one can confidently retrieve "fact" from historical writings. In The Past as Text historian Gabrielle M. Spiegel sets out to read medieval histories and chronicles in light of the critical-theoretical problems raised by postmodernism. At the same time she urges a method of analysis that enables the reader to recognize these texts simultaneously as artifice and as works deeply embedded in a historically determinate, knowable social world. Beginning with a theoretical basis for the study of medieval historiography, Spiegel demonstrates her theory in practice, offering readings of medieval histories and chronicles as literary, social, and political constructions. The study insightfully concludes that historians should be equally aware of the discursive nature, literary modes, and ideological investments of such texts and the social circumstances to which they were applied and by which they were generated. Arguing for the "social logic of the text," Spiegel provides historians with a way to retrieve the social significance and

conceptual claims produced by these medieval or any historical writings. Artificial Intelligence in Chemical Engineering - Thomas E. Quantrille 2012-12-02 Artificial intelligence (AI) is the part of computer science concerned with designing intelligent computer systems (systems that exhibit characteristics we associate with intelligence in human behavior). This book is the first published textbook of AI in chemical engineering, and provides broad and in-depth coverage of AI programming, AI principles, expert systems, and neural networks in chemical engineering. This book introduces the computational means and methodologies that are used to enable computers to perform intelligent engineering tasks. A key goal is to move beyond the principles of AI into its applications in chemical engineering. After reading this book, a chemical engineer will have a firm grounding in AI, know what chemical engineering applications of AI exist today, and understand the current challenges facing AI in engineering. Allows the reader to learn AI quickly using inexpensive personal computers Contains a large number of illustrative examples, simple exercises, and complex practice problems and solutions Includes a computer diskette for an illustrated case study Demonstrates an expert system for separation synthesis (EXSEP) Presents a detailed review of published literature on expert systems and neural networks in chemical engineering

Victorian Babylon - Lynda Nead 2005-01-01
Lynda Nead charts the relationship between London's formation into a modern organised city in the 1860s and the emergence of new types of production and consumption of visual culture.
Python Artificial Intelligence Projects for Beginners - Dr. Joshua Eckroth 2018-07-31
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 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

The Practice of Prolog - Leon Sterling 1990

Addressed to readers at different levels of programming expertise, The Practice of Prolog offers a departure from current books that focus on small programming examples requiring additional instruction in order to extend them to full programming projects. It shows how to design and organize moderate to large Prolog programs, providing a collection of eight programming projects, each with a particular application, and

illustrating how a Prolog program was written to solve the application. These range from a simple learning program to designing a database for molecular biology to natural language generation from plans and stream data analysis. Leon Sterling is Associate Professor in the Department of Computer Engineering and Science at Case Western Reserve University. He is the coauthor, along with Ehud Shapiro, of The Art of Prolog. Contents: A Simple Learning Program, Richard O'Keefe. Designing a Prolog Database for Molecular Biology, Ewing Lusk, Robert Olson, Ross Overbeek, Steve Tuecke. Parallelizing a Pascal Compiler, Eran Gabber. PREDITOR: A Prolog-Based VLSI Editor, Peter B. Reintjes. Assisting Register Transfer Level Hardware Design, Paul Drongowski. Design and Implementation of a Partial Evaluation System, Arun Lakhotia, Leon Sterling. Natural Language Generation from Plans, Chris Mellish. Stream Data Analysis in Prolog, Stott Parker.

The Art of Prolog, second edition - Leon S. Sterling 1994-03-10

This new edition of The Art of Prolog contains a number of important changes. Most background sections at the end of each chapter have been updated to take account of important recent research results, the references have been greatly expanded, and more advanced exercises have been added which have been used successfully in teaching the course. Part II, The Prolog Language, has been modified to be compatible with the new Prolog standard, and the chapter on program development has been

significantly altered: the predicates defined have been moved to more appropriate chapters, the section on efficiency has been moved to the considerably expanded chapter on cuts and negation, and a new section has been added on stepwise enhancement—a systematic way of constructing Prolog programs developed by Leon Sterling. All but one of the chapters in Part III, Advanced Prolog Programming Techniques, have been substantially changed, with some major rearrangements. A new chapter on interpreters describes a rule language and interpreter for expert systems, which better illustrates how Prolog should be used to construct expert systems. The chapter on program transformation is completely new and the chapter on logic grammars adds new material for recognizing simple languages, showing how grammars apply to more computer science examples.

Simply Logical - Peter Flach 1994-04-07

An introduction to Prolog programming for artificial intelligence covering both basic and advanced AI material. A unique advantage to this work is the combination of AI, Prolog and Logic. Each technique is accompanied by a program implementing it. Seeks to simplify the basic concepts of logic programming. Contains exercises and authentic examples to help facilitate the understanding of difficult concepts.

Machine Learning and Data Mining - Igor Kononenko 2007-04-30

Good data mining practice for business intelligence (the art of turning raw software

into meaningful information) is demonstrated by the many new techniques and developments in the conversion of fresh scientific discovery into widely accessible software solutions. Written as an introduction to the main issues associated with the basics of machine learning and the algorithms used in data mining, this text is suitable foradvanced undergraduates, postgraduates and tutors in a wide area of computer science and technology, as well as researchers looking to adapt various algorithms for particular data mining tasks. A valuable addition to libraries and bookshelves of the many companies who are using the principles of data mining to effectively deliver solid business and industry solutions.

Introduction to Expert Systems - Peter Jackson 1990

The most popular basic introduction to Expert Systems is revised and updated to include new information on blackboard systems and has extended coverage of reasoning.

Earthquake Resistant Design and Risk Reduction - David J. Dowrick 2009-07-20

Earthquake Resistant Design and Risk Reduction, 2nd edition is based upon global research and development work over the last 50 years or more, and follows the author’s series of three books Earthquake Resistant Design, 1st and 2nd editions (1977 and 1987), and Earthquake Risk Reduction (2003). Many advances have been made since the 2003 edition of Earthquake Risk Reduction, and there is every sign that

this rate of progress will continue apace in the years to come. Compiled from the author's wide design and research experience in earthquake engineering and engineering seismology, this key text provides an excellent treatment of the complex multidisciplinary process of earthquake resistant design and risk reduction. New topics include the creation of low-damage structures and the spatial distribution of ground shaking near large fault ruptures. Sections on guidance for developing countries, response of buildings to differential settlement in liquefaction, performance-based and displacement-based design and the architectural aspects of earthquake resistant design are heavily revised. This book: Outlines individual national weaknesses that contribute to earthquake risk to people and property Calculates the seismic response of soils and structures, using the structural continuum "Subsoil – Substructure – Superstructure – Non–structure" Evaluates the effectiveness of given design and construction procedures for reducing casualties and financial losses Provides guidance on the key issue of choice of structural form Presents earthquake resistant design methods for the main four structural materials – steel, concrete, reinforced masonry and timber – as well as for services equipment, plant and non-structural architectural components Contains a chapter devoted to problems involved in improving (retrofitting) the

existing built environment This book is an invaluable reference and guiding tool to practising civil and structural engineers and architects, researchers and postgraduate students in earthquake engineering and engineering seismology, local governments and risk management officials.

Inductive Logic Programming - Saso Dzeroski 1999-06-09

Shan-HweiNienhuys-Cheng(UniversityofRotterdam)
DavidPage(UniversityofLouisville)
BernhardPfahringer(AustrianResearchInstituteforAI)
CelineRouveirol(UniversityofParis)
ClaudeSammut(UniversityofNewSouthWales)
MicheleSebag(EcolePolytechnique)
AshwinSrinivasan(UniversityofOxford)
PrasadTadepalli(OregonStateUniversity)
StefanWrobel(GMDResearchCenterforInformationTechnology)

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Fascist Italy and Nazi Germany - Richard Bessel 1996-03-28
A collection of essays comparing key aspects of Nazi Germany and Fascist Italy.

Prolog Programming in Depth - Michael A. Covington 1997
Appropriate for courses in artificial intelligence, computer science, logic programming, and expert systems. Can be used as supplemental text in courses in computational linguistics (natural language processing). This text covers the Prolog programming language thoroughly with an emphasis on building practical application software, not just theory. Working through this book, students build several types of expert systems, as well as natural language processing software and utilities to read foreign file formats. This is the first book to cover ISO Standard Prolog, but the programs are compatible with earlier dialects of the language. Program files are available by FTP from The University of Georgia.

The Birth of the Modern World, 1780-1914 - C. A. Bayly 2003-12-02
This thematic history of the world from 1780 to the onset of the First World War reveals that the world was far more 'globalised' at this time than is commonly thought. Explores previously neglected sets of connections in world history. Reveals that the world was far more 'globalised', even at the beginning of this

period, than is commonly thought. Sketches the ‘ripple effects’ of world crises such as the European revolutions and the American Civil War. Shows how events in Asia, Africa and South America impacted on the world as a whole. Considers the great themes of the nineteenth-century world, including the rise of the modern state, industrialisation and liberalism. Challenges and complements the regional and national approaches which have traditionally dominated history teaching and writing.

Learn Prolog Now! - Patrick Blackburn 2006

Prolog is a programming language, but a rather unusual one. Prolog'' is short for Programming with Logic'', and the link with logic gives Prolog its special character. At the heart of Prolog lies a surprising idea: don't tell the computer what to do. Instead, describe situations of interest, and compute by asking questions. Prolog will logically deduce new facts about the situations and give its deductions back to us as answers. Why learn Prolog? For a start, its say what the problem is, rather than how to solve it'' stance, means that it is a very high level language, good for knowledge rich applications such as artificial intelligence, natural language processing, and the semantic web. So by studying Prolog, you gain insight into how sophisticated tasks can be handled computationally. Moreover, Prolog requires a different mindset. You have to learn to see problems from a new perspective, declaratively rather

than procedurally. Acquiring this mindset, and learning to appreciate the links between logic and programming, makes the study of Prolog both challenging and rewarding. Learn Prolog Now! is a practical introduction to this fascinating language. Freely available as a web-book since 2002 (see www.learnprolognow.org) Learn Prolog Now! has became one of the most popular introductions to the Prolog programming language, an introduction prized for its clarity and down-to-earth approach. It is widely used as a textbook at university departments around the world, and even more widely used for self study. College Publications is proud to present here the first hard-copy version of this online classic. Carefully revised in the light of reader's feedback, and now with answers to all the exercises, here you will find the essential material required to help you learn Prolog now.

Re-reading the Constitution - James Vernon 1996-11-13

A re-examination of the debates over the meaning of the English constitution, first published in 1996.

Prolog Programming for Artificial Intelligence - Ivan Bratko 2011

The fourth edition of this best-selling guide to Prolog and Artificial Intelligence has been updated to include key developments in the field while retaining its lucid approach to these topics. New and extended topics include Constraint Logic Programming, abductive reasoning and partial order planning. Divided into two parts, the

first part of the book introduces the programming language Prolog, while the second part teaches Artificial Intelligence using Prolog as a tool for the implementation of AI techniques. This textbook is meant to teach Prolog as a practical programming tool and so it concentrates on the art of using the basic mechanisms of Prolog to solve interesting problems. The fourth edition has been fully revised and extended to provide an even greater range of applications, making it a self-contained guide to Prolog, AI or AI Programming for students and professional programmers.

The Use and Abuse of Australian History - Graeme Davison 2000
This collection of engaging and vigorous essays examine what makes the 'history business' tick. Davison demonstrates that Australia's history can be relevant to the issues we confront everyday at the governmental level, at work, and in our communities.

Logic for Computer Scientists - Uwe Schöning 2009-11-03
This book introduces the notions and methods of formal logic from a computer science standpoint, covering propositional logic, predicate logic, and foundations of logic programming. The classic text is replete with illustrative examples and exercises. It presents applications and themes of computer science research such as resolution, automated deduction, and logic programming in a rigorous but readable way. The style and scope of the work, rounded out

by the inclusion of exercises, make this an excellent textbook for an advanced undergraduate course in logic for computer scientists.

The History and Narrative Reader - Geoffrey Roberts 2001

Are historians story-tellers? Is it possible to tell true stories about the past? These are just two of the questions raised in this comprehensive collection of texts about philosophy, theory and methodology of writing history.

Artificial Intelligence and Molecular Biology - Lawrence Hunter 1993

These original contributions provide a current sampling of AI approaches to problems of biological significance; they are the first to treat the computational needs of the biology community hand-in-hand with appropriate advances in artificial intelligence. The enormous amount of data generated by the Human Genome Project and other large-scale biological research has created a rich and challenging domain for research in artificial intelligence. These original contributions provide a current sampling of AI approaches to problems of biological significance; they are the first to treat the computational needs of the biology community hand-in-hand with appropriate advances in artificial intelligence. Focusing on novel technologies and approaches, rather than on proven applications, they cover genetic sequence analysis, protein structure representation and prediction, automated data analysis aids, and simulation of biological

systems. A brief introductory primer on molecular biology and Al gives computer scientists sufficient background to understand much of the biology discussed in the book. Lawrence Hunter is Director of the Machine Learning Project at the National Library of Medicine, National Institutes of Health.

Beginning Artificial Intelligence with the Raspberry Pi - Donald J. Norris 2017-06-05

Gain a gentle introduction to the world of Artificial Intelligence (AI) using the Raspberry Pi as the computing platform. Most of the major AI topics will be explored, including expert systems, machine learning both shallow and deep, fuzzy logic control, and more! AI in action will be demonstrated using the Python language on the Raspberry Pi. The Prolog language will also be introduced and used to demonstrate fundamental AI concepts. In addition, the Wolfram language will be used as part of the deep machine learning demonstrations. A series of projects will walk you through how to implement AI concepts with the Raspberry Pi. Minimal expense is needed for the projects as only a few sensors and actuators will be required. Beginners and hobbyists can jump right in to creating AI projects with the Raspberry PI using this book. What You'll Learn What AI is and—as importantly—what it is not Inference and expert systems Machine learning both shallow and deep Fuzzy logic and how to apply to an actual control system When AI might be appropriate to include in a system

Constraints and limitations of the Raspberry Pi AI implementation Who This Book Is For Hobbyists, makers, engineers involved in designing autonomous systems and wanting to gain an education in fundamental AI concepts, and non-technical readers who want to understand what AI is and how it might affect their lives.

Prolog Programming for Artificial Intelligence - Ivan Bratko 1990

The book uses Edinburgh syntax.

A New Imperial History - Kathleen Wilson 2004-06-17

This pioneering collection of essays charts an exciting new field in British studies, 'the new imperial history'. Leading scholars from history, literature and cultural studies tackle problems of identity, modernity and difference in eighteenth-century Britain and the empire. They examine, from interdisciplinary perspectives, the reciprocal influences of empire and culture, the movements of peoples, practices and ideas effected by slavery, diaspora and British dominance, and ways in which subaltern, non-western and non-elite people shaped British power and knowledge. The essays move through Britain, America, India, Africa and the South Pacific in testament to the networks of people, commodities and entangled pasts forged by Britain's imperial adventures. Based on ground-breaking research, these analyses of the imperial dimensions of British culture and identities in global contexts will challenge the notion that empire was something that happened

'out there', and they demonstrate its long-lasting implications for British identity and everyday life.

The Industrial Revolution and British Society - Patrick O'Brien 1993-01-29

This text is a wide-ranging survey of the principal economic and social aspects of the first Industrial Revolution.

Paradigms of Artificial Intelligence Programming - Peter Norvig 2014-06-28

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.

Clause and Effect - William F. Clocksin 2012-12-06

This book is for people who have done some programming, either in Prolog or in a language other than Prolog, and

who can find their way around a reference manual. The emphasis of this book is on a simplified and disciplined methodology for discerning the mathematical structures related to a problem, and then turning these structures into Prolog programs. This book is therefore not concerned about the particular features of the language nor about Prolog programming skills or techniques in general. A relatively pure subset of Prolog is used, which includes the 'cut', but no input/output, no assert/retract, no syntactic extensions such as if then-else and grammar rules, and hardly any built-in predicates apart from arithmetic operations. I trust that practitioners of Prolog program ming who have a particular interest in the finer details of syntactic style and language features will understand my purposes in not discussing these matters. The presentation, which I believe is novel for a Prolog programming text, is in terms of an outline of basic concepts interleaved with worksheets. The idea is that worksheets are rather like musical exercises. Carefully graduated in scope, each worksheet introduces only a limited number of new ideas, and gives some guidance for practising them. The principles introduced in the worksheets are then applied to extended examples in the form of case studies.

PROLOG : PROGRAMMING FOR ARTIFICIAL INTELLIGENCE - IVAN AUTOR BRATKO 1990

Introduction to Programming in Prolog - Danny Crookes 1988

The Consumption of Culture, 1600-1800 - Ann Bermingham 1995