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Fundamentals of Expert Systems Technology Samuel J. Biondo 1990 The material in this book was used in both undergraduate and graduate courses in expert systems. The introduction and overview contains sufficient information to provide the mature student with the background to select tools for class projects. This is followed by an overview of symbolic programming languages and introduction to object-oriented programming, then continues with the concepts and language structures used in designing knowledge sources composed of knowledge bases and inference engines.
Computer Science Handbook, Second Edition Allen B. Tucker 2004-06-28 When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chapters either new or significantly revised, the Computer Science Handbook, Second Edition is exactly the kind of reference you need. This rich collection of theory and practice fully characterizes the current state of the field and conveys the modern spirit, accomplishments, and direction of computer science. Highlights of the Second Edition: Coverage that reaches across all 11 subject areas of the discipline as defined in Computing Curricula 2001, now the standard taxonomy More than 70 chapters revised or replaced Emphasis on a more practical/applied approach to IT topics such as information management, net-centric computing, and human computer interaction More than 150 contributing authors--all recognized experts in their respective specialties New chapters on: cryptography computational chemistry computational astrophysics human-centered software development cognitive modeling transaction processing data compression scripting languages event-driven programming software architecture
Computability, Complexity, and Languages Martin Davis 1983 The take-it-with-you collecting resource? At last, a guide you can really carry along to estate sales, garage sales, and flea markets, containing 1,000 color photographs and current pricing to make on-the-spot appraisals easy. New to this edition! Feature chapters on Christmas stamps and Error stamps 1,000 detailed color photos Listings for all 4,250+ U.S. regular-issue and Airmail stamps from 1847-2010 Accurate prices in Unused and Used condition State-of-the-market report and advice on beginning a collection, including where to find stamps, judging quality, grading, and handling

and storage

Forthcoming Books Rose Arny 2003-04

Resources in Education 1993

Selective Guide to Literature on Computer Science 1985

American Book Publishing Record 2005

Reverse Engineering of Object Oriented Code Paolo Tonella 2005 During maintenance of a software system, not all questions can be answered directly by resorting to otherwise reliable and accurate source code. Reverse engineering aims at extracting abstract, goal-oriented views of the system, able to summarize relevant properties of the program's computations. Reverse Engineering of Object-Oriented Code provides a comprehensive overview of several techniques that have been recently investigated in the field of reverse engineering. The book describes the algorithms involved in recovering UML diagrams from the code and the techniques that can be adopted for their visualization. This is important because the UML has become the standard for representing design diagrams in object-oriented development. A state-of-the-art exposition on how to design object-oriented code and accompanying algorithms that can be reverse engineered for greater flexibility in future code maintenance and alteration. Essential object-oriented concepts and programming methods for software engineers and researchers.

Inleiding informatica J. Glenn Brookshear 2005

Great Ideas in Computer Science Alan W. Biermann 1990-01-01 Covers programming, text manipulation, computation, software engineering, circuits, transistors, machine architecture, language translation, program execution, parallel computation, noncomputability, and artificial intelligence.

Data-parallel Programming on MIMD Computers Philip J. Hatcher 1991 Mathematics of Computing -- Parallelism.

Logic Programming I. Balbin 1985 Logic Programming was effectively defined as a discipline in the early seventies. It is only during the early to mid eighties that books, conferences and journals devoted entirely to Logic Programming began to appear. Consequently, much of the work done during this first crucial decade in Marseilles, Edinburgh, London, Budapest and Stockholm (to name a few) is often overlooked or difficult to trace. There are now two main regular conferences on Logic Programming, and at least five journals: The Journal of Logic Programming, New Generation Computing, Automated Reasoning, The Journal of SJmbolic Computation, and Future Generation Computer Systems. Logic Programming, however, has its roots in Automated Theorem Proving and via the expanding area of expert systems, strongly influences researchers in such varied fields as Civil Engineering, Chemistry, Law, etc. Consequently, many papers related to Logic Programming appear in a wide variety of journals and proceedings of conferences in other disciplines. This is particularly true of Computer Science where a revolution is taking place in hardware design, programming languages, and more recently databases. One cannot overestimate the importance of such a bibliography.

Introduction to Computer Science Thomas C. Bartee 1975

Universal Algebra and Applications in Theoretical Computer Science Klaus Denecke 2002-01-18 Over the past 20 years, the emergence of clone theory, hyperequational theory, commutator theory and tame congruence theory has led to a growth of universal algebra both in richness and in applications, especially in computer science. Yet most of the classic books on the subject are long out of print and, to date, no other book has integrated these theories with the long-established work that supports them. Universal Algebra and Applications in Theoretical Computer Science introduces the basic concepts of universal algebra and surveys some of the newer developments in the field. The first half of the book provides a solid grounding in the core material. A leisurely pace, careful exposition, numerous examples, and exercises combine to form an introduction to the subject ideal for beginning graduate students or researchers from other areas. The second half of the book focuses on applications in theoretical computer

science and advanced topics, including Mal'cev conditions, tame congruence theory, clones, and commutators. The impact of the advances in universal algebra on computer science is just beginning to be realized, and the field will undoubtedly continue to grow and mature. Universal Algebra and Applications in Theoretical Computer Science forms an outstanding text and offers a unique opportunity to build the foundation needed for further developments in its theory and in its computer science applications.

Mathematical Foundations of Computer Science 1977 J. Gruska 1977-08

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Elements of Finite Model Theory Leonid Libkin 2004-07-02 Emphasizes the computer science aspects of the subject. Details applications in databases, complexity theory, and formal languages, as well as other branches of computer science.

Java Illuminated Anderson 2018-01-15 Written for the one- to three-term introductory programming course, the fifth edition of Java Illuminated provides learners with an interactive, user-friendly approach to learning the Java programming language. Comprehensive but accessible, the text takes a progressive approach to object-oriented programming, allowing students to build on established skills to develop new and increasingly complex classes. Java Illuminated follows an activity-based active learning approach that ensures student engagement and interest.

Learning Python Mark Lutz 1999 Python is an object-oriented language for writing standalone programs, quick scripts, and prototypes of complex applications. Python is free, open source, and easy to use. Python scripts are portable across many platforms, including all major Unix systems, Linux, Windows 95/98, Windows NT, and MacOS. Already widely used on Unix and Linux platforms, Python's clean interface to Windows application object models makes it an attractive scripting language for Windows programmers. JPython, a version of Python designed to work with the Java programming language, also makes Python an attractive tool in the Java environment. Learning Python is the perfect introduction to this increasingly popular scripting language. Written by two leading Python trainers, this book covers the core concepts of the language. Each chapter contains many examples and ends with a set of exercises. Because Python can be run interactively, the reader can run the examples and exercises on any system where Python is installed. Suggested solutions to all the exercises are in the back of the book, making it an excellent teaching and leaming tool. This book provides a description of the basic building blocks of a Python program : types, operators, statements, functions, modules, classes, and exceptions. In addition, the book introduces more advanced topics, including some complex, real-world examples. Finally, it shows programmers how to use Python with specialized libraries to build large-scale applications, including a substantial program written in JPython. For simple scripts or complex scientific, web, database, graphics, and animation programs, Python is proving to be a powerful and convenient tool. With Learning Python, programmers can learn to use this language quickly and efficiently.

The Use of Projective Geometry in Computer Graphics Ivan Herman 1992-01-15 The ultimate goal of all 3D graphics systems is to render 3D objects on a two-dimensional surface such as plotter output or a workstation screen. The approach adopted by most graphics systems is to perform a central or parallel projection of the objects onto the view surface. These systems have to make use of the mathematical results of projective geometry. This monograph has as its aim the derivation of a framework for analyzing the behavior of projective transformations in graphics systems. It is shown that a mathematically precise description of the projective geometrical nature of a graphics system leads not only to a deeper understanding of the system but also to new approaches which result in faster or more precise algorithms. A further aim of the book is to show the importance of advanced mathematics for computer science. Many problems become easier to describe or to solve when the appropriate mathematical tools

are used. The author demonstrates that projective geometry has a major role to play in computer graphics.

Programming Concepts and Problem Solving Peter Linz 1983 Contains the Material Needed to Teach ACM Curriculum Course CS1 & CS2 or Other One- or Two-Term Introductory Courses Using PASCAL. Stresses Good Programming Practice & Concepts Rather Than Syntactical Details

An Introduction to Computer Science Jean-Paul Tremblay 1989 General literature -- Introductory and Survey.

Physics for Computer Science Students Narciso Garcia 1991 This text is the product of several years' effort to fill an educational gap, namely, to teach computer scientists the fundamental physics of how a computer works. The book starts with many of the topics of a standard introductory physics course, but with the topics selected and presented in a way to be of use in the second half, which develops the physics of electronic devices. In particular, these chapters cover the fundamentals of quantum mechanics, multi-electron systems, crystal structure, semiconductor devices, and logic circuits. The mathematical complexities are alleviated by intuitive physical arguments. Students are encouraged to use their own programming skills to solve problems. An instructor's manual is available from the authors.

Databases Illuminated Catherine M. Ricardo 2015-08-31 Databases Illuminated, Third Edition Includes Navigate 2 Advantage Access combines database theory with a practical approach to database design and implementation. Strong pedagogical features, including accessible language, real-world examples, downloadable code, and engaging hands-on projects and lab exercises create a text with a unique combination of theory and student-oriented activities. Providing an integrated, modern approach to databases, Databases Illuminated, Third Edition is the essential text for students in this expanding field.

Popular Science 1987-03 Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Integrating the Web into Everyday Library Services Elizabeth R. Leggett 2015-09-28 Integrating the Web into Everyday Library Services: A Practical Guide for Librarians is designed to introduce the reader to advanced online research techniques by explaining the concepts behind a variety of modern technological innovations. It is written with the idea that the reader will need to conduct advanced research, help patrons conduct research, or teach classes about a variety of Internet-related topics.

Data Organization in Parallel Computers Harry A.G. Wijshoff 1989-01-31 The organization of data is clearly of great importance in the design of high performance algorithms and architectures. Although there are several landmark papers on this subject, no comprehensive treatment has appeared. This monograph is intended to fill that gap. We introduce a model of computation for parallel computer architec tures, by which we are able to express the intrinsic complexity of data or ganization for specific architectures. We apply this model of computation to several existing parallel computer architectures, e.g., the CDC 205 and CRAY vector-computers, and the MPP binary array processor. The study of data organization in parallel computations was introduced as early as 1970. During the development of the ILLIAC IV system there was a need for a theory of possible data arrangements in interleaved mem ory systems. The resulting theory dealt primarily with storage schemes also called skewing schemes for 2-dimensional matrices, i.e., mappings from a- dimensional array to a number of memory banks. By means of the model of computation we are able to apply the theory of skewing schemes to var ious kinds of parallel computer architectures. This results in a number of consequences for both the design of parallel computer architectures and for applications of parallel processing.

Mathematical Logic for Computer Science Zhongwan Lu 1998 Mathematical logic is essentially

related to computer science. This book describes the aspects of mathematical logic that are closely related to each other, including classical logic, constructive logic, and modal logic. This book is intended to attend to both the peculiarities of logical systems and the requirements of computer science.In this edition, the revisions essentially involve rewriting the proofs, increasing the explanations, and adopting new terms and notations.

User-designed Computing Louis Schlueter 1982 This book examines the term 'real-time information' and distinguishes it as 'real-control information' while looking at the problems associated with computerizing real-control information, and making the end-user the architect of their own systems. This book explains how data-processing management can deliver large-scale, user-oriented computer services and yet effectively manage the related computer resources and provide system safety.

Intelligent Multimedia Computing Science Cyrus F. Nourani 2005 Intelligent Multimedia Computing Science is an interdisciplinary field combining the arts, sciences, artificial intelligence, computer science, mathematics, and the humanities. The field presented is deeply rooted in AI, mathematical logic and models, modern communications, computer, and human sciences. Academic digital media studies are at times a partnership among Arts and Sciences, Computer Science, and Mathematics. The new fields encompass the intelligent and cognitive aspects of media arts and sciences, exploring the technical, cognitive, and aesthetic bases to human multimedia intelligence and its computation, the applications to business intelligence, model discovery, data mines and intelligent data bases, and IT. The monograph is a technical and practical book to the popular audience, to the business minded professionals, and to all groups wanting to be on an intelligent bearing to the new field.

Current Issues in Parsing Technology Masaru Tomita 1990-12-31

Image Processing for Computer Graphics Jonas Gomes 1997 Image processing is a central theme in computer graphics. This book provides a modern introduction to both the underlying mathematics and the main concepts and techniques of the subject. It covers important modern techniques such as morphing and warping images as well as dithering, compositing, and other operations on images.

Dictionary of Computer Science, Engineering and Technology Philip A. Laplante 2000-12-21 A complete lexicon of technical information, the Dictionary of Computer Science, Engineering, and Technology provides workable definitions, practical information, and enhances general computer science and engineering literacy. It spans various disciplines and industry sectors such as: telecommunications, information theory, and software and hardware systems. If you work with, or write about computers, this dictionary is the single most important resource you can put on your shelf. The dictionary addresses all aspects of computing and computer technology from multiple perspectives, including the academic, applied, and professional vantage points. Including more than 8,000 terms, it covers all major topics from artificial intelligence to programming languages, from software engineering to operating systems, and from database management to privacy issues. The definitions provided are detailed rather than concise. Written by an international team of over 80 contributors, this is the most comprehensive and easy-to-read reference of its kind. If you need to know the definition of anything related to computers you will find it in the Dictionary of Computer Science, Engineering, and Technology.

Focus on Computer Science Research Albert Tavidze 2004 The books in this series present leading-edge research in the field of computer research, technology and applications. Each contribution has been carefully selected for inclusion based on the significance of the research to the field. Summaries of all chapters are gathered at the beginning of the book and an in-depth index is presented to facilitate access.

The Biology of Computer Life Geoffrey Leslie Simons 1985 The doctrine of computer life is not congenial to many people. Often they have not thought in any depth about the idea, and it necessarily disturbs their psychological and intellectual frame of reference: it forces a

reappraisal of what it is to be alive, what it is to be human, and whether there are profound, yet un expected, implications in the development of modern com puters. There is abundant evidence to suggest that we are wit nessing the emergence of a vast new family of life-forms on earth, organisms that are not based on the familiar metabolic chemistries yet whose manifest 'life credentials' are accumulating year by year. It is a mistake to regard biology as a closed science, with arbitrarily limited categories; and we should agree with Jacob (1974) who observed that 'Contrary to what is imagined, biology is not a unified science'. Biology is essentially concerned with living things, and we should be reluctant to assume that at anyone time our concept and understanding of life are complete and incapable of further refinement. And it seems clear that much of the continuing refinement of biological categories will be stimulated by advances in systems theory, and in particular by those advances that relate to the rapidly expanding world of computing and robotics. We should also remember what Pant in (1968) said in a different context: 'the biological sciences are unrestricted . . . and their investigator must be prepared to follow their problems into any other science whatsoever.
The Illustrated London News 1858

Encyclopedia of Computer Science Edwin D. Reilly 1993 The reference of choice for everyone who works with computers, this manual has long been the only single-source volume reference to cover the entire field of computer science. The new edition will maintain this source as the #1 authority in the field, by providing valuable data on the most current computing systems, operating systems, and distributed computing environments. About 70 percent of the information has been revised--with nearly 175 completely new entries. The encyclopedia's renowned editorial board has made sure this databank encompasses everything from the history of electronic computing to the most current research in computer technology. 12-page color insert.

Logic for Computer Scientists Uwe Schöning 1994-07-15 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 Art and Science of Computer Animation Stuart Mealing 1998 Computer animation is presented in a different, stimulating form. An introduction is provided to specialised techniques that draws on an audience from among students and practitioners in animation, graphic design and computer science.

Computer Science Illuminated Nell B. Dale 2013 This guide offers students an overview of computer science principles, and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. New features of this edition include: a chapter on computer security providing readers with the latest information on preventing unauthorized access; types of malware and anti-virus software; protecting online information, including data collection issues with Facebook, Google, etc.; security issues with mobile and portable devices; a new section on cloud computing offering readers an overview of the latest way in which businesses and users interact with computers and mobile devices; a rewritten section on social networks including new data on Google+ and Facebook; updates to include HTML5; revised and updated Did You Know callouts are included in the chapter margins; revisions of recommendations by the ACM dealing with computer ethic issues. --