

# Lecture Notes in Artificial Intelligence

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Subseries of Lecture Notes in Computer Science

**Pavel B. Brazdil (Ed.)**

## **Machine Learning: ECML-93**

European Conference on Machine Learning  
Vienna, Austria, April 1993  
Proceedings



**Springer-Verlag**

# Machine Learning Proceedings 1993

**Peter E. Lauer**



## **Machine Learning Proceedings 1993:**

*Machine Learning Proceedings 1993* Lawrence A. Birnbaum, 2014-05-23 Machine Learning Proceedings 1993

Machine Learning Proceedings 1993 Lawrence Birnbaum, 2014 Machine Learning Proceedings 1993     **Machine Learning Proceedings 1995** Armand Prieditis, Stuart Russell, 2014-06-28 Machine Learning Proceedings 1995     **Machine Learning**, 1993     **Machine Learning Proceedings 1994** William W. Cohen, 2014-06-28 Machine Learning Proceedings 1994     **Resolution Methods for the Decision Problem** C. Fermüller, 1993-07-29 This volume contains work on the decision problem done in Kazan Russia Tallinn Estonia and Vienna Austria The authors met several times to discuss and exchange their results and finally decided to write this monograph together Besides a unified treatment of previously published results there are many new results first presented in this volume The monograph opens with an introduction and a chapter on terminology followed by chapters on Semantic clash resolution as decision procedure Completeness of ordering refinements Semantic tree based resolution variants Deciding the class K by an ordering refinement A resolution based method for building finite models A final chapter on applications completes the volume     **Ray Shooting, Depth Orders and Hidden Surface Removal** Mark de Berg, 1993-08-30 Computational geometry is the part of theoretical computer science that concerns itself with geometrical objects it aims to define efficient algorithms for problems involving points lines polygons and so on The field has gained popularity very rapidly during the last decade This is partly due to the many application areas of computational geometry and partly due to the beauty of the field itself This monograph focuses on three problems that arise in three dimensional computational geometry The first problem is the ray shooting problem preprocess a set of polyhedra into a data structure such that the first polyhedron that is hit by a query ray can be determined quickly The second problem is that of computing depth orders we want to sort a set of polyhedra such that if one polyhedron is partially obscured by another polyhedron then it comes first in the order The third problem is the hidden surface removal problem given a set of polyhedra and a view point compute which parts of the polyhedra are visible from the view point These three problems involve issues that are fundamental to three dimensional computational geometry The book also contains a large introductory part discussing the techniques used to tackle the problems This part should interest not only those who need the background for the rest of the book but also anyone who wants to know more about some recent techniques in computational geometry     *Functional Programming, Concurrency, Simulation and Automated Reasoning* Peter E. Lauer, 1993-06-16 This collection of papers arose from a series of lectures for workers in computer science and other disciplines The lectures were intended to familiarize them with some of the most exciting advanced computer based systems for the conceptualization design implementation simulation and logical analysis of applications in these disciplines The collection presents some strong motivational points for the use of theory based systems in the areas of functional programming concurrency simulation and automated reasoning highlighting some of their advantages and disadvantages relative to conventional systems The papers

are mostly the work of individuals who were among the originators of the systems presented. The volume is intended as a contribution to narrowing the learning gap facing conventional computer users when they wish to use advanced theory based systems. The papers are meant for a wide audience and should not require great mathematical sophistication for their comprehension. The papers contain numerous references for those wishing to pursue a topic in greater depth.

Knowledge Representation and Reasoning Under Uncertainty Michael Masuch, Laszlo Polos, 1994-06-28 This volume is based on the International Conference Logic at Work held in Amsterdam The Netherlands in December 1992. The 14 papers in this volume are selected from 86 submissions and 8 invited contributions and are all devoted to knowledge representation and reasoning under uncertainty which are core issues of formal artificial intelligence. Nowadays logic is not any longer mainly associated to mathematical and philosophical problems. The term applied logic has a far wider meaning as numerous applications of logical methods particularly in computer science artificial intelligence or formal linguistics testify. As demonstrated also in this volume a variety of non standard logics gained increased importance for knowledge representation and reasoning under uncertainty.

Program Development by Specification and Transformation Berthold Hoffmann, Bernd Krieg-Brückner, 1993-08-30 This volume gives a coherent presentation of the outcome of the project PROSPECTRA PROgram development by SPECification and TRANSformation that aims to provide a rigorous methodology for developing correct software and a comprehensive support system. The results are substantial: a theoretically well founded methodology covering the whole development cycle; a very high level specification and transformation language family allowing meta program development and formalization of the development process itself and a prototype development system supporting structure editing incremental static semantic checking interactive context sensitive transformation and verification development of transformation meta programs version management and so on with an initial library of specifications and a sizeable collection of implemented transformations. The intended audience for this documentation is the academic community working in this and related areas and those members of the industrial community interested in the use of formal methods.

Foundations of Knowledge Representation and Reasoning Gerhard Lakemeyer, Bernhard Nebel, 1994-06-28 The papers collected in this book cover a wide range of topics in asymptotic statistics. In particular up to date information is presented in detection of systematic changes in series of observation in robust regression analysis in numerical empirical processes and in related areas of actuarial sciences and mathematical programming. The emphasis is on theoretical contributions with impact on statistical methods employed in the analysis of experiments and observations by biometricians econometricians and engineers.

**LOGIDATA+: Deductive Databases with Complex Objects** Paolo Atzeni, 1993-07-29 This book presents a collection of coordinated scientific papers describing the work conducted and the results achieved within the LOGIDATA project a research action funded by the Italian national research council CNR. The aim of the LOGIDATA project is the definition of advanced database systems which significantly extend the functionalities of the current systems with specific

reference to the application areas for which relational systems are not considered satisfactory. These new systems will allow the definition of data with complex structures, the representation of semantic relationships between objects and the use of powerful query and update languages. They will be based on a combination of techniques originating from relational databases and logic programming with contributions from object oriented programming. The goal of the LOGIDATA project is the design, definition and prototype implementation of a database management system with complex structures and a class hierarchy to be accessed through a rule based language. This book presents an integrated view of the project at the end of the first phase. The second phase will be mainly concerned with the implementation of prototypes.

*The Dynamics of Concepts* Philip R. van Loocke, 1994-01-28. This book offers a model for concepts and their dynamics. A basic assumption is that concepts are composed of specified components which are represented by large binary patterns whose psychological meaning is governed by the interaction between conceptual modules and other functional modules. A recurrent connectionist model is developed in which some inputs are attracted faster than others by an attractor where convergence times can be interpreted as decision latencies. The learning rule proposed is extracted from psychological experiments. The rule has the property that when a context becomes more familiar the associations between the concepts of the context spontaneously evolve from loose associations to a more taxonomic organization.

**FM8501: A Verified Microprocessor** Warren A. Hunt, 1994-05-20. This book, written for a wide readership with some background in the natural sciences, addresses the very old problem of the mind-brain relationship. The authors, all well known scientists, approach the subject in different stages. The first part addresses some general principles based on physics, computer science and theoretical biology. The two following parts deal with the problem at different organizational levels: from the microscopic to the macroscopic. The fourth part addresses the subjective level, founded on the findings of psychologists and neurophysiologists.

**Parallel Computer Architectures** Arndt Bode, Mario Dal Cin, 2013-12-11. Parallel computer architectures are now going to real applications. This fact is demonstrated by the large number of application areas covered in this book; see section on applications of parallel computer architectures. The applications range from image analysis to quantum mechanics and databases. Still, the use of parallel architectures poses serious problems and requires the development of new techniques and tools. This book is a collection of best papers presented at the first workshop on two major research activities at the Universitiit Erlangen-Niirnberg and Technis che Universitiit Miinchen. At both universities more than 100 researchers are working in the field of multiprocessor systems and network configurations and methods and tools for parallel systems. Indeed, the German Science Foundation Deutsche Forschungsgemeinschaft has been sponsoring the projects under grant numbers SFB 182 and SFB 342. Research grants in the form of a Sonderforschungsbereich are given to selected German Universities in portions of three years following a thorough reviewing process. The overall duration of such a research grant is restricted to 12 years. The initiative at Erlangen-Niirnberg was started in 1987 and has been headed since this time by Prof. Dr. H. Wedekind. Work at TU Miinchen

began in 1990 head of this initiative is Prof Dr A Bode The authors of this book are grateful to the Deutsche Forschungsgemeinschaft for its continuing support in the field of research on parallel processing The first section of the book is devoted to hardware aspects of parallel systems

**Proceedings of the Fifteenth Annual Conference of the Cognitive Science Society** Science Society Cognitive, Con,POLSON,1993 This volume features the complete text of all regular papers posters and summaries of symposia presented at the 15th annual meeting of the Cognitive Science Society

**Artificial Social Systems** Cristiano Castelfranchi,1994-07-13 This volume contains thoroughly refereed versions of the best papers presented at the 4th European Workshop on Modelling Automomous Agents in a Multi Agent World held July 29 31 1992 in S Martino al Cimino Italy The book opens with an introductory survey by the volume editors not only on the collection of papers but also on the history and present situation of Distributed Artificial Intelligence DAI and its

interdisciplinary relations to social sciences artificial life and economics The 19 technical papers are organized into sections on artificial life and reactive systems economics and game theory coordination and multi agent planning and DAI tools and applications

**Encyclopedia of Machine Learning** Claude Sammut,Geoffrey I. Webb,2011-03-28 This comprehensive encyclopedia in A Z format provides easy access to relevant information for those seeking entry into any aspect within the broad field of Machine Learning Most of the entries in this preeminent work include useful literature references [Live](#)

[Data Structures in Logic Programs](#) Anne Mulkers,1993-05-27 A common hazard for implementations of applicative programming languages is the excessive creation of garbage cells during program execution The available run time garbage collecting processes are expensive in time and often require a periodic disruption of the program execution The present book addresses the problem of memory re use for logic programs through program analysis rather than by run time garbage collection The static analysis is constructed as an application of abstractinterpretation for logic programs The starting point is a previously developed application of integrated type and mode analysis which basically supplies a description of the logical terms to which program variables can be bound at run time The contribution of the book consists of a modular extension of the abstract domain and operations in order to derive run time properties concerning the sharing and liveness of term substructures dynamically created during program execution Alsoillustrated is how such information can be used by the compiler to improve the allocation of run time structures and to automatically introduce destructive assignments in logic languages in a safe and transparent way thereby shifting some part of the run time storage reclamation overhead to compile time

[Qualitative Representation of Spatial Knowledge](#) Daniel Hernandez,1994-06-28 This book develops for the first time a qualitative model for the representation of spatial knowledge based only on locative relations between the objects involved The core of this book is devoted to the study of qualitative inference methods that take into account the rich structure of space These methods can be applied to quite a number of areas characterized by uncertain or incomplete knowledge as for example geographic information systems robot control computer aided architectural design and natural language information

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