Machine Learning

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Michel Bidoit

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Machine Learning Proceedings 1990 Bruce Porter,Raymond J. Mooney,2014-05-23 Machine Learning Proceedings 1990 **Machine Learning Proceedings 1991** Lawrence A. Birnbaum,Gregg C. Collins,2014-06-28 Machine Learning **Machine Learning Proceedings 1993** Lawrence A. Birnbaum,2014-05-23 Machine Learning Proceedings 1993 **Machine Learning Proceedings 1992** Peter Edwards,Derek Sleeman,2014-06-28 Machine Learning Proceedings 1992 *Machine Learning Proceedings 1990* Bruce Porter,Raymond Mooney,2014 Machine Learning Proceedings 1990 **Machine Learning Proceedings 1995** Armand Prieditis,Stuart Russell,2014-06-28 Machine Learning Proceedings 1995 **Algebraic System Specification and Development** Michel Bidoit,1991-06-26 Methods for the algebraic specification of abstract data types were proposed in the early 1970s in the USA and Canada and became a major research issue in Europe shortly afterwards Since then the algebraic approach has come to play a central role in research on formal specification and development as its range of applications was extended to the specification of complete software systems to the formal description of the program development process and to the uniform definition of syntax and semantics of programming languages Today this approach extends beyond just software to the development of integrated hardware and software systems These flourishing activities in the area of algebraic specifications have led to an abundance of approaches theories and concepts which have universal algebra category theory and logic as a common mathematical basis This volume is an annotated bibliography which provides an up to date overview of past and present work on algebraic specification No attempt is made to provide a coherent introduction to the topic for beginners the intention is rather to provide a guide to the current literature for researchers in algebraic specification and neighboring fields Some indications of how the different approaches are related are included together with some ideas concerning possible future directions **A Unified Approach to Interior Point Algorithms for Linear Complementarity Problems** Masakazu Kojima,N. Megiddo,T. Noma,Akiko Yoshise,1991-09-25 Following Karmarkar s 1984 linear programming algorithm numerous interior point algorithms have been proposed for various mathematical programming problems such as linear programming convex quadratic programming and convex programming in general This monograph presents a study of interior point algorithms for the linear complementarity problem LCP which is known as a mathematical model for primal dual pairs of linear programs and convex quadratic programs A large family of potential reduction algorithms is presented in a unified way for the class of LCPs where the underlying matrix has nonnegative principal minors P0 matrix This class includes various important subclasses such as positive semi definite matrices P matrices P matrices introduced in this monograph and column sufficient matrices The family contains not only the usual potential reduction algorithms but also path following algorithms and a damped Newton method for the LCP The main topics are global convergence global linear convergence and the polynomial time convergence of potential reduction algorithms included in the family **Elements of Machine Learning** Pat

Langley,1996 Machine learning is the computational study of algorithms that improve performance based on experience and this book covers the basic issues of artificial intelligence Individual sections introduce the basic concepts and problems in machine learning describe algorithms discuss adaptions of the learning methods to more complex problem solving tasks and much more   Machine Learning Methods for Planning Steven Minton,2014-05-12 Machine Learning Methods for Planning provides information pertinent to learning methods for planning and scheduling This book covers a wide variety of learning methods and learning architectures including analogical case based decision tree explanation based and reinforcement learning Organized into 15 chapters this book begins with an overview of planning and scheduling and describes some representative learning systems that have been developed for these tasks This text then describes a learning apprentice for calendar management Other chapters consider the problem of temporal credit assignment and describe tractable classes of problems for which optimal plans can be derived This book discusses as well how reactive integrated systems give rise to new requirements and opportunities for machine learning The final chapter deals with a method for learning problem decompositions which is based on an idealized model of efficiency for problem reduction search This book is a valuable resource for production managers planners scientists and research workers   *Temporally Distributed Symptoms in Technical Diagnosis* Klaus Nökel,1991-07-24 Complex machines can fail in complex ways Often the nature of the fault can be determined only through the interpretation of machine behavior over time This book presents a novel approach to the representation and recognition of temporally distributed symptoms Existing diagnostic expert systems usually operate under a set of simplifying assumptions that limit their applicability A common assumption is that the device to be diagnosed has a static behavior with the relation between inputs and outputs constant over time In most realistic application domains this assumption is violated and both the normal intended function of the device and the potential malfunctions are complex behaviors over time This book addresses the problem of systematically treating information about fault symptoms that are spread out over periods of time These symptoms are characterized by a specific order of events and in the general case a single snapshot of the device state does not suffice to recognize the symptoms Instead one has to plan a measurement sequence that consists of several observations at more than one time point Starting with a classification of various types of dynamic faulty behavior the author identifies temporally distributed systems TDSs and designs a representation language that allows TDSs to be specified in a declarative manner The definition of a successful match of a measurement sequence against a TDS specification is operationalized as an algorithm which plans such an observation sequence based on the TDS specification The author demonstrates that his novel solution is a generic paradigm independent building block for diagnostic expert systems by embedding it into the frameworks of both an associative and a model based diagnostic system The book will be valuable both for researchers working on applications of temporal reasoning and prospective users of technical expert systems   Instantiation Theory James G. Williams,1991-08-07 Instantiation Theory presents a new general unification

algorithm that is of immediate use in building theorem provers and logic programming systems Instantiation theory is the study of instantiation in an abstract context that is applicable to most commonly studied logical formalisms The volume begins with a survey of general approaches to the study of instantiation as found in tree systems order sorted algebras algebraic theories composita and instantiation systems A classification of instantiation systems is given based on properties of substitutions degree of type strictness and well foundedness of terms Equational theories and the use of typed variables are studied in terms of quotient homomorphisms and embeddings respectively Every instantiation system is a quotient system of a subsystem of first order term instantiation The general unification algorithm is developed as an application of the basic theory Its soundness is rigorously proved and its completeness and efficiency are verfied for certain classes of instantiation systems Appropriate applications of the algorithm include unification of first order terms order sorted terms and first order formulas modulo alpha conversion as well as equational unification using simple congruences **Machine Learning** Balas K. Natarajan,2014-06-28 This is the first comprehensive introduction to computational learning theory The author s uniform presentation of fundamental results and their applications offers AI researchers a theoretical perspective on the problems they study The book presents tools for the analysis of probabilistic models of learning tools that crisply classify what is and is not efficiently learnable After a general introduction to Valiant s PAC paradigm and the important notion of the Vapnik Chervonenkis dimension the author explores specific topics such as finite automata and neural networks The presentation is intended for a broad audience the author s ability to motivate and pace discussions for beginners has been praised by reviewers Each chapter contains numerous examples and exercises as well as a useful summary of important results An excellent introduction to the area suitable either for a first course or as a component in general machine learning and advanced AI courses Also an important reference for AI researchers *Multistrategy Learning* Ryszard S. Michalski,2012-12-06 Most machine learning research has been concerned with the development of systems that implememnt one type of inference within a single representational paradigm Such systems which can be called monostrategy learning systems include those for empirical induction of decision trees or rules explanation based generalization neural net learning from examples genetic algorithm based learning and others Monostrategy learning systems can be very effective and useful if learning problems to which they are applied are sufficiently narrowly defined Many real world applications however pose learning problems that go beyond the capability of monostrategy learning methods In view of this recent years have witnessed a growing interest in developing multistrategy systems which integrate two or more inference types and or paradigms within one learning system Such multistrategy systems take advantage of the complementarity of different inference types or representational mechanisms Therefore they have a potential to be more versatile and more powerful than monostrategy systems On the other hand due to their greater complexity their development is significantly more difficult and represents a new great challenge to the machine learning community Multistrategy Learning contains contributions

characteristic of the current research in this area **Algorithmic Learning Theory II** Setsuo Arikawa,Akira Maruoka,T. Sato,1992 Deep Reinforcement Learning Aske Plaat,2022-06-10 Deep reinforcement learning has attracted considerable attention recently Impressive results have been achieved in such diverse fields as autonomous driving game playing molecular recombination and robotics In all these fields computer programs have taught themselves to understand problems that were previously considered to be very difficult In the game of Go the program AlphaGo has even learned to outmatch three of the world s leading players Deep reinforcement learning takes its inspiration from the fields of biology and psychology Biology has inspired the creation of artificial neural networks and deep learning while psychology studies how animals and humans learn and how subjects desired behavior can be reinforced with positive and negative stimuli When we see how reinforcement learning teaches a simulated robot to walk we are reminded of how children learn through playful exploration Techniques that are inspired by biology and psychology work amazingly well in computers animal behavior and the structure of the brain as new blueprints for science and engineering In fact computers truly seem to possess aspects of human behavior as such this field goes to the heart of the dream of artificial intelligence These research advances have not gone unnoticed by educators Many universities have begun offering courses on the subject of deep reinforcement learning The aim of this book is to provide an overview of the field at the proper level of detail for a graduate course in artificial intelligence It covers the complete field from the basic algorithms of Deep Q learning to advanced topics such as multi agent reinforcement learning and meta learning **Encyclopedia of Microcomputers** Allen Kent,James G. Williams,2024-11-01 The Encyclopedia of Microcomputers serves as the ideal companion reference to the popular Encyclopedia of Computer Science and Technology Now in its 10th year of publication this timely reference work details the broad spectrum of microcomputer technology including microcomputer history explains and illustrates the use of microcomputers throughout academe business government and society in general and assesses the future impact of this rapidly changing technology **Reinforcement Learning** Richard S. Sutton,2012-12-06 Reinforcement learning is the learning of a mapping from situations to actions so as to maximize a scalar reward or reinforcement signal The learner is not told which action to take as in most forms of machine learning but instead must discover which actions yield the highest reward by trying them In the most interesting and challenging cases actions may affect not only the immediate reward but also the next situation and through that all subsequent rewards These two characteristics trial and error search and delayed reward are the most important distinguishing features of reinforcement learning Reinforcement learning is both a new and a very old topic in AI The term appears to have been coined by Minsk 1961 and independently in control theory by Walz and Fu 1965 The earliest machine learning research now viewed as directly relevant was Samuel s 1959 checker player which used temporal difference learning to manage delayed reward much as it is used today Of course learning and reinforcement have been studied in psychology for almost a century and that work has had a very strong impact on the AI engineering work One could

in fact consider all of reinforcement learning to be simply the reverse engineering of certain psychological learning processes e g operant conditioning and secondary reinforcement Reinforcement Learning is an edited volume of original research comprising seven invited contributions by leading researchers   Goal-driven Learning Ashwin Ram,David B. Leake,1995 Brings together a diversity of research on goal driven learning to establish a broad interdisciplinary framework that describes the goal driven learning process In cognitive science artificial intelligence psychology and education a growing body of research supports the view that the learning process is strongly influenced by the learner s goals The fundamental tenet of goal driven learning is that learning is largely an active and strategic process in which the learner human or machine attempts to identify and satisfy its information needs in the context of its tasks and goals its prior knowledge its capabilities and environmental opportunities for learning This book brings together a diversity of research on goal driven learning to establish a broad interdisciplinary framework that describes the goal driven learning process It collects and solidifies existing results on this important issue in machine and human learning and presents a theoretical framework for future investigations The book opens with an an overview of goal driven learning research and computational and cognitive models of the goal driven learning process This introduction is followed by a collection of fourteen recent research articles addressing fundamental issues of the field including psychological and functional arguments for modeling learning as a deliberative planful process experimental evaluation of the benefits of utility based analysis to guide decisions about what to learn case studies of computational models in which learning is driven by reasoning about learning goals psychological evidence for human goal driven learning and the ramifications of goal driven learning in educational contexts The second part of the book presents six position papers reflecting ongoing research and current issues in goal driven learning Issues discussed include methods for pursuing psychological studies of goal driven learning frameworks for the design of active and multistrategy learning systems and methods for selecting and balancing the goals that drive learning A Bradford Book   **Advances in Petri Nets 1991** Helmut Plünnecke,Wolfgang Reisig,1991 The main idea behind the series of volumes Advances in Petri Nets is to present to the general computer science community recent results which are the most representative and significant for the development of the area Thepapers for the volumes are drawn mainly from the annual International Conferences on Applications and Theory of Petri Nets Selected papers from the latest conference are independently refereed and revised and extended as necessary Some further papers submitted directly to the editor are included Advances in Petri Nets 1991 covers the 11th International Conference on Applications and Theory of Petri Nets held in Paris France in June 1991 The volume contains the Bibliography of Petri Nets 1990 prepared by H Pl nnecke and W Reisig with over 4000 entries PUBLISHER S WEBSITE

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