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Soggetti	Artificial intelligence Computers Algorithms Computer logic Mathematical logic Artificial Intelligence Computation by Abstract Devices Algorithm Analysis and Problem Complexity Logics and Meanings of Programs Mathematical Logic and Formal Languages
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Using Finite State Technology in Natural Language Processing of Basque -- Cascade Decompositions are Bit-Vector Algorithms -- Submodule Construction and Supervisory Control: A Generalization -- Counting the Solutions of Presburger Equations without Enumerating Them -- Brzozowski's Derivatives Extended to Multiplicities -- Finite Automata for Compact Representation of Language Models in NLP -- Past Pushdown Timed Automata -- Scheduling Hard Sporadic Tasks by Means of Finite Automata and Generating Functions -- Bounded-Graph Construction for Noncanonical Discriminating-Reverse Parsers -- Finite-State Transducer Cascade to Extract Proper Names in Texts -- Is this Finite-State Transducer Sequentiable? -- Compilation Methods of

Minimal Acyclic Finite-State Automata for Large Dictionaries -- Bit
Parallelism - NFA Simulation -- Improving Raster Image Run-Length
Encoding Using Data Order -- Enhancements of Partitioning
Techniques for Image Compression Using Weighted Finite Automata --
Extraction of ϵ -Cycles from Finite-State Transducers -- On the Size of
Deterministic Finite Automata -- Crystal Lattice Automata -- Minimal
Adaptive Pattern-Matching Automata for Efficient Term Rewriting --
Adaptive Rule-Driven Devices - General Formulation and Case Study --
Typographical Nearest-Neighbor Search in a Finite-State Lexicon and
Its Application to Spelling Correction -- On the Software Design of
Cellular Automata Simulators for Ecological Modeling -- Random
Number Generation with ϵ -NFAs -- Supernondeterministic Finite
Automata.
