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14 Cybernetics; 15 Artificial Life; Part V: Language and Knowledge; 16 Information and Content; 17 Knowledge; 18 The Philosophy of Computer Languages; 19 Hypertext; Part VI: Logic and Probability; 20 Logic; 21 Probability in Artificial Intelligence; 22 Game Theory: Nash Equilibrium; Part VII: Science and Technology; 23 Computing in the Philosophy of Science; 24 Methodology of Computer Science; 25 Philosophy of Information Technology; 26 Computational Modeling as a Philosophical Methodology; Index

Sommario/riassunto

This Guide provides an ambitious state-of-the-art survey of the fundamental themes, problems, arguments and theories constituting the philosophy of computing. A complete guide to the philosophy of computing and information. Comprises 26 newly-written chapters by leading international experts. Provides a complete, critical introduction to the field. Each chapter combines careful scholarship with an engaging writing style. Includes an exhaustive glossary of technical terms. Ideal as a course text, but also of interest to researchers a
