1.

Record Nr.	UNINA9910717176703321
Titolo	Artemis Plan : NASA's Lunar Exploration Program overview
Pubbl/distr/stampa	[Washington, D.C.] : , : National Aeronautics and Space Administration, , 2020
Descrizione fisica	1 online resource (73 pages) : color illustrations, color maps
Soggetti	Moon Exploration Outer space Exploration
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"NP-2020-05-2853-HQ."

2.

Record Nr.	UNINA9910337561903321
Autore	Posthoff Christian
Titolo	Logic functions and equations : binary models for computer science / / Christian Posthoff, Bernd Steinbach
Pubbl/distr/stampa	Cham, Switzerland : , : Springer Nature, , [2019] 2019
ISBN	3-030-02420-2
Edizione	[2nd ed. 2019.]
Descrizione fisica	1 online resource (xvi, 508 pages) : illustrations (some color), charts
Collana	Gale eBooks
Disciplina	511.3
Soggetti	Logic, Symbolic and mathematical Machine theory Algebra, Boolean Logic design Computational complexity Computer engineering Computer science Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Part I Theoretical Foundations -- 1. Basic Algebraic Structures -- 2. Logic Functions -- 3. Logic Equations -- 4. Boolean Differential Calculus -- 5. Sets, Lattices, and Classes of Logic Functions -- Part II Applications -- 6. Logic, Arithmetic, and Special Functions -- 7. SAT-Problems -- 8. Extremely Complex Problems -- 9. Combinational Circuits -- 10. Sequential Circuits -- References -- Index.
Sommario/riassunto	The expanded and updated 2nd edition of this classic text offers the reader a comprehensive introduction to the concepts of logic functions and equations and their applications across computer science. The approach emphasizes a thorough understanding of the fundamental principles as well as numerical and computer-based solution methods. Updated throughout, some major additions for the 2nd edition include: - an expanded introductory section on logic equations; - a new chapter on sets, lattices, and classes of logic functions; - a new chapter about SAT-problems; - a new chapter about methods to solve extremely complex problems; and -an expanded section with new decomposition methods utilizing the Boolean Differential Calculus extended to lattices of logic functions. The book provides insight into applications across binary arithmetic, coding, complexity, logic design, programming, computer architecture, and artificial intelligence. Based on the extensive teaching experience of the authors, Logic Functions and Equations is highly recommended for a one- or two-semester course in computer science and related programs. It provides straightforward high-level access to these methods and enables sophisticated applications, elegantly bridging the gap between mathematics and the theoretical foundations of computer science.

3.

Record Nr.	UNINA9911007364603321
Autore	Yannakakis Georgios N
Titolo	Artificial Intelligence and Games / / by Georgios N. Yannakakis, Julian Togelius
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	3-031-83347-3
Edizione	[2nd ed. 2025.]
Descrizione fisica	1 online resource (660 pages)
Collana	Artificial Intelligence (R0) Series
Altri autori (Persone)	TogeliusJulian
Disciplina	794.8163
Soggetti	Artificial intelligence Video games - Programming Machine learning User interfaces (Computer systems) Human-computer interaction Interactive multimedia Multimedia systems Natural language processing (Computer science) Artificial Intelligence Game Development Machine Learning User Interfaces and Human Computer Interaction Media Design Natural Language Processing (NLP)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Foreword to the Second Edition -- Foreword to the First Edition -- Preface -- Acknowledgments -- Contents -- Acronyms -- Website -- 1. Introduction -- Part I. Background -- 2. AI Fundamentals -- 3. AI Methods for Games -- Part II. Play -- 4. Playing Games -- 5. Methods for Playing Games -- 6. Gameplaying AI by Game Genre -- Part III. Generate.-7. Procedural Content Generation -- 8. Methods for Generating Content -- 9. Procedural Content Generation by Content Type -- Part IV. Model -- 10. Player Modeling -- 11. From Observations to Models of Players -- 12. Player Modeling Exemplified

Sommario/riassunto	This second edition of the 2018 textbook captures significant developments in AI and gaming over the past 7 years, incorporating advancements in computer vision, reinforcement learning, deep learning, and the emergence of transformer-based large language models and generative AI. The book has been reorganized to provide an updated overview of AI in games, with separate sections dedicated to AI's core uses in playing and generating games, and modeling their players, along with a new chapter on ethical considerations. Aimed at readers with foundational AI knowledge, the book primarily targets three audiences: graduate or advanced undergraduate students pursuing careers in game AI, AI researchers and educators seeking teaching resources, and game programmers interested in creative AI applications. The text is complemented by a website featuring exercises, lecture slides, and additional educational materials suitable for undergraduate and graduate courses. The book is informed by decades of research and practice in the field and combines insights into game design with deep technical knowledge from the authors, who have pioneered many of the methods and approaches used in the field. The original edition has been a vital reference for game developers. I'm glad to say that the new edition is still the indispensable overview of the field. And now it is up to date with the latest developments! If you make games, you need this book. Raph Koster, CEO of Playable Worlds, author of A Theory of Fun Games and virtual environments are important testbeds for artificial intelligence, and the authors are leading experts in applying AI to games. Yann LeCun, Professor of Computer Science, New York University; Chief AI Scientist, Meta; ACM Turing Award This book is a treasure trove of past achievements in game AI, and contains clues for future game AI development. Youichiro Miyake, Lead AI Researcher, SQUARE ENIX This book is an essential resource for anyone looking to expand their understanding of AI and its use in games. This revised edition refreshes and expands on the original and adds a much needed section on AI ethics. Highly recommended. Stephen Peacock, Head of AI, Keywords Studios.