1. Record Nr. UNINA9910457351103321

Autore	Greenstreet Bob
Titolo	Law and practice for architects [[electronic resource] /] / Bob Greenstreet, Karen Greenstreet, Brian Schermer
Pubbl/distr/stampa	Oxford ; ; Boston ; ; London, : Elsevier Architectural Press, 2005
ISBN	1-136-38919-9 1-280-63870-2 9786610638703 1-4294-1338-7 0-08-045455-0
Descrizione fisica	1 online resource (143 p.)
Altri autori (Persone)	GreenstreetKaren SchermerBrian
Disciplina	343.7307872
Soggetti	Architects - Legal status, laws, etc - United States Construction contracts - United States Architectural practice - United States Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Law and Practice for Architects; Contents; List of AIA documents; Preface; Chapter 1 The architect and the law; Chapter 2 The building industry; Chapter 3 The architect in practice; Chapter 4 Law and the design phase; Chapter 5 Contract formation; Chapter 6 The construction phase; Chapter 7 Completion; Chapter 8 Dispute resolution; Glossary of common legal terms; Index
Sommario/riassunto	Provides a framework for understanding of the legal, contractual and procedural implication of architectural practice. The book acts as a useful aide-memoire for students and practitioners based on the premise that smooth legal administration will provide the conditions under which client relations can be constructive and good design can be achieved.

2.

Record Nr.	UNISA996546835403316
Autore	Edelkamp Stefan
Titolo	Algorithmic Intelligence [[electronic resource]] : Towards an Algorithmic Foundation for Artificial Intelligence / / by Stefan Edelkamp
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2023
ISBN	9783319655963 9783319655956
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (482 pages)
Disciplina	006.3
Soggetti	Artificial intelligence Data mining Control engineering Robotics Automation Business information services Business logistics Artificial Intelligence Data Mining and Knowledge Discovery Control, Robotics, Automation IT in Business Logistics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Preface -- Towards a Characterization -- Part I, Basics -- 1. Programming Primer -- 2. Shortest Paths -- 3. Sorting -- 4. Deep Learning -- 5. Monte-Carlo Search -- Part II, Big Data -- 6. Graph data -- 7. Multimedia Data -- 8. Network Data -- 9. Image Data -- 10. Navigation Data -- Part III, Research Areas -- 11. Machine Learning -- 12. Problem Solving -- 13. Card Game Playing -- 14. Action Planning -- 15. General Game Playing -- 16. Multiagent Systems -- 17. Recommendation and Configuration Part IV, Applications -- 18. Adversarial Planning -- 19. Model Checking -- 20. Computational

Biology -- 21. Logistics -- 22. Additive Manufacturing -- 23. Robot Motion Planning -- 24. Industrial Production -- 25. Further Application Areas. - Index and References.

Sommario/riassunto

In this book the author argues that the basis of what we consider computer intelligence has algorithmic roots, and he presents this with a holistic view, showing examples and explaining approaches that encompass theoretical computer science and machine learning via engineered algorithmic solutions. Part I of the book introduces the basics. The author starts with a hands-on programming primer for solving combinatorial problems, with an emphasis on recursive solutions. The other chapters in the first part of the book explain shortest paths, sorting, deep learning, and Monte Carlo search. A key function of computational tools is processing Big Data efficiently, and the chapters in Part II of the book examine traditional graph problems such as finding cliques, colorings, independent sets, vertex covers, and hitting sets, and the subsequent chapters cover multimedia, network, image, and navigation data. The highly topical research areas detailed in Part III are machine learning, problem solving, action planning, general game playing, multiagent systems, and recommendation and configuration. Finally, in Part IV the author uses application areas such as model checking, computational biology, logistics, additive manufacturing, robot motion planning, and industrial production to explain how the techniques described may be exploited in modern settings. The book is supported with a comprehensive index and references, and it will be of value to researchers, practitioners, and students in the areas of artificial intelligence and computational intelligence.