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| Descrizione fisica      | 1 online resource (X, 258 p.)  |
| Collana                 | Lecture Notes in Artificial Intelligence ; ; 1930  |
| Disciplina              | 006.3  |
| Soggetti                | Artificial intelligence<br>Computer science—Mathematics<br>Mathematical logic<br>Algorithms<br>Artificial Intelligence<br>Symbolic and Algebraic Manipulation<br>Mathematical Logic and Formal Languages   |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Bibliographic Level Mode of Issuance: Monograph  |
| Nota di bibliografia    | Includes bibliographical references and index.   |
| Nota di contenuto       | Invited Papers -- George Boole, a Forerunner of Symbolic Computation -- Artificial Intelligence as a Decision Tool for Efficient Strategic and Operational Management -- OMDoc: Towards an Internet Standard for the Administration, Distribution, and Teaching of Mathematical Knowledge -- Contributed Papers and Poster Summaries -- On Communicating Proofs in Interactive Mathematical Documents -- Composite Distributive Lattices as Annotation Domains for Mediators -- A Proof Strategy Based on a Dual Representation -- Formalizing Rewriting in the ACL2 Theorem Prover -- Additional Comments on Conjectures, Hypotheses, and Consequences in Orthocomplemented Lattices -- Reasoning about the Elementary Functions of Complex Analysis -- Solving Nonlinear Systems by Constraint Inversion and Interval Arithmetic -- Basic Operators for Solving Constraints via Collaboration of Solvers -- Automatic Determination of Geometric Loci. 3D-Extension of Simson-Steiner Theorem -- Numerical Implicitization |

of Parametric Hypersurfaces with Linear Algebra -- A Note on Modeling  
Connectionist Network Structures: Geometric and Categorical Aspects  
-- A New Artificial Intelligence Paradigm for Computer-Aided  
Geometric Design -- How Symbolic Computation Can Benefit  
Computer-Aided Geometric Design -- CDR: A Rewriting Based Tool to  
Design FPLA Circuits -- Locally Effective Objects and Artificial  
Intelligence -- Negotiation Algorithms for Multi-agent Interactions --  
Some Techniques of Isomorph-Free Search.

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