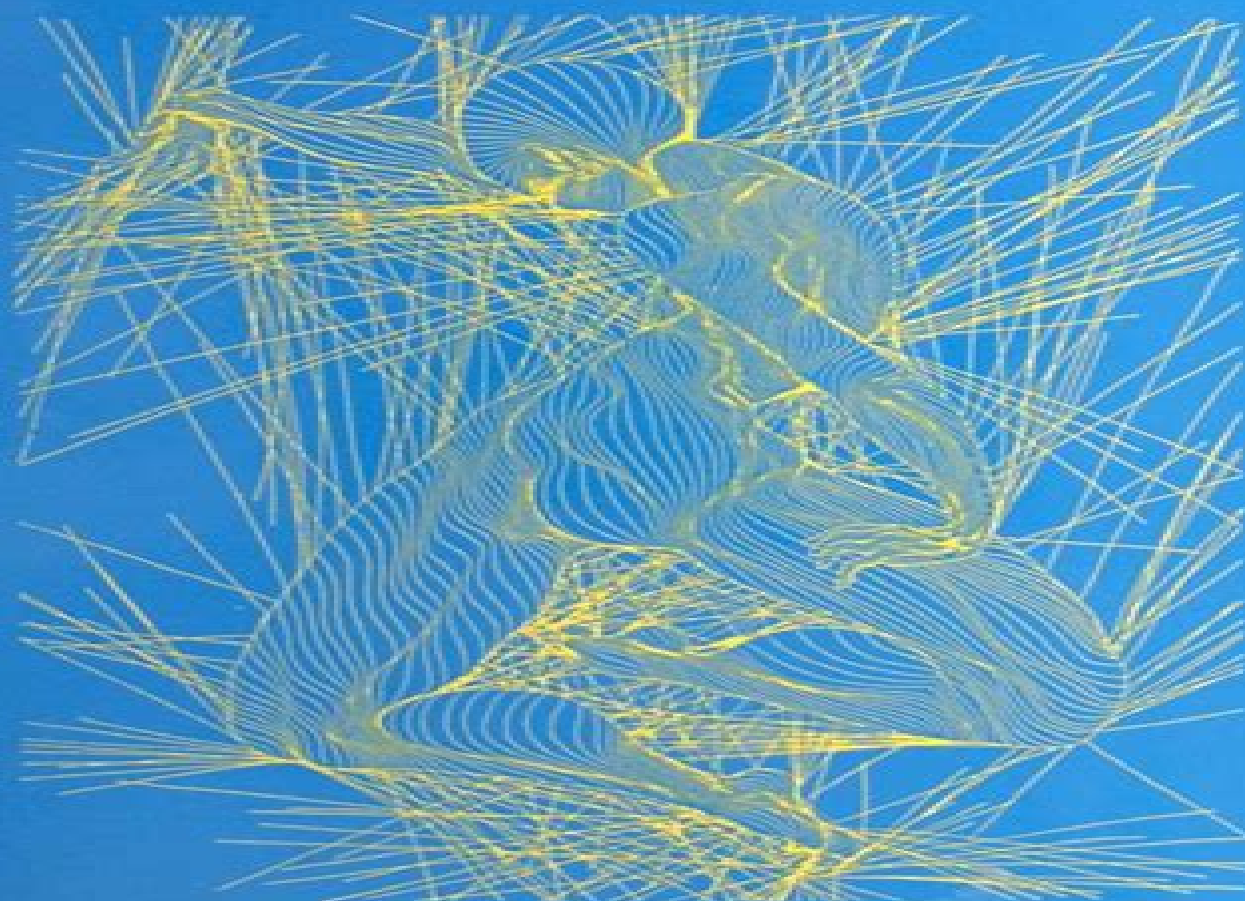


World Scientific Series in Computer Science — Vol. 22

# **From HUMANS To COMPUTERS**

Cognition Through Visual Perception

**V. V. ALEXANDROV & N. D. GORSKY**



**World Scientific**

From HUMANS To COMPUTERS: Cognition Through Visual Perception

# From Humans To Computers Cognition Through Visual Perception

**Victor V Alexandrov, N D Gorsky**



### **From Humans To Computers Cognition Through Visual Perception:**

*From Humans to Computers* Viktor Vasil'evich Aleksandrov, Nikola? Dmitrievich Gorski?, 1991 This book considers computer vision to be an integral part of the artificial intelligence system The core of the book is an analysis of possible approaches to the creation of artificial vision systems which simulate human visual perception Much attention is paid to the latest achievements in visual psychology and physiology the description of the functional and structural organization of the human perception mechanism the peculiarities of artistic perception and the expression of reality Computer vision models based on these data are investigated They include the processes of external data analysis internal environmental model synthesis and the generating of behavioristic responses based on external and internal models comparison Computer vision system evolution resulting from environmental effects is also considered A unique feature of this book is the authors use of black and white and colour prints of traditional and contemporary Russian art to illustrate their principal theses In doing so they introduce the reader to a particularly Russian view of the world

**From Humans To Computers: Cognition Through Visual Perception** Victor V Alexandrov, N D Gorsky, 1991-06-25 This book considers computer vision to be an integral part of the artificial intelligence system The core of the book is an analysis of possible approaches to the creation of artificial vision systems which simulate human visual perception Much attention is paid to the latest achievements in visual psychology and physiology the description of the functional and structural organization of the human perception mechanism the peculiarities of artistic perception and the expression of reality Computer vision models based on these data are investigated They include the processes of external data analysis internal environmental model synthesis and the generating of behavioristic responses based on external and internal models comparison Computer vision system evolution resulting from environmental effects is also considered A unique feature of this book is the authors use of black and white and colour prints of traditional and contemporary Russian art to illustrate their principal theses In doing so they introduce the reader to a particularly Russian view of the world

Computational Intelligence in Archaeology Barcelo, Juan A., 2008-07-31 Provides analytical theories offered by innovative artificial intelligence computing methods in the archaeological domain

**Non-deterministic Concurrent Logic Programming in Pandora** Reem Bahgat, 1993 This monograph is the first comprehensive study of the design application and implementation of Pandora a new parallel logic programming language Pandora combines stream and parallelism with don't know non determinism in a unified and efficient manner As a result it provides a programming paradigm of non deterministic concurrent communicating processes which opens up interesting application areas that cannot conveniently be expressed in existing logic programming languages The author describes the use of Pandora for constraint programming solving resource allocation problems heuristic search and distributed discrete event simulation The final chapters describe in detail the implementation of Pandora on single as well as multi processor architectures The volume is aimed at the community of logic programming students and professionals as well as researchers

and professionals in artificial intelligence It will also be of great interest to researchers in programming language design and parallel processing

**Stochastic Complexity In Statistical Inquiry** Jorma Rissanen, 1998-10-07 This book describes how model selection and statistical inference can be founded on the shortest code length for the observed data called the stochastic complexity This generalization of the algorithmic complexity not only offers an objective view of statistics where no prejudiced assumptions of true data generating distributions are needed but it also in one stroke leads to calculable expressions in a range of situations of practical interest and links very closely with mainstream statistical theory The search for the smallest stochastic complexity extends the classical maximum likelihood technique to a new global one in which models can be compared regardless of their numbers of parameters The result is a natural and far reaching extension of the traditional theory of estimation where the Fisher information is replaced by the stochastic complexity and the Cramer Rao inequality by an extension of the Shannon Kullback inequality Ideas are illustrated with applications from parametric and non parametric regression density and spectrum estimation time series hypothesis testing contingency tables and data compression

**Cooperation In Industrial Multi-agent Systems** Nicholas R Jennings, 1994-03-07 Distributed Artificial Intelligence DAI is a vibrant sub field of Artificial Intelligence concerned with coordinating the knowledge and actions of multiple interacting agents Although DAI has the potential to overcome many of the problems currently associated with constructing software systems which are large complex and knowledge rich there have as yet been relatively few attempts to apply it to real world applications To help pave the way for such future developments this book recounts the insights gained and the breakthroughs made whilst building multiple agent systems in the domains of electricity transportation management and control of a particle accelerator These experiences cover the complete development lifecycle of multi agent systems for industrial applications ranging from the initial design through the implementation to the testing and evaluation phases The book's other main features are that it provides a thorough and up to date explanation of the foundation concepts of DAI describes a new paradigm for building multi agent systems which uses the concept of reusable cooperation knowledge and develops a new model of cooperation based on the notion of joint intentions

**Cooperation in Industrial Multi-agent Systems** Nick Jennings, 1994 Assuming no prior knowledge of Distributed Artificial Intelligence DAI this book deals with the complete development lifecycle of multi agent systems for industrial applications

*Interactive Data Visualization* Matthew O. Ward, Georges Grinstein, Daniel Keim, 2015-06-11 An Updated Guide to the Visualization of Data for Designers Users and Researchers Interactive Data Visualization Foundations Techniques and Applications Second Edition provides all the theory details and tools necessary to build visualizations and systems involving the visualization of data In color throughout it explains basic terminology

**Distributed Constraint Logic Programming** Ho-Fung Leung, 1993 This book presents the first attempt to combine concurrent logic programming and constraint logic programming It is divided into three parts In the first part a novel computation model called the multi Pandora model which is designed on the basis of the Pandora model is

presented In the second part the distributed implementation schemes for Parlog Pandora and multi Pandora are presented Finally the author presents the distributed constraint solvers for finite domain constraints as well as the distributed constraint solvers in the domains of real numbers and Boolean rings which can be incorporated into the schemes presented in the second part to handle the ask and tell constraints **New Approaches to Knowledge Acquisition** Ruqian Lu,1994

It is well recognized that knowledge acquisition is the critical bottleneck of knowledge engineering This book presents three major approaches of current research in this field namely the psychological approach the artificial intelligence approach and the software engineering approach Special attention is paid to the most recent advances in knowledge acquisition research especially those made by Chinese computer scientists A special chapter is devoted to its applications in other fields e g language analysis software engineering computer aided instruction etc which were done in China RLISP '88 Jed

Marti,1993 This book is an introduction to the RLISP 88 programming language RLISP 88 includes a preprocessor that converts the RLISP 88 syntax into Lisp and an unparser from Lisp back into RLISP 88 p v **Computer Epistemology**

Tibor V mos,1991 This book is an essay on relevant problems of epistemology the theory of knowledge related to computer science It draws a continuous line between the earliest scientific approaches of epistemology starting with the Greek Classics and the recent practical and theoretical problems of computer modelling and by that the appropriate application of computers to our present problems Uncertainty logic and language are the key issues of this road leading to some new aspects of cognitive psychology and unification of the different results for a modelling procedure The book is not a textbook but a critical survey of usual and advertised methods with an evaluation of them from the point of view of their applicability reliability and limits Probability Bayesian Dempster Shafer fuzzy and other approaches are treated in this way in uncertainty different worlds concepts non monotonic logic and other methods and views in logic The emphasis in linguistics is put on the meta concept and in cognitive applications of the pattern concept Written mostly in an entertaining style this book provides a more palatable reading of a profound subject *Introduction to Theoretical Computer Science* Xiwen Ma,1990 The contents

of this book are self sufficient in the sense that no preliminary knowledge other than elementary set theory is needed and there are no complicated mathematical theorems in the book A must for those entering the field **Mathematical**

**Foundations Of Parallel Computing** V V Voevodin,1992-03-24 Parallel implementation of algorithms involves many difficult problems In particular among them are round off analysis the way to convert sequential programs and algorithms into the parallel mode the choice of appropriate or optimal computer architect and so on To solve these problems it is necessary to know very well the structure of algorithms This book deal with the mathematical mechanism that permits us to investigate structures of both sequential and parallel algorithms This mechanism allows us to recognize and explain the relations between different methods of constructing parallel algorithms the methods of analysing round off errors the methods of optimizing memory traffic the methods of working out the fastest implementation for a given parallel computer

and other methods attending the joint investigation of algorithms and computers      Information-Theoretic Incompleteness

Gregory J. Chaitin, 1992 In this mathematical autobiography Gregory Chaitin presents a technical survey of his work and a nontechnical discussion of its significance The volume is an essential companion to the earlier collection of Chaitin's papers Information Randomness and Incompleteness also published by World Scientific The technical survey contains many new results including a detailed discussion of LISP program size and new versions of Chaitin's most fundamental information theoretic incompleteness theorems The nontechnical part includes the lecture given by Chaitin in G del's classroom at the University of Vienna a transcript of a BBC TV interview and articles from New Scientist La Recherche and the Mathematical Intelligencer      *Introduction To Database And Knowledge-base Systems* S Krishna, 1992-03-26 This book provides a

comprehensive yet concise coverage of the concepts and technology of database systems and their evolution into knowledge bases The traditional material on database systems at senior undergraduate level is covered An understanding of concepts is emphasized avoiding extremes in formalism or detail Rather than be restricted to a single example used over an entire book a variety of examples are used These enable the reader to understand the basic abstractions which underlie description of many practical situations A major portion of the book concerns database system technology with focus on the relational model Various topics are discussed in detail preparing the ground for more advanced work      **A Digital Optical Cellular**

**Image Processor** Kung-Shiuh Huang, 1990 The research detailed in this book has been motivated by the search for a simple parallel digital optical architecture for image processing The development of a simple unified consistent theory of parallel binary image processing is described and its implementation on digital optical processors is considered Both theoretical and experimental work are included and both algorithmic and architectural designs are covered Also presented are the experimental results of the implementation of a prototype Digital Optical Cellular Image Processor DOCIP system used to demonstrate the concept of the DOCIP architecture      **The Design And Implementation Of Concurrent Small Talk**

Yokote Yasuhiko, 1990-06-27 This book focuses on object oriented concurrent computing which can be considered a model of concurrent programming and proposes a new programming language ConcurrentSmalltalk which is based on object oriented concurrent computing The book also shows the efficiency of object oriented concurrent computing through the design implementation and evaluation of ConcurrentSmalltalk ConcurrentSmalltalk is designed to be upwardly compatible with Smalltalk 80 In the book the ConcurrentSmalltalk object model is first proposed Next issues which arise from maintaining compatibility with Smalltalk 80 are discussed Finally the ConcurrentSmalltalk virtual machine which executes the ConcurrentSmalltalk programs is proposed      **Applications Of Learning And Planning Methods** Nikolas G

Bourbakis, 1991-03-29 Learning and planning are two important topics of artificial intelligence Learning deals with the algorithmic processes that make a computing machine able to learn and improve its performance during the process of complex tasks Planning on the other hand deals with decision and construction processes that make a machine capable of

constructing an intelligent plan for the solution of a particular complex problem This book combines both learning and planning methodologies and their applications in different domains It is divided into two parts The first part contains seven chapters on the ongoing research work in symbolic and connectionist learning The second part includes seven chapters which provide the current research efforts in planning methodologies and their application to robotics     Pattern Recognition R[é]jean Plamondon, Heng-Da Cheng, 1991 This book contains 15 reviewed papers selected from among those presented at the 4th Vision Interface Conference in Halifax Canada 14-18 May 1990 The papers are grouped into three sections which deal with parallel architectures and neural networks algorithms for analysis and processing and systems and applications

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