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scientists doing research on genetic programming genetic algorithms data structures and artificial intelligence In addition this book will be of interest to practitioners working in all of these areas and to those interested in automatic programming

Artificial Intelligence Applications and Innovations Lazaros Iliadis,Ilias Maglogiannis,Harris Papadopoulos,2014-09-15 This book constitutes the refereed proceedings of the 10th IFIP WG 12 5 International Conference on Artificial Intelligence Applications and Innovations AIAI 2014 held in Rhodes Greece in September 2014 The 33 revised full papers and 29 short papers presented were carefully reviewed and selected from numerous submissions They are organized in the following topical sections learning ensemble learning social media and mobile applications of AI hybrid changing environments agent AGE classification pattern recognition genetic algorithms image and video processing feature extraction environmental AI simulations and fuzzy modeling and data mining forecasting **Frontiers in robotics and AI editor's picks 2022** Kostas J. Kyriakopoulos,2023-03-10 *Popular Photography* ,1994-05 *Advances in Artificial Intelligence -- IBERAMIA 2004* Christian Lemaitre,Carlos A. Reyes,Jesus A. Gonzalez,2004-11-18 This book constitutes the refereed proceedings of the 9th Ibero American Conference on Artificial Intelligence IBERAMIA 2004 held in Puebla Mexico in November 2004 The 97 revised full papers presented were carefully reviewed and selected from 304 submissions The papers are organized in topical sections on distributed AI and multi agent systems knowledge engineering and case based reasoning planning and scheduling machine learning and knowledge acquisition natural language processing knowledge representation and reasoning knowledge discovery and data mining robotics computer vision uncertainty and fuzzy systems genetic algorithms and neural networks AI in education and miscellaneous topics **Popular Photography** ,1993-11 **Procedural Content Generation via Machine Learning** Matthew Guzdial,Sam Snodgrass,Adam J. Summerville,2022-12-06 This book surveys current and future approaches to generating video game content with machine learning or Procedural Content Generation via Machine Learning PCGML Machine learning is having a major impact on many industries including the video game industry PCGML addresses the use of computers to generate new types of content for video games game levels quests characters etc by learning from existing content The authors illustrate how PCGML is poised to transform the video games industry and provide the first ever beginner focused guide to PCGML This book features an accessible introduction to machine learning topics and readers will gain a broad understanding of currently employed PCGML approaches in academia and industry The authors provide guidance on how best to set up a PCGML project and identify open problems appropriate for a research project or thesis This book is written with machine learning and games novices in mind and includes discussions of practical and ethical considerations along with resources and guidance for starting a new PCGML project *Popular Photography* ,1994-04 *Popular Photography* ,1993-02 **Artificial Intelligence in Business** Abdul Razzak Alshehadeh,Ihab Ali El-Qirem,Ghaleb Awad Elrefae,2025-09-30 This book covers results of the 19th Scientific Annual International Conference for Business SICB Artificial Intelligence in Business This second volume of proceedings from the

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