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Introduction to Evolutionary Computing Now Publishers Inc

Introduces exciting new methods for assessing algorithms for problems ranging from clustering to linear programming to neural networks.

Evolutionary Algorithms in Engineering Applications Cambridge University Press

Based on the authors' market leading data structures books in Java and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++.

Twenty Lectures on Algorithmic Game Theory Pearson Education India

The first complete overview of evolutionary computing, the collective name for a range of problem-solving techniques based on principles of biological evolution, such as natural selection and genetic inheritance. The text is aimed directly at lecturers and graduate and undergraduate students. It is also meant for those who wish to apply evolutionary computing to a particular problem or within a given application area. The book contains quick-reference information on the current state-of-the-art in a wide range of related topics, so it is of interest not just to evolutionary computing specialists but to researchers working in other fields.

Probability and Computing Springer Science & Business Media

A new edition of a graduate-level machine learning textbook that focuses on the analysis and theory of algorithms. This book is a general introduction to machine learning that can serve as a textbook for graduate students and a reference for researchers. It covers fundamental modern topics in machine learning while providing the theoretical basis and conceptual tools needed for the discussion and justification of algorithms. It also describes several key aspects of the application of these algorithms. The authors aim to present novel theoretical tools and concepts while giving concise proofs even for relatively advanced topics. Foundations of Machine Learning is unique in its focus on the analysis and theory of algorithms. The first four chapters lay the theoretical foundation for what follows; subsequent chapters are mostly self-contained. Topics covered include the Probably Approximately Correct (PAC) learning framework; generalization bounds based on Rademacher complexity and VC-dimension; Support Vector Machines (SVMs); kernel methods; boosting; on-line learning; multi-class classification; ranking; regression; algorithmic stability; dimensionality reduction; learning automata and languages; and reinforcement learning. Each chapter ends with a set of exercises. Appendixes provide additional material including concise probability review. This

second edition offers three new chapters, on model selection, maximum entropy models, and conditional entropy models. New material in the appendixes includes a major section on Fenchel duality, expanded coverage of concentration inequalities, and an entirely new entry on information theory. More than half of the exercises are new to this edition.

Reinforcement Learning, second edition MIT Press

Provides insight on both classical means and new trends in the application of power electronic and artificial intelligence techniques in power system operation and control. This book presents advanced solutions for power system controllability improvement, transmission capability enhancement and operation planning. The book is organized into three parts. The first part describes the CSC-HVDC and VSC-HVDC technologies, the second part presents the FACTS devices, and the third part refers to the artificial intelligence techniques. All technologies and tools approached in this book are essential for power system development to comply with the smart grid requirements. Discusses detailed operating principles and diagrams, theory of modeling, control strategies and physical installations around the world of HVDC and FACTS systems. Covers a wide range of Artificial Intelligence techniques that are successfully applied for many power system problems, from planning and monitoring to operation and control. Each chapter is carefully edited, with drawings and illustrations that help the reader to easily understand the principles of operation or application. Advanced Solutions in Power Systems: HVDC, FACTS, and Artificial Intelligence is written for graduate students, researchers in transmission and distribution networks, and power system operation. This book also serves as a reference for professional software developers and practicing engineers.

Algorithm Design: Pearson New International Edition Algorithms

Algorithm Design: Pearson New International Edition Algorithms
August 6, 2009 Author, Jon Kleinberg, was recently cited in the New York Times for his statistical analysis research in the Internet age. Algorithm Design introduces algorithms by looking at the real-world problems that motivate them. The book teaches students a range of design and analysis techniques for problems that arise in computing applications. The text encourages an understanding of the algorithm design process and an appreciation of the role of algorithms in the broader field of computer science.

Algorithm Design American Mathematical Soc.

The problem of controlling uncertain dynamic systems, which are subject to external disturbances, uncertainty and sheer complexity is of considerable interest in computer science, operations research and business domains. Computational Intelligence in Control is a repository for the theory and applications of intelligent systems techniques.

Algorithms IGI Global

Exact algorithms for dealing with geometric objects are complicated, hard to implement in practice, and slow. Over the last 20 years a theory of geometric approximation algorithms has emerged. These algorithms tend to be simple, fast, and more robust than their exact counterparts. This book is the first to cover geometric approximation algorithms in detail. In addition, more traditional computational geometry techniques that are widely used in developing such algorithms, like sampling, linear programming, etc., are also surveyed. Other topics covered include approximate nearest-neighbor search, shape approximation, coresets, dimension reduction, and embeddings. The topics covered are relatively independent and are supplemented by exercises. Close to 200 color figures are included in the text to illustrate proofs and ideas.

Spectral Algorithms McGraw-Hill Education

Algorithms are the lifeblood of computer science. They are the machines that proofs build and the music that programs play. Their history is as old as mathematics itself. This textbook is a wide-ranging, idiosyncratic treatise on the design and analysis of algorithms, covering several fundamental techniques, with an emphasis on intuition and the problem-solving process. The book includes important classical examples, hundreds of battle-tested exercises, far too many historical digressions, and exactly four typos. Jeff Erickson is a computer science professor at the University of Illinois, Urbana-Champaign; this book is based on algorithms classes he has taught there since 1998.

An Introduction to the Analysis of Algorithms Wiley Global Education

"Primarily intended for a first-year undergraduate course in programming"--Page 4 of cover.

Handbook of Memetic Algorithms Springer Science & Business Media

Focuses on the interplay between algorithm design and the underlying computational models.

Introduction to Algorithms, third edition Springer Science & Business Media

This text, extensively class-tested over a decade at UC Berkeley and UC San Diego, explains the fundamentals of algorithms in a story line that makes the material enjoyable and easy to digest. Emphasis is placed on understanding the crisp mathematical idea behind each algorithm, in a manner that is intuitive and rigorous without being unduly formal. Features include: The use of boxes to strengthen the narrative: pieces that provide historical context, descriptions of how the algorithms are used in practice, and excursions for the mathematically sophisticated. Carefully chosen advanced topics that can be skipped in a standard one-semester course, but can be covered in an advanced algorithms course or in a more leisurely two-semester sequence. An accessible treatment of linear programming introduces students to one of the greatest achievements in algorithms. An optional chapter on the quantum algorithm for factoring provides a unique peephole into this exciting topic. In addition to the text, DasGupta also offers a Solutions Manual, which is available on the Online Learning Center. "Algorithms is an outstanding undergraduate text, equally informed by the historical roots and contemporary applications of its subject. Like a captivating novel, it is a joy to read." Tim Roughgarden Stanford University

A Guide to Algorithm Design Pearson Higher Ed

Computer science and economics have engaged in a lively interaction over the past fifteen years, resulting in the new field of algorithmic game theory. Many problems that are central to modern computer science, ranging from resource allocation in large networks to online advertising, involve interactions between multiple self-interested parties. Economics and game theory offer a host of useful models and definitions to reason about such problems. The flow of ideas also travels in the other direction, and concepts from computer science are increasingly important in economics. This book grew out of the author's Stanford University course on algorithmic game theory, and aims to give students and other newcomers a quick and accessible introduction to many of the most important concepts in the field. The book also includes case studies on online advertising, wireless spectrum auctions, kidney exchange, and network management.

Algorithms for Reinforcement Learning Englewood Cliffs, N.J. : Prentice Hall

This textbook teaches introductory data structures.

Introduction To Design And Analysis Of Algorithms, 2/E MIT Press

Algorithms are at the heart of every nontrivial computer application, and algorithmics is a modern and active area of computer science. Every computer scientist and every professional programmer should know about the basic algorithmic toolbox: structures that allow efficient organization and retrieval of data, frequently used algorithms, and basic techniques for modeling, understanding and solving algorithmic problems. This book is a concise introduction addressed to students and professionals familiar with programming and basic mathematical language. Individual chapters cover arrays and linked lists, hash tables and associative arrays, sorting and selection, priority queues, sorted sequences, graph representation, graph traversal, shortest paths, minimum spanning trees, and optimization. The algorithms are presented in a modern way, with explicitly formulated invariants, and comment on recent trends such as algorithm engineering, memory hierarchies, algorithm libraries and certifying algorithms. The authors use pictures, words and high-level pseudocode to explain the algorithms, and then they present more detail on efficient implementations using real programming languages like C++ and Java. The authors have extensive experience teaching these subjects to undergraduates and graduates, and they offer a clear presentation, with examples, pictures, informal explanations, exercises, and some linkage to the real world. Most chapters have the same basic structure: a motivation for the problem, comments on the most important applications, and then simple solutions presented as informally as possible and as formally as necessary. For the more advanced issues, this approach leads to a more mathematical treatment, including some theorems and proofs. Finally, each chapter concludes with a section on further findings, providing views on the state of research, generalizations and advanced solutions.

The Algorithm Design Manual Springer Science & Business Media

Spectral methods refer to the use of eigenvalues, eigenvectors, singular values and singular vectors. They are widely used in Engineering, Applied Mathematics and Statistics. More recently, spectral methods have found numerous applications in Computer Science to "discrete" as well "continuous" problems. Spectral Algorithms describes modern applications of spectral methods, and novel algorithms for estimating spectral parameters. The first part of the book presents applications of spectral methods to problems from a variety of topics including combinatorial optimization, learning and clustering. The second part of the book is motivated by efficiency

considerations. A feature of many modern applications is the massive amount of input data. While age-sophisticated algorithms for matrix computations have been developed over a century, a more recent development is algorithms based on "sampling on the y" from massive matrices. Good estimates of singular values and low rank approximations of the whole matrix can be provably derived from a sample. The main emphasis in the second part of the book is to present these sampling methods with rigorous error bounds. It also presents recent extensions of spectral methods from matrices to tensors and their applications to some combinatorial optimization problems.

Advanced Solutions in Power Systems MIT Press

The latest edition of the essential text and professional reference, with substantial new material on such topics as vEB trees, multithreaded algorithms, dynamic programming, and edge-based flow. Some books on algorithms are rigorous but incomplete; others cover masses of material but lack rigor. Introduction to Algorithms uniquely combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became a widely used text in universities worldwide as well as the standard reference for professionals. The second edition featured new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming. The third edition has been revised and updated throughout. It includes two completely new chapters, on van Emde Boas trees and multithreaded algorithms, substantial additions to the chapter on recurrence (now called " Divide-and-Conquer "), and an appendix on matrices. It features improved treatment of dynamic programming and greedy algorithms and a new notion of edge-based flow in the material on flow networks. Many exercises and problems have been added for this edition. The international paperback edition is no longer available; the hardcover is available worldwide.

Introduction to Algorithms, fourth edition Morgan & Claypool Publishers

The use of optimization algorithms has seen an emergence in various professional fields due to its ability to process data and information in an efficient and productive manner. Combining computational intelligence with these algorithms has created a trending subject of research on how much more beneficial intelligent-inspired algorithms can be within companies and organizations. As modern theories and applications are continually being developed in this area, professionals are in need of current research on how intelligent algorithms are advancing in the real world. The Handbook of Research on Advancements of Swarm Intelligence Algorithms for Solving Real-World Problems is a pivotal reference source that provides vital research on the development of swarm intelligence algorithms and their implementation into current issues. While highlighting topics such as multi-agent systems, bio-inspired computing, and evolutionary programming, this publication explores various concepts and theories of swarm intelligence and outlines future directions of development. This book is ideally designed for IT specialists, researchers, academicians, engineers, developers, practitioners, and students seeking current research on the real-world applications of intelligent algorithms.

Springer Science & Business Media

Memetic Algorithms (MAs) are computational intelligence structures combining multiple and various operators in order to address optimization problems. The combination and interaction amongst operators evolves and promotes the diffusion of the most successful units and generates an algorithmic behavior which can handle complex objective functions and hard fitness landscapes. " Handbook of Memetic Algorithms " organizes, in a structured way, all the the most important results in the field of MAs since their earliest definition until now. A broad review including various algorithmic solutions as well as successful applications is included in this book. Each class of optimization problems, such as constrained optimization, multi-objective optimization, continuous vs combinatorial problems, uncertainties, are analysed separately and, for each problem, memetic recipes for tackling the difficulties are given with some successful examples. Although this book contains chapters written by multiple authors, a great attention has been given by the editors to make it a compact and smooth work which covers all the main areas of computational intelligence optimization. It is not only a necessary read for researchers working in the research area, but also a useful handbook for practitioners and engineers who need to address real-world optimization problems. In addition, the book structure makes it an interesting work also for graduate students and researchers in related fields of mathematics and computer science.

Randomized Algorithms and Probabilistic Analysis Franklin Beedle & Assoc

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Algorithm Design introduces algorithms by looking at the real-world problems that motivate them. The book teaches students a range of design and analysis techniques for problems that arise in computing applications. The text encourages an understanding of the algorithm design process and an appreciation of the role of algorithms in the broader field of computer science. August 6, 2009 Author, Jon Kleinberg, was recently cited in the New York Times for his statistical analysis research in the Internet