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9E4 - DANIELLE ZION

Reinforcement learning is a learning paradigm concerned with learning to control a system so as to maximize a numerical performance measure that expresses a long-term objective. What distinguishes reinforcement learning from supervised learning is that only partial feedback is given to the learner about the learner's predictions. Further, the predictions may have long term effects through influencing the future state of the controlled system. Thus, time plays a special role. The goal in reinforcement learning is to develop efficient learning algorithms, as well as to understand the algorithms' merits and limitations. Reinforcement learning is of great interest because of the large number of practical applications that it can be used to address, ranging from problems in artificial intelligence to operations research or control engineering. In this book, we focus on those algorithms of reinforcement learning that build on the powerful theory of dynamic programming. We give a fairly comprehensive catalog of learning problems, describe the core ideas, note a large number of state of the art algorithms, followed by the discussion of their theoretical properties and limitations.

This edition of Robert Sedgewick's popular work provides current and comprehensive coverage of important algorithms for Java programmers. Michael Schidlowsky and Sedgewick have developed new Java implementations that both express the methods in a concise and direct manner and provide programmers with the practical means to test them on real applications. Many new algorithms are presented, and the explanations of each algorithm are much more detailed than in previous editions. A new text design and detailed, innovative figures, with accompanying commentary, greatly enhance the presentation. The third edition retains the successful blend of theory and practice that has made Sedgewick's work an invaluable resource for more than 400,000 programmers! This particular book, Parts 1-4 , represents the essential first half of Sedgewick's complete work. It provides extensive coverage of fundamental data structures and algorithms for sorting, searching, and related applications. Although the substance of the book applies to programming in any language, the implementations by Schidlowsky and Sedgewick also exploit the natural match between Java classes and abstract data type (ADT) implementations. Highlights Java class implementations of more than 100 important practical algorithms Emphasis on ADTs, modular programming, and object-oriented programming Extensive coverage of arrays, linked lists, trees, and other fundamental data structures Thorough treatment of algorithms for sorting, selection, priority queue ADT implementations, and symbol table ADT implementations (search algorithms) Complete implementations for binomial queues, multiway radix sorting, randomized BSTs, splay trees, skip lists, multiway tries, B trees, extendible hashing, and many other advanced methods Quantitative information about the algorithms that gives you a basis for comparing them More than 1,000 exercises and more than 250 detailed figures to help you learn properties of the algorithms Whether you are learning the algorithms for the first time or wish to have up-to-date reference material that incorporates new programming styles with classic and new algorithms, you will find a wealth of useful information in this book.

Cryptography is now ubiquitous – moving beyond the traditional environments, such as government communications and banking systems, we see cryptographic techniques realized in Web browsers, e-mail programs, cell phones, manufacturing systems, embedded software, smart buildings, cars, and even medical implants. Today's designers need a comprehensive understanding of applied cryptography. After an introduction to cryptography and data security, the authors explain the main techniques in modern cryptography, with chapters addressing stream ciphers, the Data Encryption Standard (DES) and 3DES, the Advanced Encryption Standard (AES), block ciphers, the RSA cryptosystem, public-key cryptosystems based on the discrete logarithm problem, ellip-

tic-curve cryptography (ECC), digital signatures, hash functions, Message Authentication Codes (MACs), and methods for key establishment, including certificates and public-key infrastructure (PKI). Throughout the book, the authors focus on communicating the essentials and keeping the mathematics to a minimum, and they move quickly from explaining the foundations to describing practical implementations, including recent topics such as lightweight ciphers for RFIDs and mobile devices, and current key-length recommendations. The authors have considerable experience teaching applied cryptography to engineering and computer science students and to professionals, and they make extensive use of examples, problems, and chapter reviews, while the book's website offers slides, projects and links to further resources. This is a suitable textbook for graduate and advanced undergraduate courses and also for self-study by engineers.

This two-volume set LNCS 12269 and LNCS 12270 constitutes the refereed proceedings of the 16th International Conference on Parallel Problem Solving from Nature, PPSN 2020, held in Leiden, The Netherlands, in September 2020. The 99 revised full papers were carefully reviewed and selected from 268 submissions. The topics cover classical subjects such as automated algorithm selection and configuration; Bayesian- and surrogate-assisted optimization; benchmarking and performance measures; combinatorial optimization; connection between nature-inspired optimization and artificial intelligence; genetic and evolutionary algorithms; genetic programming; landscape analysis; multiobjective optimization; real-world applications; reinforcement learning; and theoretical aspects of nature-inspired optimization.

The solving of multi-objective problems (MOPs) has been a continuing effort by humans in many diverse areas, including computer science, engineering, economics, finance, industry, physics, chemistry, and ecology, among others. Many powerful and deterministic and stochastic techniques for solving these large dimensional optimization problems have risen out of operations research, decision science, engineering, computer science and other related disciplines. The explosion in computing power continues to arouse extraordinary interest in stochastic search algorithms that require high computational speed and very large memories. A generic stochastic approach is that of evolutionary algorithms (EA). Such algorithms have been demonstrated to be very powerful and generally applicable for solving different single objective problems. Their fundamental algorithmic structures can also be applied to solving many multi-objective problems. In this book, the various features of multi-objective evolutionary algorithms (MOEAs) are presented in an innovative and unique fashion, with detailed customized forms suggested for a variety of applications. Also, extensive MOEA discussion questions and possible research directions are presented at the end of each chapter. For additional information and supplementary teaching materials, please visit the authors' website at <http://www.cs.cinvestav.mx/~EVOCINV/bookinfo.html>.

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 in-

telligent algorithms.

In modern computing a program is usually distributed among several processes. The fundamental challenge when developing reliable and secure distributed programs is to support the cooperation of processes required to execute a common task, even when some of these processes fail. Failures may range from crashes to adversarial attacks by malicious processes. Cachin, Guerraoui, and Rodrigues present an introductory description of fundamental distributed programming abstractions together with algorithms to implement them in distributed systems, where processes are subject to crashes and malicious attacks. The authors follow an incremental approach by first introducing basic abstractions in simple distributed environments, before moving to more sophisticated abstractions and more challenging environments. Each core chapter is devoted to one topic, covering reliable broadcast, shared memory, consensus, and extensions of consensus. For every topic, many exercises and their solutions enhance the understanding This book represents the second edition of "Introduction to Reliable Distributed Programming". Its scope has been extended to include security against malicious actions by non-cooperating processes. This important domain has become widely known under the name "Byzantine fault-tolerance".

Technological tools and computational techniques have enhanced the healthcare industry. These advancements have led to significant progress and novel opportunities for biomedical engineering. Nature-Inspired Intelligent Techniques for Solving Biomedical Engineering Problems is a pivotal reference source for emerging scholarly research on trends and techniques in the utilization of nature-inspired approaches in biomedical engineering. Featuring extensive coverage on relevant areas such as artificial intelligence, clinical decision support systems, and swarm intelligence, this publication is an ideal resource for medical practitioners, professionals, students, engineers, and researchers interested in the latest developments in biomedical technologies.

THIS TEXTBOOK is about computer science. It is also about Python. However, there is much more. The study of algorithms and data structures is central to understanding what computer science is all about. Learning computer science is not unlike learning any other type of difficult subject matter. The only way to be successful is through deliberate and incremental exposure to the fundamental ideas. A beginning computer scientist needs practice so that there is a thorough understanding before continuing on to the more complex parts of the curriculum. In addition, a beginner needs to be given the opportunity to be successful and gain confidence. This textbook is designed to serve as a text for a first course on data structures and algorithms, typically taught as the second course in the computer science curriculum. Even though the second course is considered more advanced than the first course, this book assumes you are beginners at this level. You may still be struggling with some of the basic ideas and skills from a first computer science course and yet be ready to further explore the discipline and continue to practice problem solving. We cover abstract data types and data structures, writing algorithms, and solving problems. We look at a number of data structures and solve classic problems that arise. The tools and techniques that you learn here will be applied over and over as you continue your study of computer science.

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.

Symposium held in Miami, Florida, January 22–24, 2006. This symposium is jointly sponsored by the ACM Special Interest Group on Algorithms and Computation Theory and the SIAM Activity Group on

Discrete Mathematics. Contents Preface; Acknowledgments; Session 1A: Confronting Hardness Using a Hybrid Approach, Virginia Vassilevska, Ryan Williams, and Shan Leung Maverick Woo; A New Approach to Proving Upper Bounds for MAX-2-SAT, Aris Kojevnikov and Alexander S. Kulikov, Measure and Conquer: A Simple $O(2.288n)$ Independent Set Algorithm, Fedor V. Fomin, Fabrizio Grandoni, and Dieter Kratsch; A Polynomial Algorithm to Find an Independent Set of Maximum Weight in a Fork-Free Graph, Vadim V. Lozin and Martin Milanic; The Knuth-Yao Quadrangle-Inequality Speedup is a Consequence of Total-Monotonicity, Wolfgang W. Bein, Mordecai J. Golin, Larry L. Larimore, and Yan Zhang; Session 1B: Local Versus Global Properties of Metric Spaces, Sanjeev Arora, László Lovász, Ilan Newman, Yuval Rabani, Yuri Rabinovich, and Santosh Vempala; Directed Metrics and Directed Graph Partitioning Problems, Moses Charikar, Konstantin Makarychev, and Yuri Makarychev; Improved Embeddings of Graph Metrics into Random Trees, Kedar Dhamdhere, Anupam Gupta, and Harald Räcke; Small Hop-diameter Sparse Spanners for Doubling Metrics, T-H. Hubert Chan and Anupam Gupta; Metric Cotype, Manor Mendel and Assaf Naor; Session 1C: On Nash Equilibria for a Network Creation Game, Susanne Albers, Stefan Eilts, Eyal Even-Dar, Yishay Mansour, and Liam Roditty; Approximating Unique Games, Anupam Gupta and Kunal Talwar; Computing Sequential Equilibria for Two-Player Games, Peter Bro Miltersen and Troels Bjerre Sørensen; A Deterministic Subexponential Algorithm for Solving Parity Games, Marcin Jurdzinski, Mike Paterson, and Uri Zwick; Finding Nucleolus of Flow Game, Xiaotie Deng, Qizhi Fang, and Xiaoxun Sun, Session 2: Invited Plenary Abstract: Predicting the "Unpredictable", Rakesh V. Vohra, Northwestern University; Session 3A: A Near-Tight Approximation Lower Bound and Algorithm for the Kidnapped Robot Problem, Sven Koenig, Apurva Mudgal, and Craig Tovey; An Asymptotic Approximation Algorithm for 3D-Strip Packing, Klaus Jansen and Roberto Solis-Oba; Facility Location with Hierarchical Facility Costs, Zoya Svitkina and Éva Tardos; Combination Can Be Hard: Approximability of the Unique Coverage Problem, Erik D. Demaine, Uriel Feige, Mohammad Taghi Hajiaghayi, and Mohammad R. Salavatipour; Computing Steiner Minimum Trees in Hamming Metric, Ernst Althaus and Rouven Naujoks; Session 3B: Robust Shape Fitting via Peeling and Grating Coresets, Pankaj K. Agarwal, Sarel Har-Peled, and Hai Yu; Tightening Non-Simple Paths and Cycles on Surfaces, Éric Colin de Verdière and Jeff Erickson; Anisotropic Surface Meshing, Siu-Wing Cheng, Tamal K. Dey, Edgar A. Ramos, and Rephael Wenger; Simultaneous Diagonal Flips in Plane Triangulations, Prosenjit Bose, Jurek Czyzowicz, Zhicheng Gao, Pat Morin, and David R. Wood; Morphing Orthogonal Planar Graph Drawings, Anna Lubiw, Mark Petrick, and Michael Spriggs; Session 3C: Overhang, Mike Paterson and Uri Zwick; On the Capacity of Information Networks, Micah Adler, Nicholas J. A. Harvey, Kamal Jain, Robert Kleinberg, and April Rasala Lehman; Lower Bounds for Asymmetric Communication Channels and Distributed Source Coding, Micah Adler, Erik D. Demaine, Nicholas J. A. Harvey, and Mihai Patrascu; Self-Improving Algorithms, Nir Ailon, Bernard Chazelle, Seshadhri Comandur, and Ding Liu; Cake Cutting Really is Not a Piece of Cake, Jeff Edmonds and Kirk Pruhs; Session 4A: Testing Triangle-Freeness in General Graphs, Noga Alon, Tali Kaufman, Michael Krivelevich, and Dana Ron; Constraint Solving via Fractional Edge Covers, Martin Grohe and Daniel Marx; Testing Graph Isomorphism, Eldar Fischer and Arie Matsliah; Efficient Construction of Unit Circular-Arc Models, Min Chih Lin and Jayme L. Swarcfiter; On The Chromatic Number of Some Geometric Hypergraphs, Shakhar Smorodinsky; Session 4B: A Robust Maximum Completion Time Measure for Scheduling, Moses Charikar and Samir Khuller; Extra Unit-Speed Machines are Almost as Powerful as Speedy Machines for Competitive Flow Time Scheduling, Ho-Leung Chan, Tak-Wah Lam, and Kin-Shing Liu; Improved Approximation Algorithms for Broadcast Scheduling, Nikhil Bansal, Don Coppersmith, and Maxim Sviridenko; Distributed Selfish Load Balancing, Petra Berenbrink, Tom Friedetzky, Leslie Ann Goldberg, Paul Goldberg, Zengjian Hu, and Russell Martin; Scheduling Unit Tasks to Minimize the Number of Idle Periods: A Polynomial Time Algorithm for Offline Dynamic Power Management, Philippe Baptiste; Session 4C: Rank/Select Operations on Large Alphabets: A Tool for Text Indexing, Alexander Golynski, J. Ian Munro, and S. Srinivasa Rao; $O(\log \log n)$ -Competitive Dynamic Binary Search Trees, Chengwen Chris Wang, Jonathan Derryberry, and Daniel Dominic Sleator; The Rainbow Skip Graph: A Fault-Tolerant Constant-Degree Distributed Data Structure, Michael T. Goodrich, Michael J. Nelson, and Jonathan Z. Sun; Design of Data Structures for Mergeable Trees, Loukas Georgiadis, Robert E. Tarjan, and Renato F. Werneck; Implicit Dictionaries with $O(1)$ Modifications per Update and Fast Search, Gianni Franceschini and J. Ian Munro; Session 5A: Sampling Binary Contingency Tables with a Greedy Start, Ivona Bezáková, Nayantara Bhatnagar, and Eric Vigoda; Asymmetric Balanced Allocation with Simple Hash Functions, Philipp Woelfel; Balanced Allocation on Graphs, Krishnamurthy Kenthapadi and Rina Panigrahy; Superiority and Complexity of the Spaced Seeds, Ming Li, Bin Ma, and Louxin Zhang; Solving Random Satisfiable 3CNF Formulas in Expected

Polynomial Time, Michael Krivelevich and Dan Vilenchik; Session 5B: Analysis of Incomplete Data and an Intrinsic-Dimension Helly Theorem, Jie Gao, Michael Langberg, and Leonard J. Schulman; Finding Large Sticks and Potatoes in Polygons, Olaf Hall-Holt, Matthew J. Katz, Piyush Kumar, Joseph S. B. Mitchell, and Arik Sityon; Randomized Incremental Construction of Three-Dimensional Convex Hulls and Planar Voronoi Diagrams, and Approximate Range Counting, Haim Kaplan and Micha Sharir; Vertical Ray Shooting and Computing Depth Orders for Fat Objects, Mark de Berg and Chris Gray; On the Number of Plane Graphs, Oswin Aichholzer, Thomas Hackl, Birgit Vogtenhuber, Clemens Huemer, Ferran Hurtado, and Hannes Krasser; Session 5C: All-Pairs Shortest Paths for Unweighted Undirected Graphs in $o(mn)$ Time, Timothy M. Chan; An $O(n \log n)$ Algorithm for Maximum st-Flow in a Directed Planar Graph, Glencora Borradaile and Philip Klein; A Simple GAP-Canceling Algorithm for the Generalized Maximum Flow Problem, Mateo Restrepo and David P. Williamson; Four Point Conditions and Exponential Neighborhoods for Symmetric TSP, Vladimir Deineko, Bettina Klinz, and Gerhard J. Woeginger; Upper Degree-Constrained Partial Orientations, Harold N. Gabow; Session 7A: On the Tandem Duplication-Random Loss Model of Genome Rearrangement, Kamalika Chaudhuri, Kevin Chen, Radu Mihaescu, and Satish Rao; Reducing Tile Complexity for Self-Assembly Through Temperature Programming, Ming-Yang Kao and Robert Schweller; Cache-Oblivious String Dictionaries, Gerth Stølting Brodal and Rolf Fagerberg; Cache-Oblivious Dynamic Programming, Rezaul Alam Chowdhury and Vijaya Ramachandran; A Computational Study of External-Memory BFS Algorithms, Deepak Ajwani, Roman Dementiev, and Ulrich Meyer; Session 7B: Tight Approximation Algorithms for Maximum General Assignment Problems, Lisa Fleischer, Michel X. Goemans, Vahab S. Mirrokni, and Maxim Sviridenko; Approximating the k -Multicut Problem, Daniel Golovin, Viswanath Nagarajan, and Mohit Singh; The Prize-Collecting Generalized Steiner Tree Problem Via A New Approach Of Primal-Dual Schema, Mohammad Taghi Hajiaghayi and Kamal Jain; 8/7-Approximation Algorithm for $(1,2)$ -TSP, Piotr Berman and Marek Karpinski; Improved Lower and Upper Bounds for Universal TSP in Planar Metrics, Mohammad T. Hajiaghayi, Robert Kleinberg, and Tom Leighton; Session 7C: Leontief Economies Encode NonZero Sum Two-Player Games, B. Codenotti, A. Saberi, K. Varadarajan, and Y. Ye; Bottleneck Links, Variable Demand, and the Tragedy of the Commons, Richard Cole, Yevgeniy Dodis, and Tim Roughgarden; The Complexity of Quantitative Concurrent Parity Games, Krishnendu Chatterjee, Luca de Alfaro, and Thomas A. Henzinger; Equilibria for Economies with Production: Constant>Returns Technologies and Production Planning Constraints, Kamal Jain and Kasturi Varadarajan; Session 8A: Approximation Algorithms for Wavelet Transform Coding of Data Streams, Sudipto Guha and Boulos Harb; Simpler Algorithm for Estimating Frequency Moments of Data Streams, Lakshmath Bhuvanagiri, Sumit Ganguly, Deepanjan Kesh, and Chandan Saha; Trading Off Space for Passes in Graph Streaming Problems, Camil Demetrescu, Irene Finocchi, and Andrea Ribichini; Maintaining Significant Stream Statistics over Sliding Windows, L.K. Lee and H.F. Ting; Streaming and Sublinear Approximation of Entropy and Information Distances, Sudipto Guha, Andrew McGregor, and Suresh Venkatasubramanian; Session 8B: FPTAS for Mixed-Integer Polynomial Optimization with a Fixed Number of Variables, J. A. De Loera, R. Hemmecke, M. Köppe, and R. Weismantel; Linear Programming and Unique Sink Orientations, Bernd Gärtner and Ingo Schurr; Generating All Vertices of a Polyhedron is Hard, Leonid Khachiyan, Endre Boros, Konrad Borys, Khaled Elbassioni, and Vladimir Gurvich; A Semidefinite Programming Approach to Tensegrity Theory and Realizability of Graphs, Anthony Man-Cho So and Yinyu Ye; Ordering by Weighted Number of Wins Gives a Good Ranking for Weighted Tournaments, Don Coppersmith, Lisa Fleischer, and Atri Rudra; Session 8C: Weighted Isotonic Regression under $L1$ Norm, Stanislav Angelov, Boulos Harb, Sampath Kannan, and Li-San Wang; Oblivious String Embeddings and Edit Distance Approximations, Tugkan Batu, Funda Ergun, and Cenk Sahinalp0898716012; This comprehensive book not only introduces the C and C++ programming languages but also shows how to use them in the numerical solution of partial differential equations (PDEs). It leads the reader through the entire solution process, from the original PDE, through the discretization stage, to the numerical solution of the resulting algebraic system. The well-debugged and tested code segments implement the numerical methods efficiently and transparently. Basic and advanced numerical methods are introduced and implemented easily and efficiently in a unified object-oriented approach. Introduces exciting new methods for assessing algorithms for problems ranging from clustering to linear programming to neural networks.

This book will focus on the involvement of data mining and intelligent computing methods for recent advances in Biomedical applications and algorithms of nature-inspired computing for Biomedical systems. The proposed meta heuristic or nature-inspired techniques should be an enhanced, hy-

brid, adaptive or improved version of basic algorithms in terms of performance and convergence metrics. In this exciting and emerging interdisciplinary area a wide range of theory and methodologies are being investigated and developed to tackle complex and challenging problems. Today, analysis and processing of data is one of big focuses among researchers community and information society. Due to evolution and knowledge discovery of natural computing, related meta heuristic or bio-inspired algorithms have gained increasing popularity in the recent decade because of their significant potential to tackle computationally intractable optimization dilemma in medical, engineering, military, space and industry fields. The main reason behind the success rate of nature inspired algorithms is their capability to solve problems. The nature inspired optimization techniques provide adaptive computational tools for the complex optimization problems and diversified engineering applications. Tentative Table of Contents/Topic Coverage: - Neural Computation - Evolutionary Computing Methods - Neuroscience driven AI Inspired Algorithms - Biological System based algorithms - Hybrid and Intelligent Computing Algorithms - Application of Natural Computing - Review and State of art analysis of Optimization algorithms - Molecular and Quantum computing applications - Swarm Intelligence - Population based algorithm and other optimizations 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 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.

Introduces cutting-edge research on machine learning theory and practice, providing an accessible, modern algorithmic toolkit.

This book provides a versatile and lucid treatment of classic as well as modern probability theory, while integrating them with core topics in statistical theory and also some key tools in machine learning. It is written in an extremely accessible style, with elaborate motivating discussions and numerous worked out examples and exercises. The book has 20 chapters on a wide range of topics, 423 worked out examples, and 808 exercises. It is unique in its unification of probability and statistics, its coverage and its superb exercise sets, detailed bibliography, and in its substantive treatment of many topics of current importance. This book can be used as a text for a year long graduate course in statistics, computer science, or mathematics, for self-study, and as an invaluable research reference on probability and its applications. Particularly worth mentioning are the treatments of distribution theory, asymptotics, simulation and Markov Chain Monte Carlo, Markov chains and martingales, Gaussian processes, VC theory, probability metrics, large deviations, bootstrap, the EM algorithm, confidence intervals, maximum likelihood and Bayes estimates, exponential families, kernels, and Hilbert spaces, and a self contained complete review of univariate probability.

The 4th International Conference on Hybrid Artificial Intelligence Systems (HAIS 2009), as the name suggests, attracted researchers who are involved in developing and applying symbolic and sub-symbolic techniques aimed at the construction of highly robust and reliable problem-solving techniques, and bringing the most relevant achievements in this field. Hybrid intelligent systems have become increasingly popular given their capabilities to handle a broad spectrum of real-world complex problems which come with inherent imprecision, uncertainty and vagueness, high dimensionality, and nonstationarity. These systems provide us with the opportunity to exploit existing domain knowledge as well as raw data to come up with promising solutions in an effective manner. Being truly multidisciplinary, the series of HAIS conferences offers an interesting research forum to present and discuss the latest theoretical advances and real-world applications in this exciting research field. This volume of Lecture Notes in Artificial Intelligence (LNAI) includes accepted papers presented at HAIS 2009 held at the University of Salamanca, Salamanca, Spain, June 2009. Since its inception, the main aim of the HAIS conferences has been to establish a broad and interdisciplinary

nary forum for hybrid artificial intelligence systems and associated learning paradigms, which are playing increasingly important roles in a large number of application areas.

The first edition won the award for Best 1990 Professional and Scholarly Book in Computer Science and Data Processing by the Association of American Publishers. There are books on algorithms that are rigorous but incomplete and others that cover masses of material but lack rigor. Introduction to Algorithms 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 the standard reference for professionals and a widely used text in universities worldwide. The second edition features new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming, as well as extensive revisions to virtually every section of the book. In a subtle but important change, loop invariants are introduced early and used throughout the text to prove algorithm correctness. Without changing the mathematical and analytic focus, the authors have moved much of the mathematical foundations material from Part I to an appendix and have included additional motivational material at the beginning. This two-volume book gathers the proceedings of the Sixth International Conference on Soft Computing for Problem Solving (SocProS 2016), offering a collection of research papers presented during the conference at Thapar University, Patiala, India. Providing a veritable treasure trove for scientists and researchers working in the field of soft computing, it highlights the latest developments in the broad area of "Computational Intelligence" and explores both theoretical and practical aspects using fuzzy logic, artificial neural networks, evolutionary algorithms, swarm intelligence, soft computing, computational intelligence, etc.

Information Security and Optimization maintains a practical perspective while offering theoretical explanations. The book explores concepts that are essential for academics as well as organizations. It discusses aspects of techniques and tools—definitions, usage, and analysis—that are invaluable for scholars ranging from those just beginning in the field to established experts. What are the policy standards? What are vulnerabilities and how can one patch them? How can data be transmitted securely? How can data in the cloud or cryptocurrency in the blockchain be secured? How can algorithms be optimized? These are some of the possible queries that are answered here effectively using examples from real life and case studies. Features: A wide range of case studies and examples derived from real-life scenarios that map theoretical explanations with real incidents. Descriptions of security tools related to digital forensics with their unique features, and the working steps for acquiring hands-on experience. Novel contributions in designing organization security policies and lightweight cryptography. Presentation of real-world use of blockchain technology and biometrics in cryptocurrency and personalized authentication systems. Discussion and analysis of security in the cloud that is important because of extensive use of cloud services to meet organizational and research demands such as data storage and computing requirements. Information Security and Optimization is equally helpful for undergraduate and postgraduate students as well as for researchers working in the domain. It can be recommended as a reference or textbook for courses related to cybersecurity.

This textbook is a second edition of Evolutionary Algorithms for Solving Multi-Objective Problems, significantly expanded and adapted for the classroom. The various features of multi-objective evolutionary algorithms are presented here in an innovative and student-friendly fashion, incorporating state-of-the-art research. The book disseminates the application of evolutionary algorithm techniques to a variety of practical problems. It contains exhaustive appendices, index and bibliography and links to a complete set of teaching tutorials, exercises and solutions.

Probability theory is one branch of mathematics that is simultaneously deep and immediately applicable in diverse areas of human endeavor. It is as fundamental as calculus. Calculus explains the external world, and probability theory helps predict a lot of it. In addition, problems in probability theory have an innate appeal, and the answers are often structured and strikingly beautiful. A solid background in probability theory and probability models will become increasingly more useful in the twenty-first century, as difficult new problems emerge, that will require more sophisticated models and analysis. This is a text on the fundamentals of the theory of probability at an undergraduate or first-year graduate level for students in science, engineering, and economics. The only mathematical background required is knowledge of univariate and multivariate calculus and basic linear algebra. The book covers all of the standard topics in basic probability, such as combinatorial probabili-

ty, discrete and continuous distributions, moment generating functions, fundamental probability inequalities, the central limit theorem, and joint and conditional distributions of discrete and continuous random variables. But it also has some unique features and a forward-looking feel.

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.

This book offers a basic introduction to genetic algorithms. It provides a detailed explanation of genetic algorithm concepts and examines numerous genetic algorithm optimization problems. In addition, the book presents implementation of optimization problems using C and C++ as well as simulated solutions for genetic algorithm problems using MATLAB 7.0. It also includes application case studies on genetic algorithms in emerging fields.

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 age.

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. 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

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. "Hand-

book 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.

This text presents a highly original treatment of the fundamentals of FEM, developed using computer algebra, based on undergraduate-level engineering mathematics and the mechanics of solids. The book is divided into two distinct parts of nine chapters and seven appendices. The first chapter reviews the energy concepts in structural mechanics with bar problems, which is continued in the next chapter for truss analysis using Mathematica programs. The Courant and Clough triangular elements for scalar potentials and linear elasticity are covered in chapters three and four, followed by four-node elements. Chapters five and six describe Taig's isoparametric interpolants and Iron's patch test. Rayleigh vector modes, which satisfy point-wise equilibrium, are elaborated on in chapter seven along with successful patch tests in the physical (x,y) Cartesian frame. Chapter eight explains point-wise incompressibility and employs (Moore-Penrose) inversion of rectangular matrices. The final chapter analyzes patch-tests in all directions and introduces five-node elements for linear stresses. Curved boundaries and higher order stresses are addressed in closed algebraic form. Appendices give a short introduction to Mathematica, followed by truss analysis using symbolic codes that could be used in all FEM problems to assemble element matrices and solve for all unknowns. All Mathematica codes for theoretical formulations and graphics are included with extensive numerical examples.

In job shop production the change towards synchronized job shop production, which is based on the concept of so-called taktlines, has been shown to enhance efficiency. In this dissertation an algorithm for the taktline layout is developed, following a multi-objective approach. The algorithm consists of two sequential discrete optimizations problems, namely a modified Substring Cover Problem and a partitioning Cluster Analysis, including a Multiple Sequence Alignment. For an overall validation, real-world data from tool manufacturers are subject to the proposed algorithm.

Presenting a complementary perspective to standard books on algorithms, A Guide to Algorithm Design: Paradigms, Methods, and Complexity Analysis provides a roadmap for readers to determine the difficulty of an algorithmic problem by finding an optimal solution or proving complexity results. It gives a practical treatment of algorithmic complexity and guides readers in solving algorithmic problems. Divided into three parts, the book offers a comprehensive set of problems with solutions as well as in-depth case studies that demonstrate how to assess the complexity of a new problem. Part I helps readers understand the main design principles and design efficient algorithms. Part II covers polynomial reductions from NP-complete problems and approaches that go beyond NP-completeness. Part III supplies readers with tools and techniques to evaluate problem complexity, including how to determine which instances are polynomial and which are NP-hard. Drawing on the authors' classroom-tested material, this text takes readers step by step through the concepts and methods for analyzing algorithmic complexity. Through many problems and detailed examples, readers can investigate polynomial-time algorithms and NP-completeness and beyond.

This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture

slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

This book constitutes the refereed proceedings of the 6th International Workshop on Experimental and Efficient Algorithms, WEA 2007, held in Rome, Italy, in June 2007. The 30 revised full papers presented together with three invited talks cover the design, analysis, implementation, experimental evaluation, and engineering of efficient algorithms.

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

Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in sev-

eral programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

Clearly, nature has been very effective in creating organisms that are capable of protecting themselves against a wide variety of pathogens such as bacteria, fungi, and parasites. The powerful information-processing capabilities of the immune system, such as feature extraction, pattern recognition, learning, memory, and its distributive nature provide rich metaphors that researchers are finding very useful for the development of computational models. While some of these models are designed to give us a better understanding of the immune system, other models are being developed to solve complex real-world problems such as anomaly detection, pattern recognition, data analysis (clustering), function optimization, and computer security. Immunological Computation: Theory and Applications is devoted to discussing different immunological mechanisms and their relation to information processing and problem solving. This unique volume presents a compendium of up-to-date work related to immunity-based techniques. After presenting the general abstractions of immune elements and processes used in computational models, it then— Reviews standard procedures, representations, and matching rules that are used in all immunological computation models Covers the details of one of the earliest and most well-known immune algorithms, based on the negative selection (NS) process that occurs in the thymus Examines promising immune models, including those based on danger theory, cytokine network models, and MHC-based models The text goes further to describe a wide variety of applications, which include computer security, the detection and analysis of anomalies and faults, robotics, and data mining among others. To enhance understanding of this emerging field of study, each chapter includes a summary, review questions, and exercises for readers to practice; as well as issues that will require future research.

Get command of your organizational Big Data using the power of data science and analytics Key Features A perfect companion to boost your Big Data storing, processing, analyzing skills to help you take informed business decisions Work with the best tools such as Apache Hadoop, R, Python, and Spark for NoSQL platforms to perform massive online analyses Get expert tips on statistical inference, machine learning, mathematical modeling, and data visualization for Big Data Book Description Big Data analytics relates to the strategies used by organizations to collect, organize and analyze large amounts of data to uncover valuable business insights that otherwise cannot be analyzed through traditional systems. Crafting an enterprise-scale cost-efficient Big Data and machine learning solution to uncover insights and value from your organization's data is a challenge. Today, with hundreds of new Big Data systems, machine learning packages and BI Tools, selecting the right combination of technologies is an even greater challenge. This book will help you do that. With the help of this guide, you will be able to bridge the gap between the theoretical world of technology with the practical ground reality of building corporate Big Data and data science platforms. You will get hands-on exposure to Hadoop and Spark, build machine learning dashboards using R and R Shiny, create web-based apps using NoSQL databases such as MongoDB and even learn how to write R code for neural networks. By the end of the book, you will have a very clear and concrete understanding of what Big Data analytics means, how it drives revenues for organizations, and how you can develop your own Big Data analytics solution using different tools and methods articulated in this book. What you will learn - Get a 360-degree view into the world of Big Data, data science and machine learning - Broad range of technical and business Big Data analytics topics that caters to the interests of the technical experts as well as corporate IT executives - Get hands-on experience with industry-standard Big Data and machine learning tools such as Hadoop, Spark, MongoDB, KDB+ and R - Create production-grade machine learning BI Dashboards using R and R Shiny with step-by-step instructions - Learn how to combine open-source Big Data, machine learning and BI Tools to create low-cost business analytics applications - Understand corporate strategies for successful Big Data and data science projects - Go beyond general-purpose analytics to develop cutting-edge Big Data applications using emerging technologies Who this book is for The book is intended for existing and aspiring Big Data professionals who wish to become the go-to person in their organization when it comes to Big Data architecture, analytics, and governance. While no prior knowledge of Big Data or related technologies is assumed, it will be helpful to have some programming experience. Comprehensive coverage of critical issues related to information science and technology.