Automata Theory By Daniel Cohen

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Introduction to the Theory of Computation Michael Sipser 2012-06-27 Now you can clearly present even the most complex computational theory topics to your students with Sipser's distinct, market-leading INTRODUCTION TO THE THEORY OF COMPUTATION, 3E. The number one choice for today's computational theory course, this highly anticipated revision retains the unmatched clarity and thorough coverage that make it a leading text for upper-level undergraduate and introductory graduate students. This edition continues author Michael Sipser's well-known, approachable style with timely revisions, additional exercises, and more memorable examples in key areas. A new first-of-its-kind theoretical treatment of deterministic context-free languages is ideal for a better understanding of parsing and LR(k) grammars. This edition's refined presentation ensures a trusted accuracy and clarity that make the challenging study of computational theory accessible and intuitive to students while maintaining the subject's rigor and formalism. Readers gain a solid understanding of the fundamental mathematical properties of computer hardware, software, and applications with a blend of practical and philosophical coverage and mathematical treatments, including advanced theorems and proofs. INTRODUCTION TO THE THEORY OF COMPUTATION, 3E's comprehensive coverage makes this an ideal ongoing reference tool for those studying theoretical computing. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Descriptive Complexity Neil Immerman 2012-12-06 By virtue of the close relationship between logic and relational databases, it turns out that complexity has important applications to databases such as analyzing the parallel time needed to compute a query, and the analysis of nondeterministic classes. This book is a relatively self-contained introduction to the subject, which includes the necessary background material, as well as numerous examples and exercises.

Introduction to Automata Theory, Languages, and Computation John E. Hopcroft 2014 This classic book on formal languages, automata theory, and computational complexity has been updated to present theoretical concepts in a concise and straightforward manner with the increase of hands-on, practical applications. This new edition comes with Gradiance, an online assessment tool developed for computer science. Please note, Gradiance is no longer available with this book, as we no longer support this product.

Casual Groups of Monkeys and Men Joel E. Cohen 1971

A Textbook on Automata Theory P. K. Srimani 2007-01-01 A Textbook on Automata Theory has been designed for students of computer science. Adopting a comprehensive approach to the subject, the book presents various concepts with adequate explanations. The logical and structured treatment of the

subject promotes better understanding and assimilation. Lucid and well-structured presentation makes the book user-friendly. The book cover the curricula for M.C.A., B.E.(Computer Science) and M.Sc. (Computer Science) at various universities and gives students a strong foundation for advanced studies in the field. Key features: . A wide array of solved examples and applications . Numerous illustrations supporting theoretical inputs . Exercises at the end of each chapter for practice . Notation for describing machine models . A brief history of mathematicians and computer scientists

Digital Systems and Hardware/Firmware Algorithms Milos D. Ercegovac 1985-05-14 This modern treatment of digital system specification, analysis, and design covers all topics from gates and flip-flops to complex hardware and system software algorithms. An upper-level undergraduate/graduate text, it uses two complementary approaches--system model and algorithmic model--in dealing with structured analysis and design, and separates specification from implementation to allow for the ready application of concepts to practical system design. Extensive illustrations and 500 exercises.

Multilingual Natural Language Processing Applications Daniel Bikel 2012-05-11 Multilingual Natural Language Processing Applications is the first comprehensive single-source guide to building robust and accurate multilingual NLP systems. Edited by two leading experts, it integrates cutting-edge advances with practical solutions drawn from extensive field experience. Part I introduces the core concepts and theoretical foundations of modern multilingual natural language processing, presenting today's best practices for understanding word and document structure, analyzing syntax, modeling language, recognizing entailment, and detecting redundancy. Part II thoroughly addresses the practical considerations associated with building real-world applications, including information extraction, machine translation, information retrieval/search, summarization, question answering, distillation, processing pipelines, and more. This book contains important new contributions from leading researchers at IBM, Google, Microsoft, Thomson Reuters, BBN, CMU, University of Edinburgh, University of Washington, University of North Texas, and others. Coverage includes Core NLP problems, and today's best algorithms for attacking them Processing the diverse morphologies present in the world's languages Uncovering syntactical structure, parsing semantics, using semantic role labeling, and scoring grammaticality Recognizing inferences, subjectivity, and opinion polarity Managing key algorithmic and design tradeoffs in real-world applications Extracting information via mention detection, coreference resolution, and events Building large-scale systems for machine translation, information retrieval, and summarization Answering complex questions through distillation and other advanced techniques Creating dialog systems that leverage advances in speech recognition, synthesis, and dialog management Constructing common infrastructure for multiple multilingual text processing applications This book will be invaluable for all engineers, software developers, researchers, and graduate students who want to process large quantities of text in multiple languages, in any environment: government, corporate, or academic.

Programming Languages: Principles and Practices Kenneth C. Louden 2011-01-26 Kenneth Louden and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A Formal Theory of Commonsense Psychology Andrew S. Gordon 2017-09-07 Commonsense psychology refers to the implicit theories that we all use to make sense of people's behavior in terms of their beliefs, goals, plans, and emotions. These are also the theories we employ when we anthropomorphize complex machines and computers as if they had humanlike mental lives. In order to successfully cooperate and communicate with people, these theories will need to be represented explicitly in future artificial intelligence systems. This book provides a large-scale logical formalization of commonsense psychology in support of humanlike artificial intelligence. It uses formal logic to encode the deep lexical semantics of the full breadth of psychological words and phrases, providing fourteen hundred axioms of first-order logic organized into twenty-nine commonsense psychology theories and sixteen background theories. This in-depth exploration of human commonsense reasoning for artificial intelligence researchers, linguists, and cognitive and social psychologists will serve as a foundation for the development of humanlike artificial intelligence.

Introduction to Computer Theory Daniel I. A. Cohen 1991-01-16 Designed for undergraduate courses in computer theory, this textbook covers three areas: formal languages, automata theory and Turing machines. The author substitutes graphic representation for symbolic proofs, making it accessible even to students with little mathematical background.

Reinforcement Learning, second edition Richard S. Sutton 2018-11-13 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.

Basic Techniques of Combinatorial Theory Daniel I. A. Cohen 1978

Combinatorial Group Theory Daniel E. Cohen 1989-08-17 In this book the author aims to show the value of using topological methods in combinatorial group theory.

Introduction to Multi-Armed Bandits Aleksandrs Slivkins 2019-10-31 Multi-armed bandits is a rich, multi-disciplinary area that has been studied since 1933, with a surge of activity in the past 10-15 years. This is the first book to provide a textbook like treatment of the subject.

GATE AND PGECET FOR COMPUTER SCIENCE AND INFORMATION TECHNOLOGY, Second

Edition RAMAIAH K, DASARADH 2019-11-01 Graduate Aptitude Test in Engineering (GATE) is one of the recognized national level examinations that demands focussed study along with forethought, systematic planning and exactitude. Postgraduate Engineering Common Entrance Test (PGECET) is also one of those examinations, a student has to face to get admission in various postgraduate programs. So, in order to become up to snuff for this eligibility clause (qualifying GATE/PGECET), a student facing a very high competition should excel his/her standards to success by way of preparing from the standard books. This book guides students via simple, elegant and explicit presentation that blends theory logically and rigorously with the practical aspects bearing on computer science and information technology. The book not only keeps abreast of all the chapterwise information generally asked in the examinations but also proffers felicitous tips in the furtherance of problem-solving technique. HIGHLIGHTS OF THE BOOK • Systematic discussion of concepts endowed with ample illustrations • Notes are incorporated at several places giving additional information on the key concepts • Inclusion of solved practice exercises for verbal and numerical aptitude to guide students from practice and examination point of view • Prodigious objective-type questions based on the past years' GATE examination questions with answer keys and in-depth explanation are available at https://www.phindia.com/GATE_AND_PGECET • Every solution lasts with a reference, thus providing a scope for further study The book, which will prove to be an epitome of learning the concepts of CS and IT for GATE/PGECET examination, is purely intended for the aspirants of GATE and PGECET examinations. It should also be of considerable utility and worth to the aspirants of UGC-NET as well as to those who wish to pursue career in public sector units like ONGC, NTPC, ISRO, BHEL, BARC, DRDO, DVC, Power-grid, IOCL and many more. In addition, the book is also of immense use for the placement coordinators of GATE/PGECET. TARGET AUDIENCE • GATE/PGECET Examination • UGC-NET Examination • Examinations conducted by PSUs like ONGC, NTPC, ISRO, BHEL, BARC, DRDO, DVC, Power-grid, IOCL and many more

Word Processing in Groups David B.A. Epstein 1992-11-02 This study in combinatorial group theory introduces the concept of automatic groups. It contains a succinct introduction to the theory of regular languages, a discussion of related topics in combinatorial group theory, and the connections between automatic groups and geometry which motivated the development of this new theory. It is of interest to mathematicians and computer scientists, and includes open problems that will dominate the research for years to come.

Who Wrote the Book of Life? Lily E. Kay 2000 This is a detailed history of one of the most important and dramatic episodes in modern science, recounted from the novel vantage point of the dawn of the information age and its impact on representations of nature, heredity, and society. Drawing on archives, published sources, and interviews, the author situates work on the genetic code (1953-70) within the history of life science, the rise of communication technosciences (cybernetics, information theory, and computers), the intersection of molecular biology with cryptanalysis and linguistics, and the social history of postwar Europe and the United States. Kay draws out the historical specificity in the process by which the central biological problem of DNA-based protein synthesis came to be metaphorically represented as an information code and a writing technology□and consequently as a □book of life.□ This molecular writing and reading is part of the cultural production of the Nuclear Age, its power amplified by the centuries-old theistic resonance of the □book of life□ metaphor. Yet, as the author points out, these are just metaphors: analogies, not ontologies. Necessary and productive as they have been, they have their epistemological limitations. Deploying analyses of language, cryptology, and information theory, the author persuasively argues that, technically speaking, the genetic code is not a code, DNA is not a language, and the genome is not an information system (objections voiced by experts as early as the 1950s). Thus her historical reconstruction and analyses also serve as a critique of the new genomic

biopower. Genomic textuality has become a fact of life, a metaphor literalized, she claims, as human genome projects promise new levels of control over life through the meta-level of information: control of the word (the DNA sequences) and its editing and rewriting. But the author shows how the humbling limits of these scriptural metaphors also pose a challenge to the textual and material mastery of the genomic □book of life.□

The Allure of Machinic Life John Johnston 2008 An account of the creation of new forms of life and intelligence in cybernetics, artificial life, and artificial intelligence that analyzes both the similarities and the differences among these sciences in actualizing life.The Allure of Machinic Life

Theory of Computer Science K. L. P. Mishra 2006-01-01 This Third Edition, in response to the enthusiastic reception given by academia and students to the previous edition, offers a cohesive presentation of all aspects of theoretical computer science, namely automata, formal languages, computability, and complexity. Besides, it includes coverage of mathematical preliminaries. NEW TO THIS EDITION • Expanded sections on pigeonhole principle and the principle of induction (both in Chapter 2) • A rigorous proof of Kleene's theorem (Chapter 5) • Major changes in the chapter on Turing machines (TMs) – A new section on high-level description of TMs – Techniques for the construction of TMs – Multitape TM and nondeterministic TM • A new chapter (Chapter 10) on decidability and recursively enumerable languages • A new chapter (Chapter 12) on complexity theory and NP-complete problems • A section on quantum computation in Chapter 12. • KEY FEATURES • Objective-type questions in each chapter—with answers provided at the end of the book. • Eighty-three additional solved examples—added as Supplementary Examples in each chapter. • Detailed solutions at the end of the book to chapter-end exercises. The book is designed to meet the needs of the undergraduate and postgraduate students of computer science and engineering as well as those of the students offering courses in computer applications.

Automata, Computability and Complexity Elaine Rich 2008 The theoretical underpinnings of computing form a standard part of almost every computer science curriculum. But the classic treatment of this material isolates it from the myriad ways in which the theory influences the design of modern hardware and software systems. The goal of this book is to change that. The book is organized into a core set of chapters (that cover the standard material suggested by the title), followed by a set of appendix chapters that highlight application areas including programming language design, compilers, software verification, networks, security, natural language processing, artificial intelligence, game playing, and computational biology. The core material includes discussions of finite state machines, Markov models, hidden Markov models (HMMs), regular expressions, context-free grammars, pushdown automata, Chomsky and Greibach normal forms, context-free parsing, pumping theorems for regular and context-free languages, closure theorems and decision procedures for regular and context-free languages, Turing machines, nondeterminism, decidability and undecidability, the Church-Turing thesis, reduction proofs, Post Correspondence problem, tiling problems, the undecidability of first-order logic, asymptotic dominance, time and space complexity, the Cook-Levin theorem, NP-completeness, Savitch's Theorem, time and space hierarchy theorems, randomized algorithms and heuristic search. Throughout the discussion of these topics there are pointers into the application chapters. So, for example, the chapter that describes reduction proofs of undecidability has a link to the security chapter, which shows a reduction proof of the undecidability of the safety of a simple protection framework.

Introduction to Formal Languages, Automata Theory and Computation Kamala Krithivasan 2009-09 Introduction to Formal Languages, Automata Theory and Computation presents the theoretical concepts in a concise and clear manner, with an in-depth coverage of formal grammar and basic

automata types. The book also examines the underlying theory and principles of computation and is highly suitable to the undergraduate courses in computer science and information technology. An overview of the recent trends in the field and applications are introduced at the appropriate places to stimulate the interest of active learners.

Introduction to Languages and the Theory of Computation John C. Martin 2003 Introduction to Languages and the Theory of Computation is an introduction to the theory of computation that emphasizes formal languages, automata and abstract models of computation, and computability; it also includes an introduction to computational complexity and NP-completeness. Through the study of these topics, students encounter profound computational questions and are introduced to topics that will have an ongoing impact in computer science. Once students have seen some of the many diverse technologies contributing to computer science, they can also begin to appreciate the field as a coherent discipline. A distinctive feature of this text is its gentle and gradual introduction of the necessary mathematical tools in the context in which they are used. Martin takes advantage of the clarity and precision of mathematical language but also provides discussion and examples that make the language intelligible to those just learning to read and speak it. The material is designed to be accessible to students who do not have a strong background in discrete mathematics, but it is also appropriate for students who have had some exposure to discrete math but whose skills in this area need to be consolidated and sharpened.

Perceptions of Teaching and Learning Martin Hughes 1994 Describes how teaching and learning is perceived by those most closely involved in it or affected by it - such as teachers, pupils and parents; and covers a spectrum from preschool to secondary school.

Modern Applications of Automata Theory Deepak D'Souza 2012

The Quest for Artificial Intelligence Nils J. Nilsson 2009-10-30 Artificial intelligence (AI) is a field within computer science that is attempting to build enhanced intelligence into computer systems. This book traces the history of the subject, from the early dreams of eighteenth-century (and earlier) pioneers to the more successful work of today's AI engineers. AI is becoming more and more a part of everyone's life. The technology is already embedded in face-recognizing cameras, speech-recognition software, Internet search engines, and health-care robots, among other applications. The book's many diagrams and easy-to-understand descriptions of AI programs will help the casual reader gain an understanding of how these and other AI systems actually work. Its thorough (but unobtrusive) end-of-chapter notes containing citations to important source materials will be of great use to AI scholars and researchers. This book promises to be the definitive history of a field that has captivated the imaginations of scientists, philosophers, and writers for centuries.

Introduction to Computer Theory Daniel I. A. Cohen 1986-01-17 An easy-to-comprehend text for required undergraduate courses in computer theory, this work thoroughly covers the three fundamental areas of computer theory--formal languages, automata theory, and Turing machines. It is an imaginative and pedagogically strong attempt to remove the unnecessary mathematical complications associated with the study of these subjects. The author substitutes graphic representation for symbolic proofs, allowing students with poor mathematical background to easily follow each step. Includes a large selection of well thought out problems at the end of each chapter.

Theory Of Automata, Formal Languages And Computation (As Per Uptu Syllabus) S.P.Eugene Xavier 2005-01-01 This Book Is Aimed At Providing An Introduction To The Basic Models Of

Computability To The Undergraduate Students. This Book Is Devoted To Finite Automata And Their Properties. Pushdown Automata Provides A Class Of Models And Enables The Analysis Of Context-Free Languages. Turing Machines Have Been Introduced And The Book Discusses Computability And Decidability. A Number Of Problems With Solutions Have Been Provided For Each Chapter. A Lot Of Exercises Have Been Given With Hints/Answers To Most Of These Tutorial Problems.

The New Turing Omnibus A. K. Dewdney 2001 No other volume provides as broad, as thorough, or as accessible an introduction to the realm of computers as A. K. Dewdney's The Turing Omnibus. Updated and expanded, The Turing Omnibus offers 66 concise, brilliantly written articles on the major points of interest in computer science theory, technology, and applications. New for this tour: updated information on algorithms, detecting primes, noncomputable functions, and self-replicating computers-- plus completely new sections on the Mandelbrot set, genetic algorithms, the Newton-Raphson Method, neural networks that learn, DOS systems for personal computers, and computer viruses.

Elements of Automata Theory Jacques Sakarovitch 2009-10-01 Automata theory lies at the foundation of computer science, and is vital to a theoretical understanding of how computers work and what constitutes formal methods. This treatise gives a rigorous account of the topic and illuminates its real meaning by looking at the subject in a variety of ways. The first part of the book is organised around notions of rationality and recognisability. The second part deals with relations between words realised by finite automata, which not only exemplifies the automata theory but also illustrates the variety of its methods and its fields of application. Many exercises are included, ranging from those that test the reader, to those that are technical results, to those that extend ideas presented in the text. Solutions or answers to many of these are included in the book.

Formal Languages and Automata Theory K.V.N. Sunitha 2010 Formal Languages and Automata Theory deals with the mathematical abstraction model of computation and its relation to formal languages. This book is intended to expose students to the theoretical development of computer science. It also provides conceptual tools that practitioners use in computer engineering. An assortment of problems illustrative of each method is solved in all possible ways for the benefit of students. The book also presents challenging exercises designed to hone the analytical skills of students.

Agile Data Science Russell Jurney 2013-10-15 Mining big data requires a deep investment in people and time. How can you be sure you're building the right models? With this hands-on book, you'll learn a flexible toolset and methodology for building effective analytics applications with Hadoop. Using lightweight tools such as Python, Apache Pig, and the D3.js library, your team will create an agile environment for exploring data, starting with an example application to mine your own email inboxes. You'll learn an iterative approach that enables you to quickly change the kind of analysis you're doing, depending on what the data is telling you. All example code in this book is available as working Heroku apps. Create analytics applications by using the agile big data development methodology Build value from your data in a series of agile sprints, using the data-value stack Gain insight by using several data structures to extract multiple features from a single dataset Visualize data with charts, and expose different aspects through interactive reports Use historical data to predict the future, and translate predictions into action Get feedback from users after each sprint to keep your project on track

Quantum Computation and Quantum Information Michael A. Nielsen 2000-10-23 First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

Theory of Games and Economic Behavior John Von Neumann 2021-12-20 John von Neumann and

Oskar Morgenstern conceived a groundbreaking mathematical theory of economic and social organization, based on a theory of games of strategy. Not only would this revolutionize economics, but the entirely new field of scientific inquiry it yielded--game theory--has since been widely used to analyze a host of real-world phenomena from arms races to optimal policy choices of presidential candidates, from vaccination policy to major league baseball salary negotiations. And it is today established throughout both the social sciences and a wide range of other sciences.

Computer Theory Daniel I. A. Cohen 2001-12

Language, Music, and the Brain Michael A. Arbib 2013-06-28 A presentation of music and language within an integrative, embodied perspective of brain mechanisms for action, emotion, and social coordination. This book explores the relationships between language, music, and the brain by pursuing four key themes and the crosstalk among them: song and dance as a bridge between music and language; multiple levels of structure from brain to behavior to culture; the semantics of internal and external worlds and the role of emotion; and the evolution and development of language. The book offers specially commissioned expositions of current research accessible both to experts across disciplines and to non-experts. These chapters provide the background for reports by groups of specialists that chart current controversies and future directions of research on each theme. The book looks beyond mere auditory experience, probing the embodiment that links speech to gesture and music to dance. The study of the brains of monkeys and songbirds illuminates hypotheses on the evolution of brain mechanisms that support music and language, while the study of infants calibrates the developmental timetable of their capacities. The result is a unique book that will interest any reader seeking to learn more about language or music and will appeal especially to readers intrigued by the relationships of language and music with each other and with the brain. Contributors Francisco Aboitiz, Michael A. Arbib, Annabel J. Cohen, Ian Cross, Peter Ford Dominey, W. Tecumseh Fitch, Leonardo Fogassi, Jonathan Fritz, Thomas Fritz, Peter Hagoort, John Halle, Henkjan Honing, Atsushi Iriki, Petr Janata, Erich Jarvis, Stefan Koelsch, Gina Kuperberg, D. Robert Ladd, Fred Lerdahl, Stephen C. Levinson, Jerome Lewis, Katja Liebal, Jônatas Manzolli, Bjorn Merker, Lawrence M. Parsons, Aniruddh D. Patel, Isabelle Peretz, David Poeppel, Josef P. Rauschecker, Nikki Rickard, Klaus Scherer, Gottfried Schlaug, Uwe Seifert, Mark Steedman, Dietrich Stout, Francesca Stregapede, Sharon Thompson-Schill, Laurel Trainor, Sandra E. Trehub, Paul Verschure

Introduction to Automata Theory, Formal Languages and Computation Shyamalendu Kandar Formal languages and automata theory is the study of abstract machines and how these can be used for solving problems. The book has a simple and exhaustive approach to topics like automata theory, formal languages and theory of computation. These descriptions are followed by numerous relevant examples related to the topic. A brief introductory chapter on compilers explaining its relation to theory of computation is also given.

Automata and Computability Dexter C. Kozen 2013-11-11 These are my lecture notes from CS381/481: Automata and Computability Theory, a one-semester senior-level course I have taught at Cornell Uni versity for many years. I took this course myself in thc fall of 1974 as a first-year Ph.D. student at Cornell from Juris Hartmanis and have been in love with the subject ever sin,:e. The course is required for computer science majors at Cornell. It exists in two forms: CS481, an honors version; and CS381, a somewhat gentler paced version. The syllabus is roughly the same, but CS481 go es deeper into thc subject, covers more material, and is taught at a more abstract level. Students are encouraged to start off in one or the other, then switch within the first few weeks if they find the other version more suitaLle to their level of mathematical skill. The purpose of t.hc course is twofold: to introduce

computer science students to the rieh heritage of models and abstractions that have arisen over the years; and to dew!c'p the capacity to form abstractions of their own and reason in terms of them.

Introduction to Computer Theory Daniel I. A. Cohen 1997 This text strikes a good balance between rigor and an intuitive approach to computer theory. Covers all the topics needed by computer scientists with a sometimes humorous approach that reviewers found "refreshing". It is easy to read and the coverage of mathematics is fairly simple so readers do not have to worry about proving theorems.

Speech & Language Processing Dan Jurafsky 2000-09

Computer Algebra Recipes Richard H. Enns 2007-02-26 * Contains computer algebra worksheets or "recipes" designed using MAPLE (System 10); no prior knowledge of MAPLE is assumed * Effective computational science text for first- and second-year undergraduates in mathematics, physics, engineering, chemistry, economics, biology, and pre-medicine * Examples and problems provide basis for both self-study and on-line course