A Rule Based Language For Web Data Management

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KENNEDY NUNEZ

Rule-based Expert Systems Addison Wesley Publishing Company
Software -- Programming Techniques.
Rule-Based Natural Language Processing Methods Springer
Leverage the power of machine learning and deep learning to extract information from text data About This Book Implement Machine Learning and Deep Learning techniques for efficient natural language processing Get started with NLTK and implement NLP in your applications with ease Understand and interpret human languages with the power of text analysis via Python Who This Book Is For This book is intended for Python developers who wish to start with natural language processing and want to make their applications smarter by implementing NLP in them. What You Will Learn Focus on Python programming paradigms, which are used to develop NLP applications Understand corpus analysis and different types of data attribute. Learn NLP using Python libraries such as NLTK, Polyglot, SpaCy, Standford CoreNLP and so on Learn about Features Extraction and Feature selection as part of Features Engineering. Explore the advantages of vectorization in Deep Learning. Get a better understanding of the architecture of a rule-based system. Optimize and fine-tune Supervised and Unsupervised Machine Learning algorithms for NLP problems. Identify Deep Learning techniques for Natural Language Processing and Natural Language Generation problems. In Detail This book starts off by laying the foundation for Natural Language Processing and why Python is one of the best options to build an NLP-based expert system with advantages such as Community support, availability of frameworks and so on. Later it gives you a better understanding of available free forms of corpus and different types of dataset. After this, you will know how to choose a dataset for natural language processing applications and find the right NLP techniques to process sentences in datasets and understand their structure. You will also learn how to tokenize different parts of sentences and ways to analyze them. During the course of the book, you will explore the semantic as well as syntactic analysis of text. You will understand how to solve various ambiguities in processing human language and will come across various scenarios while performing text analysis. You will learn the very basics of getting the environment ready for natural language processing, move on to the initial setup, and then quickly understand sentences and language parts. You will learn the power of Machine Learning and Deep Learning to extract information from text data. By the end of the book, you will have a clear understanding of natural language processing and will have worked on multiple examples that implement NLP in the real world. Style and approach This book teaches the readers various aspects of natural language Processing using NLTK. It takes the reader from the basic to advance level in a smooth way.
Rules and Rule Markup Languages for the Semantic Web Morgan Kaufmann Pub
This book constitutes the refereed proceedings of the International RuleML Symposium, RuleML 2011-America, held in Fort Lauderdale, FL, USA, in November 2011 - collocated with the 22nd International Joint Conference on Artificial Intelligence, IJCAI 2011. It is the second of two RuleML events that take place in 2011. The first RuleML Symposium, RuleML 2011-Europe, has been held in Barcelona, Spain, in July 2011. The 12 full papers, 5 short papers and 5 invited track and position papers presented together with 3 keynote speeches were carefully reviewed and selected from numerous submissions. The accepted papers address a wide range of rules, semantic technology, and cross-industry standards, rules and automated reasoning, rule-based event processing and reaction rules, vocabularies, ontologies and business rules, cloud computing and rules, clinical semantics and rules.
18th International Conference, CONCUR 2007, Lisbon, Portugal, September 3-8, 2007, Proceedings Secret Society Software, LLC
Software -- Programming Techniques.
Addison Wesley Publishing Company
In this thesis autonomous units are presented as a concept to model autonomous processes. Autonomous units form a community with a common environment, in which they act and which they transform. They are based on rules, the applications of which yield changes in the environment. They are also equipped with anindividual goal which they try to accomplish by applying their rules. A control condition enables autonomous units at any time and in any situation to select the rule that is actually applied from the set of all applicable rules. The formal semantics of a community as a whole and of each of its members is defined in two stages. In the sequential case only one unit can act at a time and the rule application of the involved units are interl eaved with each other. In order to illustrate the sequential case, the formal concept of Petri nets is modeled by a community of autonomous units. Here every transition of the Petrinet is realized as one autonomous unit.In the parallel case a number of actions take place in parallel at the same time. As an example, a colony of ants with a very simple foraging strategy is presented. In this case the parallel actions still occur in sequential order, so some preliminary ideas of a third stage are given. In this concurrent semantics, the autonomous units may act independently withoutchronological relations between them, unless a causal relationship demands a certain order of actions.As further illustration, communities of autonomous units are applied to the domain of transport logistics. A transport network is modeled which consists of depots and their connections, unit loads, and trucks. The load units have to be transported from a source depot to a target depot by trucks. Here the trucks as well as the load units are modeled as autonomous units. How the unit loads will actually be transported by the trucks results from negotiations between all involved entities.Two case studies that have actually been implemented using the graph transformation tool grgen are presented in detail. The first case study deals with a model of the board game Ludo and the sequential process semantics of the corresponding community. The second case study deals with a model of a foraging ant colony and the parallel process semantics of the corresponding community. Some fundamental aspects of the semantics of rule-based systems in relation to the semantics of visual models are discussed, which form the conceptional background of this thesis. Since control conditions are an essential part of the modeling with autonomous units, their efficient handling is the mainchallenge regarding the creation of a software tool. So some seemingly simple control conditions are investigated with respect to implementation.
Intelligent Projects Using Python Springer Science & Business Media
This book constitutes the refereed proceedings of the 9th International RuleML Symposium, RuleML 2015, held in Berlin, Germany, in August 2015. The 25 full papers, 4 short papers, 2 full keynote papers, 2 invited research track overview papers, 1 invited paper, 1 invited abstracts presented were carefully reviewed and selected from 63 submissions. The papers cover the following topics: general RuleML track; complex event processing track, existential rules and datalog+/- track; legal rules and reasoning track; rule learning track; industry track.
9 real-world AI projects leveraging machine learning and deep learning with TensorFlow and Keras Simon and Schuster
A first attempt to develop a standardized agent communication language (ACL) resulted in KQML, probably the most widely used such language. However, a lot of technical work remains to be done. Even worse, so far, there seems to be little consensus on the basics of agent communication and there is no clear understanding of the semantics of individual speech acts or even of the basic concepts that should be used to define the semantics. This book documents two workshops on communication in MAS held in 1999, one on Specifying and Implementing Conversation Policies (SICP) and the other in Agent Communication Languages and presents the current state of the art of research in the field. A detailed introductory overview by the volume editors highlights a number of issues that play an important role in agent communication.
Rule Interchange and Applications Springer
The specification of a human-computer interface requires a language in which that interface is expressed. Such a language should have a number of properties: (1) It should not be so syntactically complex that programming nonspecialists who must author dialogues have difficulty learning and using it. (2) It must be expressive and concise so that complicated interfaces can have a simple definition. (3) It ought to model human reasoning processes so that unnecessary formalisms and constructs are not required of the dialogue author. A number of types of languages are available for specifying dialogues, including procedural languages, and rule-based languages. This report describes an implementation of a rule-based language related to PROLOG for the specification of human-computer interfaces. It is based not upon von Neumann computer architectures but rather upon Post production systems or Markov algorithms, which are the foundations of computer science.
ועד העבודה ומקומו במערכת יחסי העבודה Springer
This book constitutes the refereed proceedings of the Third International Workshop on Rules and Rule Markup Languages for the Semantic Web, RuleML 2004, held in Hiroshima, Japan, in November 2004, together with ISWC 2004. The 11 revised full papers presented together with 2 invited papers and 5 tool presentation abstracts were carefully reviewed and selected from 25 submissions. Among the topics addressed are nonmonotonic rule systems, rule learning for feature extraction, logic reasoners for the Semantic Web, deductive RDF rule languages, description logic programs, defeasible description logics, conceptual logic programs, OWL inferencing, and Semantic Web reasoning.
CONCUR 2007 - Concurrency Theory Addison Wesley Publishing Company
The Routledge Encyclopedia of Translation Technology provides a state-of-the art survey of the field of computer-assisted translation. It is the first definitive reference to provide a comprehensive overview of the general, regional and topical aspects of this increasingly significant area of study. The Encyclopedia is divided into three parts: Part One presents general issues in translation technology, such as its history and development, translator training and various aspects of machine translation, including a valuable case study of its teaching at a major university; Part Two discusses national and regional developments in translation technology, offering contributions covering the crucial territories of China, Canada, France, Hong Kong, Japan, South Africa, Taiwan, the Netherlands and Belgium, the United Kingdom and the United States Part Three evaluates specific matters in translation technology, with entries focused on subjects such as alignment, bitext, computational lexicography, corpus, editing, online translation, subtitling and technology and translation management systems. The Routledge Encyclopedia of Translation Technology draws on the expertise of over fifty contributors from around the world and an international panel of consultant editors to provide a selection of articles on the most pertinent topics in the discipline. All the articles are self-contained, extensively cross-referenced, and include useful and up-to-date references and information for further reading. It will be an invaluable reference work for anyone with a professional or academic interest in the subject.
Rule-Based Systems in Java Packt Publishing Ltd
This book constitutes the refereed proceedings of the 17th International Conference on Concurrency Theory, CONCUR 2007, held in Lisbon, Portugal, September 3-8, 2007. The 30 revised full papers presented together with 3 invited papers were carefully reviewed and selected from 112

submissions. The topics include model checking, process calculi, minimization and equivalence checking, types, semantics, probability, bisimulation and simulation, real time, and formal languages.

Reasoning in Event-Based Distributed Systems Springer Science & Business Media

This is a philosophical but non-technical analysis of the very idea of a rule. Although focused somewhat on the role of rules in the legal system, it is also relevant to the place of rules in morality, religion, etiquette, games, language, and family governance. In both explaining the idea of a rule and making the case for taking rules seriously, the book is a departure both in scope and in perspective from anything that now exists.

Intelligent Systems Clarendon Press

Artificial intelligence, or AI, is largely an experimental science--at least as much progress has been made by building and analyzing programs as by examining theoretical questions. MYCIN is one of several well-know programs that embody some intelligence and provide data on the extent to which intelligent behavior can be programmed. As with other AI programs, its development was slow and not always in a forward direction. The book shares the results of nearly a decade of work, the experiments performed, and present a coherent picture of the work. It presents a critical analysis of several pieces of related research, performed by a large number of scientists. The whole field of AI will benefit from detailed, retrospective examinations of experiments, for this is the way the scientific foundations of the field will gradually be defined. This is the reason this analysis of the MCYIN experiments is being offered to readers.

The MYCIN Experiments of the Stanford Heuristic Programming Project Routledge

The book presents logical foundations for rule-based systems. An attempt has been made to provide an in-depth discussion of logical and other aspects of such systems, including languages for knowledge representation, inference mechanisms, inference control, design and verification. The ultimate goal was to provide a deeper theoretical insight into the nature of rule-based systems and put together the most complete presentation including details so frequently skipped in typical textbooks. The book may be useful to potentially wide audience, but it is aimed at providing specific knowledge for graduate, post-graduate and Ph.D. students, as well as knowledge engineers and research workers involved in the domain of AI. It also constitutes a summary of the Author’s research and experience gathered through several years of his research work.

First International Conference, RuleML 2005, Galway, Ireland, November 10-12, 2005, Proceedings Springer Nature

Thinking in terms of facts and rules is perhaps one of the most common ways of approaching problem de?nition and problem solving both in everyday life and under more formal circumstances. The best known set of rules, the Ten Commandments have been accompanying us since the times of Moses; the Decalogue proved to be simple but powerful, concise and universal. It is logically consistent and complete. There are also many other attempts to impose rule-based regulations in almost all areas of life, including professional work, education, medical services, taxes, etc. Some most typical examples may include various codes (e.g. legal or tra?c code), regulations (especially military ones), and many systems of customary or informal rules. The universal nature of rule-based formulation of behavior or inference principles follows from the concept of rules being a simple and intuitive yet powerful concept of very high expressive power. Moreover, rules as such encode in fact functional aspects of behavior and can be used for modeling numerous phenomena.

Rule-Based Programming for Human-Computer Interface Specification Springer Science & Business Media

With the rapid expansion of the Internet over the last 20 years, event-based distributed systems are playing an increasingly important role in a broad range of application domains, including enterprise management, environmental monitoring, information dissemination, finance, pervasive systems, autonomic computing, collaborative working and learning, and geo-spatial systems. Many different architectures, languages and technologies are being used for implementing event-based distributed systems, and much of the development has been undertaken independently by different communities. However, a common factor is an ever-increasing complexity. Users and developers expect that such systems are able not only to handle large volumes of simple events but also to detect complex patterns of events that may be spatially distributed and may span significant periods of time. Intelligent and logic-based approaches provide sound foundations for addressing many of the research challenges faced and this book covers a broad range of recent advances, contributed by leading experts in the field. It presents a comprehensive view of reasoning in event-based distributed systems, bringing together reviews of the state-of-the art, new research contributions, and an extensive set of references. It will serve as a valuable resource for students, faculty and researchers as well as industry practitioners responsible for new systems development.

A Rule Based Computer Aided Design System Springer Science & Business Media

This book includes 9 projects on building smart and practical AI-based systems. These projects cover solutions to different domain-specific problems in healthcare, e-commerce and more. With this book, you will apply different machine learning and deep learning techniques and learn how to build your own intelligent applications for smart ...

Rule-based Programming with OPS5 Springer Science & Business Media

Computational intelligence is a well-established paradigm, where new theories with a sound biological understanding have been evolving. The current experimental systems have many of the characteristics of biological computers (brains in other words) and are beginning to be built to perform a variety of tasks that are difficult or impossible to do with conventional computers. As evident, the ultimate achievement in this field would be to mimic or exceed human cognitive capabilities including reasoning, recognition, creativity, emotions, understanding, learning and so on. This book comprising of 17 chapters offers a step-by-step introduction (in a chronological order) to the various modern computational intelligence tools used in practical problem solving. Staring with different search techniques including informed and uninformed search, heuristic search, minmax, alpha-beta pruning methods, evolutionary algorithms and swarm intelligent techniques; the authors illustrate the design of knowledge-based systems and advanced expert systems, which incorporate uncertainty and fuzziness. Machine learning algorithms including decision trees and artificial neural networks are presented and finally the fundamentals of hybrid intelligent systems are also depicted. Academics, scientists as well as engineers engaged in research, development and application of computational intelligence techniques, machine learning and data mining would find the comprehensive coverage of this book invaluable.

A CLIPS Tutorial Springer

This book constitutes the refereed proceedings of the 5th International Symposium on Rules, RuleML 2011 - Europe, held in Barcelona, Spain, in July 2011 - collocated with the 22nd International Joint Conference on Artificial Intelligence, IJCAI 2011. It is the first of two RuleML events that take place in 2011. The second RuleML Symposium - RuleML 2011 - America - will be held in Fort Lauderdale, FL, USA, in November 2011. The 18 revised full papers, 8 revised short papers and 3 invited track papers presented together with the abstracts of 2 keynote talks were carefully reviewed and selected from 58 submissions. The papers are organized in the following topical sections: rule-based distributed/multi-agent systems; rules, agents and norms; rule-based event processing and reaction rules; fuzzy rules and uncertainty; rules and the semantic Web; rule learning and extraction; rules and reasoning; and rule-based applications.

Open Solutions and Approaches LAP Lambert Academic Publishing

Software -- Programming Techniques.