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Nonserial Dynamic Programming | Umberto Bertelé and ...

Nonserial dynamic programming with applications in smart home appliances scheduling - Part I: Precedence graph simplification Abstract: In this and a companion paper a dynamic programming (DP) approach to solve a smart home appliances scheduling problem is considered. The challenge with solving the scheduling problem is the coupling of decision variables due to some time precedence constraints ...

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Nonserial Dynamic Programming

Recent decades have witnessed the emergence of artificial intelligence as a serious science and engineering discipline. This textbook, aimed at junior to senior undergraduate students and first-year graduate students, presents artificial intelligence (AI) using a coherent framework to study the design of intelligent computational agents. By showing how basic approaches fit into a multidimensional design space, readers can learn the fundamentals without losing sight of the bigger picture. The book balances theory and experiment, showing how to link them intimately together, and develops the science of AI together with its engineering applications. Although structured as a textbook, the book's straightforward, self-contained style will also appeal to a wide audience of professionals, researchers, and independent learners. AI is a rapidly developing field: this book encapsulates the latest results without being exhaustive and encyclopedic. The text is supported by an online learning environment, AIspace, http://aispace.org, so that students can experiment with the main AI algorithms plus problems, animations, lecture slides, and a knowledge representation system, AIllog, for experimentation and problem solving.

The two volume set LNCS 4841 and LNCS 4842 constitutes the refereed proceedings of the Third International Symposium on Visual Computing, ISVC 2007, held in Lake Tahoe, NV, USA, in November 2007. The 77 revised full papers and 42 poster papers presented together with 32 full and five poster papers of six special tracks were carefully reviewed and selected. The papers cover the four main areas of visual computing: vision, graphics, visualization, and virtual reality.

This comprehensive textbook presents a clean and coherent account of most fundamental tools and techniques in Parameterized Algorithms and is a self-contained guide to the area. The book covers many of the recent developments of the field, including application of important separators, branching based on linear programming, Cut & Count to obtain faster algorithms on tree decompositions, algorithms based on representative families of matroids, and use of the Strong Exponential Time Hypothesis. A number of older results are revisited and explained in a modern and didactic way. The book provides a toolbox of algorithmic techniques. Part I is an overview of basic techniques, each chapter discussing a certain algorithmic paradigm. The material covered in this part can be used for an introductory course on fixed-parameter tractability. Part II discusses more advanced and specialized algorithmic ideas, bringing the reader to the cutting edge of current research. Part III presents complexity results and lower bounds, giving negative evidence by way of W[1]-hardness, the Exponential Time Hypothesis, and kernelization lower bounds. All the results and concepts are introduced at a level accessible to graduate students and advanced undergraduate students. Every chapter is accompanied by exercises, many with hints, while the bibliographic notes point to original publications and related work.

Global optimization is a branch of applied mathematics and numerical analysis that deals with the task of finding the absolutely best set of admissible conditions to satisfy certain criteria / objective function(s), formulated in mathematical terms. Global optimization includes nonlinear, stochastic and combinatorial programming, multiobjective programming, control, games, geometry, approximation, algorithms for parallel architectures and so on. Due to its wide usage and applications, it has gained the attention of researchers and practitioners from a plethora of scientific domains. Typical practical examples of global optimization applications include: Traveling salesman problem and electrical circuit design (minimize the path length); safety engineering (building and mechanical structures); mathematical problems (Kepler conjecture); Protein structure prediction (minimize the energy function) etc. Global Optimization algorithms may be categorized into several types: Deterministic (example: branch and bound methods), Stochastic optimization (example: simulated annealing). Heuristics and meta-heuristics (example: evolutionary algorithms) etc. Recently there has been a growing interest in combining global and local search strategies to solve more complicated optimization problems. This edited volume comprises 17 chapters, including several overview Chapters, which provides an up-to-date and state-of-the-art research covering the theory and algorithms of global optimization. Besides research articles and expository papers on theory and algorithms of global optimization, papers on numerical experiments and on real world applications were also encouraged. The book is divided into 2 main parts.