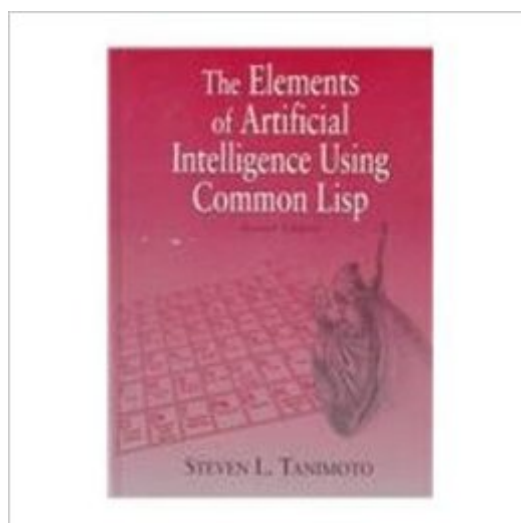


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# The Elements Of Artificial Intelligence Using Common LISP



## Synopsis

This text provides an introductory-level overview of artificial intelligence (AI). It features clear presentation of principles integrated with short, workable programs which are designed to help students to learn by experimentation and to develop an intuitive understanding of the subject. The book features: expression of AI theory in programs written with common LISP, the established standard for the field; new chapters on common sense reasoning and neural networks; new sections on global variables, LISP structures, LISP association lists, iterative deepening, constructing decision trees, genetic algorithms and embedded AI; expanded coverage of expert systems; updated programming style in example programs, plus many new example programs; and coverage of additional Common LISP features.

## Book Information

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## Customer Reviews

I learned to programming Common Lisp using Tanimoto's book (in conjunction with Winston Horn's "Lisp"). The book's writing is superb, and the examples are very well thought out and implemented. One word of caution: the book was written before the complete standardization of Common Lisp. So some of the functions, such as those specific to I/O and FEXPR will not work on current Common Lisp implementations (such as GCL). But all of these functions can be worked around easily. I'll still give this book a five star. The book is particularly good for self-study. So I recommend it to any AI enthusiast.

Tanimoto provides a very broad treatment of AI techniques. As such discussions are often brief. There is an outstanding section on Computer vision. Knowledge representation is also well covered. The author presents highly idiomatic examples of Lisp code. This book would be ideal for anyone not familiar with AI techniques who wants to do AI research and/or development.

The 2nd edition is a real complete book on AI elements. The book is for undergraduate or first year graduate, and it is not required a full background in calculus or algebra. All chapters require a practice works on lisp example, in order to be most effective. Tanimoto written lisp examples prior to the language standardization, so source codes could be a little re-worked. Although all text example are based on lisp, it would be easy to apply theory to other programming language as C/C++, tcl/tk, etc. Finally, the book is "a must" for people real interested on AI.

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