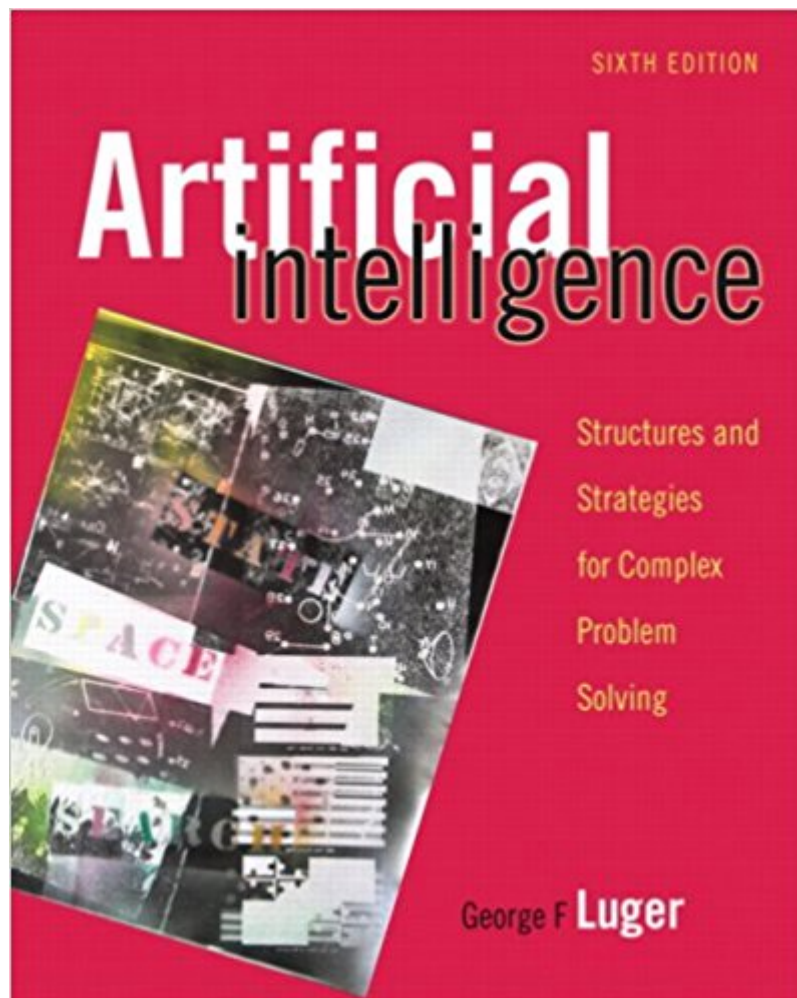




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# Artificial Intelligence: Structures And Strategies For Complex Problem Solving (6th Edition)



## Synopsis

*Artificial Intelligence: Structures and Strategies for Complex Problem Solving* is ideal for a one- or two-semester undergraduate course on AI. In this accessible, comprehensive text, George Luger captures the essence of artificial intelligence -- solving the complex problems that arise wherever computer technology is applied. Ideal for an undergraduate course in AI, the Sixth Edition presents the fundamental concepts of the discipline first then goes into detail with the practical information necessary to implement the algorithms and strategies discussed. Readers learn how to use a number of different software tools and techniques to address the many challenges faced by today's computer scientists.

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## Customer Reviews

*Artificial Intelligence: Structures and Strategies for Complex Problem Solving, Sixth Edition* by George F Luger -- This accessible, comprehensive book captures the essence of artificial intelligence -- solving the complex problems that arise wherever computer technology is applied. With his signature enthusiasm, George Luger demonstrates numerous techniques and strategies for addressing the many challenges facing computer scientists today. Diverse topics on this exciting and ever-evolving field range from perception and adaptation using neural networks and genetic algorithms, intelligent agents with ontologies, automated reasoning, natural language analysis, and stochastic approaches to machine learning. -- This book is ideal for a one - or two-semester university course on AI. -- New to this edition: A new chapter on stochastic approaches to

machine learning, including first-order Bayesian networks, variants of hidden Markov models, inference with Markov random fields and loopy belief propagation. Presentation of parameter fitting with expectation maximization learning and structure learning using Markov chain Monte Carlo sampling. Use of Markov decision processes in reinforcement learning. Presentation of agent technology and the use of ontologies. Natural language processing with dynamic programming (the Earley parser) and other probabilistic parsing techniques including Viterbi. A new supplemental programming book is available: *AI Algorithms in Prolog, Lisp, and Java*. Available online and in print, this book demonstrates these languages as tools for building many of the algorithms presented throughout Luger's AI book. "There are many ideas in this area that students often find difficult; the clarity and precision of Luger's exposition is informed by sharp, incisive examples with straightforward graphical components." -- Joseph Lewis, San Diego State University

"The book is a perfect complement to an AI course. It gives readers both an historical point of view and a practical guide to all the techniques. It is THE book I would recommend as an introduction to this field." -- Pascal Rebreyend, Dalarna University

George Luger is currently a Professor of Computer Science, Linguistics, and Psychology at the University of New Mexico. He received his PhD from the University of Pennsylvania and spent five years researching and teaching at the Department of Artificial Intelligence at the University of Edinburgh.

poor English, and rambling. what would a novice do with it and for me it took too much effort to get to the parts that were new to me

love it

Get Norvig and Russels "AI: A Modern Approach" instead.

This book really stands out among the AI texts (I've read 4 others). First, the language is clear and simple enough for undergrads to grasp. Second, there are consistent examples that pervade the text to help the reader apply each method to an established problem. Third, the explanations of algorithms/structures are crafted and phrased to TEACH, not merely to summarize a bunch of material for reference purposes. Finally, the programming chapters allow the student to realize the material, and really think about the problems by implementing them and hashing out the details.

cannot complain about any lack of depth - the length already exceeds 900 pages. To those that desire more, look into academic journals - this is an intro. Moreover, robotics, vision, neural nets, and other topics already have their own "forked" research fields, with textbooks of comparable length focusing on those topics alone! Enjoy! This text is sure to get you started!

This is a very good book for anyone wanting to get an insight. Good for the first college course in AI too. It introduces the different areas of AI quite well, and develops logic before doing that. Prolog and LISP are also introduced. The only reason I wouldn't give this book 5 stars is because 1) The Prolog and LISP features aren't all that great. They could have done better than just explaining what they did. 2) There was very little or almost no depth in the material covered. I wanted to go on reading more about the advanced features, but that never happened. So, I had to go to the library and look for something there. But a great book for a college course. I wouldn't recommend this for a Grad course in CS... A grad student should be knowing beyond what this book covers.

This book is actually a follow up to Luger and Stubblefield's older book "AI and the Design of Expert Systems". Being somewhat dated in both title and content, this book serves as its resurrection. Both books are excellent in providing a basic introduction to AI. They contain a number of problems and provide just enough information on each topic to give the reader the general idea and a sense of having learned something substantial (this is always the danger when writing a book that surveys a variety of interrelated fields). Another strength of the book is its ability to make connections between the different areas of AI. For example, when discussing knowledge representation, they make sure to draw connections with it and logic as well as natural language processing.

The book presents many aspects like predicate logic, state space search, knowledge representation, natural language understanding, machine learning and specially programming in both LISP and PROLOG. I specially liked the chapters on learning, natural language understanding and the programming techniques. The book is unique for its presentation style, simplicity and illustrations. It must be on the desk of anyone interested to join the disciplines of AI.

Frequently incoherent. Sounds like computer generated audio developed by someone without a solid grasp of the English language. Shame on for selling something that clearly was not subjected to any quality control whatsoever. This "book" should be removed from .

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