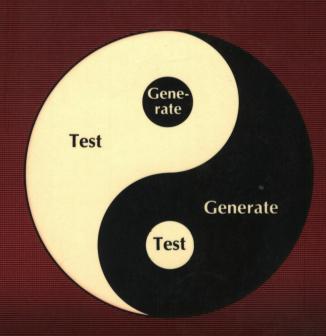
Machine Learning

Principles and techniques

edited by RICHARD FORSYTH





CHAPMAN AND HALL COMPUTING

Contents

	Preface		ix
	Notes on	contributors	xi
	Notes on	Contributors	Al
	Part One	e Background	· 1
1		c of induction	3
	Richard 1		
	1.1	Inductive inference	4
	1.2	The act of induction	13
	1.3	In search of knowledge	18
	1.4	References	21
2	Machine	induction as a form of knowledge acquisition in	
		ge engineering	23
	Anna Ha		
	2.1	Introduction	. 23
	2.2	Human expertise	23
	2.3	Knowledge elicitation	27
	2.4	Inductive knowledge generation	28
	2.5	Inductive methods	30
	2.6	Using induction wisely	30
	2.7	Validating the output	35
	2.8	General guidelines	36
	2.9	Knowledge maintenance	36
	2.10	Conclusions	37
	2.11	References	37
3	Inductiv	e learning: the user's perspective	39
	Tomasz A	Arciszewski and Mohamad Mustafa	
	3.1	Introduction	39
	3.2	Research objectives	42
	3.3	Basic assumptions and concepts of the research	42
	3.4	Models of the inductive learning process	43
	3.5	Selection of examples	49

vi	Contents
VI	Contients

	3.6	Control criteria	49
	3.7	Conclusions	56
	3.8	References	60
	Part Two	Biologically Inspired Systems	63
4	The evolu	tion of intelligence	65
	Richard Fo		
	4.1	The evolution of ideas	65
	4.2	Working examples	69
	4.3	Conclusions	79
	4.4	References	81
5	Artificial	evolution and artificial intelligence	83
	Ingo Rech		
	5.1	The evolution of evolution	83
	5.2	First experiments	84
	5.3	Evolving an intelligent vehicle	87
	5.4	Sequence of ES-operations	90
	5.5	The discovery of the evolution window	94
	5.6	The twofold algorithm of the evolution strategy	98
	5.7	Hill climbing in hyperspace	99
	5.8	Coding the evolution strategy	100
	5.9	References	102
6	Learning	and distributed memory: getting close to neurons	104
	Igor Aleks		
	6.1	Learning: a complex concept	104
	6.2	How WISARD learns to recognize patterns	106
	6.3	Why WISARD does not learn to name objects	108
	6.4	Mental images	109
	6.5	The power of pattern completion: naming objects	113
	6.6	Correcting the words	115
	6.7	Prediction	116
	6.8	Wanting and learning to ask	116
	6.9	Branching and prediction	117
	6.10	Higher levels of learning	120
	6.11	Epilogue: the fascination and the challenge of distributed	122
		memory models	
	6.12	References	123
	Part Thr	ree Automated Discovery	125

Part Three Automated Discovery

		Content	s vii
7	Automat	ed discovery	127
	Kenneth 1	Haase Assassing the second sec	
	7.1	Inventing categories	129
	7.2	Inventing laws	136
	7.3	Inventing domains	144
	7.4	Acknowledgements	154
	7.5	References	154
8	The acque	nisition of natural language by machine	156
	8.1	Results	168
	8.2	References	170
9	A compu	itational model of creativity	171
	Masoud Y		
	9.1	Introduction	171
	9.2	Can a computer write a story?	171
	9.3	Meehan's simulation program TALE-SPIN	172
	9.4	Beyond TALE-SPIN	174
	9.5	Background	175
	9.6	Multi-level creativity	176
	9.7	Searching for novelties	177
	9.8	Randomness by design	177
	9.9	Evaluating creativity	178
	9.10	Teaching creativity	178
	9.11	Computer programming as a medium for creativity	179
	9.12	Conclusion	181
	9.13	References	183
	Part Foi	ur Long-Term Perspectives	185
10		to knowledge-rich learning	187
	Roy Rada		107
	10.1	Basic issues	187
	10.2		188
	10.3	Intermediate approach	194
	10.4	Discussion	203
	10.5	Acknowledgements	203
	10.6	References	204
11		es that learn	207
	Derek Pa		
	11.1	Two very general paradigms	207

viii Contents

	11.2	Memo functions	208
	11.3	A grammar database that learns	210
	11.4	Memo functions and knowledge bases	211
	11.5	Learning generalities	213
	11.6	UNIMEM: a GBL example	213
	11.7	A brief return to CP-based systems	215
	11.8	The problem of brittleness	216
	11.9	Summary	217
	11.10	References	217
12	Cognitive	architecture and Connectionism	219
	Ajit Naraj	yanan yanan sa	
	12.1	Introduction	219
	12.2	The criticisms	220
	12.3	Discussion	231
	12.4	Reconciliation?	236
	12.5	References	237
13	Machine	learning: the next ten years	238
	Dimitris C	Chorafas	
	13.1	Reading and writing	238
	13.2	Homo sapiens and Silico sapiens	239
	13.3	Intellect in men and machines	240
	13.4	Living in a technology-intense age	241
	13.5	Intelligent walking robots	243
	13.6	Autonomous navigation	244
	13.7	Machine learning in a financial environment	246
	13.8	Enhancing or endangering the human species?	248
	13.9	References	249
	Select bib	liography	250
	Index		252