Introduction To Computational Models Of Argumentation

Introduction to Computation and Programming Using Python, second edition
Cognitive Modeling
Introduction to Computational Science
The Cambridge Handbook of Computational Psychology
Computational Models of Brain and Behavior
Computational Modeling and Simulation of Intellect: Current State and Future Perspectives
Introduction to Modeling and Simulation with MATLAB® and Python
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An Introduction to Computational Learning Theory
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Introduction to Modeling Cognitive Processes

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TIANA CAROLYN

Introduction to Computation and Programming Using Python, second edition CRC Press
"For the neuroscientist or psychologist who cringes at the sight of mathematical formulae and whose eyes glaze over at terms like differential equations, linear algebra, vectors, matrices, Bayes' rule, and Boolean logic, this book just might be the therapy needed." - Anjan Chatterjee, Professor of Neurology, University of Pennsylvania "Anderson provides a gentle introduction to computational aspects of psychological science, managing to respect the reader's intelligence while also being completely unintimidating. Using carefully-selected computational demonstrations, he guides students through a wide array of important approaches and tools, with little in the way of prerequisites...I recommend it with enthusiasm." - Asohan Amarasingham, The City University of New York This unique, self-contained and accessible textbook provides an introduction to computational modelling neuroscience accessible to readers with little or no background in computing or mathematics. Organized into thematic sections, the book spans from modelling integrate and firing neurons to playing the game Rock, Paper, Scissors in ACT-R. This non-technical guide shows how basic knowledge and modern computers can be combined for interesting simulations, progressing from early exercises utilizing spreadsheets, to simple programs in Python. Key Features include: Interleaved chapters that show how traditional computing constructs are simply disguised versions of the spread sheet methods. Mathematical facts and notation needed to understand the modelling methods are presented at their most basic and are interleaved with biographical and historical notes for contex. Numerous worked examples to demonstrate the themes and procedures of cognitive modelling. An excellent text for postgraduate students taking courses in research methods, computational neuroscience, computational modelling, cognitive science and neuroscience. It will be especially valuable to psychology students.
Cognitive Modeling Oxford University Press
The investigation of computational models of argument is a rich and fascinating interdisciplinary research field with two ultimate aims: the theoretical goal of understanding argumentation as a

cognitive phenomenon by modeling it in computer programs, and the practical goal of supporting the development of computer-based systems able to engage in argumentation-related activities with human users or among themselves. The biennial International Conferences on Computational Models of Argument (COMMA) provide a dedicated forum for the presentation and discussion of the latest advancements in the field, and cover both basic research and innovative applications. This book presents the proceedings of COMMA 2020. Due to the Covid-19 pandemic, COMMA 2020 was held as an online event on the originally scheduled dates of 8 -11 September 2020, organised by the University of Perugia, Italy. The book includes 28 full papers and 13 short papers selected from a total of 78 submissions, the abstracts of 3 invited talks and 13 demonstration abstracts. The interdisciplinary nature of the field is reflected, and contributions cover both theory and practice. Theoretical contributions include new formal models, the study of formal or computational properties of models, designs for implemented systems and experimental research. Practical papers include applications to medicine, law and criminal investigation, chatbots and online product reviews. The argument-mining trend from previous COMMA's is continued, while an emerging trend this year is the use of argumentation for explainable AI. The book provided an overview of the latest work on computational models of argument, and will be of interest to all those working in the field.

Introduction to Computational Science Springer Science & Business Media

A comprehensive introduction to the computational modeling of human cognition.

The Cambridge Handbook of Computational Psychology Morgan & Claypool Publishers

An easy-to-read introduction to the concepts associated with the creation of optimization models for production planning starts off this book. These concepts are then applied to well-known planning models, namely mrp and MRP II. From this foundation, fairly sophisticated models for supply chain management are developed. Another unique feature is that models are developed with an eye toward implementation. In fact, there is a chapter that provides explicit examples of implementation of the basic models using a variety of popular, commercially available modeling languages.

Computational Models of Brain and Behavior Springer

With an emphasis on problem solving, this book introduces the basic principles and fundamental concepts of computational modeling. It emphasizes reasoning and conceptualizing problems, the elementary mathematical modeling, and the implementation using computing concepts and principles. Examples are included that demonstrate the computation and visu

Computational Modeling and Simulation of Intellect: Current State and Future Perspectives SIAM

This book presents an integrated framework for developing and testing computational models in psychology and related disciplines. Researchers and students are given the knowledge and tools to interpret models published in their area, as well as to develop, fit, and test their own models.

Introduction to Modeling and Simulation with MATLAB® and Python Springer Science & Business Media

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

Computational Models in Engineering Cambridge University Press

The more than twenty contributions in this book, all new and previously unpublished, provide an up-to-date survey of contemporary research on computational modeling of the visual system. The approaches represented range from neurophysiology to psychophysics, and from retinal function to the analysis of visual cues to motion, color, texture, and depth. The contributions are linked thematically by a consistent consideration of the links between empirical data and computational models in the study of visual function. An introductory chapter by Edward Adelson and James Bergen gives a new and elegant formalization of the elements of early vision. Subsequent sections treat receptors and sampling, models of neural function, detection and discrimination, color and shading, motion and texture, and 3D shape. Each section is introduced by a brief topical review and summary. ContributorsEdward H. Adelson, Albert J. Ahumada, Jr., James R. Bergen, David G. Birch, David H. Brainard, Heinrich H. Bülthoff, Charles Chubb, Nancy J. Coletta, Michael D'Zmura, John P. Frisby, Norma Graham, Norberto M. Grzywacz, P. William Haake, Michael J. Hawken, David J. Heeger, Donald C. Hood, Elizabeth B. Johnston, Daniel Kersten, Michael S. Landy, Peter Lennie, J. Stephen Mansfield, J. Anthony Movshon, Jacob Nachmias, Andrew J. Parker, Denis G. Pelli, Stephen B. Pollard, R. Clay Reid, Robert Shapley, Carlo L. M. Tiana, Brian A. Wandell, Andrew B. Watson, David R. Williams, Hugh R. Wilson, Yuede. Yang, Alan L. Yuille

An Introduction to Computational Learning Theory MIT Press

Computational modeling is emerging as a powerful new approach to study and manipulate biological systems. Multiple methods have been developed to model, visualize, and rationally alter systems at various length scales, starting from molecular modeling and design at atomic resolution to cellular pathways modeling and analysis. Higher time and length scale processes, such as molecular evolution, have also greatly benefited from new breeds of computational approaches. This book provides an overview of the established computational methods used for modeling biologically and medically relevant systems.

Computational Modeling of Cognition and Behavior CRC Press

Learn to use computational modelling techniques to understand the nervous system at all levels, from ion channels to networks.

Computational Neuroscience and Cognitive Modelling John Wiley

& Sons
This book provides the first clear, comprehensive, and accessible account of complex adaptive social systems, by two of the field's leading authorities. Such systems--whether political parties, stock markets, or ant colonies--present some of the most intriguing theoretical and practical challenges confronting the social sciences. Engagingly written, and balancing technical detail with intuitive explanations, Complex Adaptive Systems focuses on the key tools and ideas that have emerged in the field since the mid-1990s, as well as the techniques needed to investigate such systems. It provides a detailed introduction to concepts such as emergence, self-organized criticality, automata, networks, diversity, adaptation, and feedback. It also demonstrates how complex adaptive systems can be explored using methods ranging from mathematics to computational models of adaptive agents. John Miller and Scott Page show how to combine ideas from economics, political science, biology, physics, and computer science to illuminate topics in organization, adaptation, decentralization, and robustness. They also demonstrate how the usual extremes used in modeling can be fruitfully transcended.
Complex Adaptive Systems IOS Press
As the contributions to this book make clear, a fundamental change is taking place inthe study of computational linguistics analogous to that which has taken place in the study ofcomputer vision over the past few years and indicative of trends that are likely to affect futurework in artificial intelligence generally.The first wave of efforts on machine translation and theformal mathematical study of parsing yielded little real insight into how natural language could beunderstood by computers or how computers could lead to an understanding of natural language. Thecurrent wave of research seeks both to include a wider and more realistic range of features found inhuman languages and to limit the dimensions of program goals. Some of the new programs embody forthe first time constraints on human parsing which Chomsky has uncovered, for example. The isolationof constraints and the representations for their expression, rather than the design of mechanismsand ideas about process organization, is central to the work reported in this volume. And if presentgoals are somewhat less ambitious, they are also more realistic and more realizable. Contents:Computational Aspects of Discourse, Robert Berwick; Recognizing Intentions from Natural LanguageUtterances, James Allen; Cooperative Responses from a Portable Natural Language Data Base QuerySystem, Jerrold Kaplan; Natural Language Generation as a Computational Problem: An Introduction,David McDonald; Focusing in the Comprehension of Definite Anaphor, Candace Sidner; So What Can WeTalk About Now? Bonnie Webber. A Preface by David Israel relates these chapters to the generalconsiderations of philosophers and psycholinguists.Michael Brady is Senior Research Scientist at theMIT Artificial Intelligence Laboratory. The book is included in the MIT Press ArtificialIntelligence Series.
An Introduction to Computational Science Princeton University Press
Neural Networks: Computational Models and Applications presents important theoretical and practical issues in neural networks, including the learning algorithms of feed-forward neural networks, various dynamical properties of recurrent neural networks, winner-take-all networks and their applications in broad manifolds of computational intelligence: pattern recognition, uniform approximation, constrained optimization, NP-hard problems, and image segmentation. The book offers a compact, insightful understanding of the broad and rapidly growing neural networks domain.
Computational Models of Discourse MIT Press
Emphasizing issues of computational efficiency, Michael Kearns and Umesh Vazirani introduce a number of central topics in computational learning theory for researchers and students in artificial intelligence, neural networks, theoretical computer science, and statistics. Emphasizing issues of computational efficiency, Michael Kearns and Umesh Vazirani introduce a number of central topics in computational learning theory for researchers and students in artificial intelligence, neural networks, theoretical computer science, and statistics. Computational learning theory is a new and rapidly expanding area of research that examines formal models of induction with the goals of discovering the common methods underlying efficient learning algorithms and identifying the computational impediments to learning. Each topic in the book has been chosen to elucidate a general principle, which is explored in a precise formal setting. Intuition has been emphasized in the presentation to make the material accessible to the nontheoretician while still providing precise arguments for the specialist. This balance is the result of new proofs of established theorems, and new presentations of the standard proofs. The topics covered include the motivation, definitions, and fundamental results, both positive and negative, for the widely studied L. G. Valiant model of Probably Approximately Correct Learning; Occam's Razor, which formalizes a relationship between learning and data compression; the Vapnik-Chervonenkis dimension; the equivalence of weak and strong learning; efficient learning in the presence of noise by the method of statistical queries; relationships between learning and cryptography, and the resulting computational limitations on efficient learning; reducibility between learning problems; and algorithms for learning finite automata from active experimentation.
Agent-Based Computational Modelling Taylor & Francis
Computational Modeling, by Jay Wang introduces computational modeling and visualization of physical systems that are commonly found in physics and related areas. The authors begin with a framework that integrates model building, algorithm development, and data visualization for problem solving via scientific computing. Through carefully selected problems, methods, and projects, the reader is guided to learning and discovery by actively doing rather than just knowing physics.
Computational Models of Visual Processing Springer Science & Business Media
"This book confronts the problem of meaning by fusing together methods specific to different fields and exploring the computational efficiency and scalability of these methods"--Provided by publisher.
Neural Networks: Computational Models and Applications SAGE
Computational and mathematical models provide us with the opportunities to investigate the complexities of real world problems. They allow us to apply our best analytical methods to define problems in a clearly mathematical manner and exhaustively test our solutions before committing expensive resources. This is made possible by assuming parameter(s) in a bounded environment, allowing for controllable experimentation, not always possible in live scenarios. For example, simulation of computational models allows the testing of theories in a manner that is both fundamentally deductive and experimental in nature. The main ingredients for such research ideas come from multiple disciplines and the importance of interdisciplinary research is well recognized by the scientific community. This book provides a window to the novel endeavours of the research communities to present their works by highlighting the value of computational modelling as a research tool when investigating complex systems. We hope that the readers will have stimulating experiences to pursue research in these directions.
Computational Models of Reading Cambridge University

Press
A Concise Introduction to Computation Models and Computability Theory provides an introduction to the essential concepts in computability, using several models of computation, from the standard Turing Machines and Recursive Functions, to the modern computation models inspired by quantum physics. An in-depth analysis of the basic concepts underlying each model of computation is provided. Divided into two parts, the first highlights the traditional computation models used in the first studies on computability: - Automata and Turing Machines; - Recursive functions and the Lambda-Calculus; - Logic-based computation models. and the second part covers object-oriented and interaction-based models. There is also a chapter on concurrency, and a final chapter on emergent computation models inspired by quantum mechanics. At the end of each chapter there is a discussion on the use of computation models in the design of programming languages.

Computational Modeling of Biological Systems SAGE
A guide to computational modeling methods in neuroscience, covering a range of modeling scales from molecular reactions to large neural networks. This book offers an introduction to current methods in computational modeling in neuroscience. The book describes realistic modeling methods at levels of complexity ranging from molecular interactions to large neural networks. A “how to” book rather than an analytical account, it focuses on the presentation of methodological approaches, including the selection of the appropriate method and its potential pitfalls. It is intended for experimental neuroscientists and graduate students who have little formal training in mathematical methods, but it will also be useful for scientists with theoretical backgrounds who want to start using data-driven modeling methods. The mathematics needed are kept to an introductory level; the first chapter explains the mathematical methods the reader needs to master to understand the rest of the book. The chapters are written by scientists who have successfully integrated data-driven modeling with experimental work, so all of the material is accessible to experimentalists. The chapters offer comprehensive coverage with little overlap and extensive cross-references, moving from basic building blocks to more complex applications. Contributors Pablo Achard, Haroon Anwar, Upinder S. Bhalla, Michiel Berends, Nicolas Brunel, Ronald L. Calabrese, Brenda Claiborne, Hugo Cornelis, Erik De Schutter, Alain Destexhe, Bard Ermentrout, Kristen Harris, Sean Hill, John R. Huguenard, William R. Holmes, Gwen Jacobs, Gwendal LeMasson, Henry Markram, Reinoud Maex, Astrid A. Prinz, Imad Riachi, John Rinzel, Arnd Roth, Felix Schürmann, Werner Van Geit, Mark C. W. van Rossum, Stefan Wils
Introduction to Elementary Computational Modeling Mit Press
In this introduction to computational modelling the authors provide a concise description of computational methods, including dynamic simulation, knowledge-based models and machine learning, as a single broad class of research tools.

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