



Connection Machine

David Baud



Connection Machine:

The Connection Machine W. Daniel Hillis, 1985 Describes a new kind of computer which involves parallel processing and hundreds of small microprocessors with individually integrated memories and discusses the LISP programming language data structures and storage allocation Scientific Applications Of The Connection Machine (2nd Edition) Horst D Simon, 1991-12-16 The Connection Machine is one of the first commercially available machines which allows users to explore massive parallelism for the solution of large scale engineering and scientific applications The CM2 features up to 64 000 processors This is parallelism on an unprecedented scale which opens up new areas of computational science Because of the overwhelming response to the first edition a new edition has been prepared New papers which document recent developments are added bringing the volume up to date **Advances in Case-Based Reasoning** Thomas Roth-Berghofer, Mehmet H. Göker, H. Altay Güvenir, 2006-08-30 This book constitutes the refereed proceedings of the 8th European Conference on Case Based Reasoning ECCBR 2004 held in Fethiye Turkey in September 2006 The book presents 31 revised full papers and 5 revised application papers together with 2 invited papers and 2 abstracts of invited talks The coverage represents snapshot of current current issues in case based reasoning ranging from theoretical and methodological issues to advanced applications in various fields **Image Understanding Workshop**, 1987 Network World, 1986-11-17 For more than 20 years Network World has been the premier provider of information intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations Readers are responsible for designing implementing and managing the voice data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce **The ^ASecond Age of Computer Science** Subrata Dasgupta, 2018-05-01 Between the genesis of computer science in the 1960s and the advent of the World Wide Web around 1990 computer science evolved in significant ways The author has termed this period the second age of computer science This book describes its evolution in the form of several interconnected parallel histories Mechanical Engineering American Society of Mechanical Engineers, 1920 History of the American society of mechanical engineers Preliminary report of the committee on Society history issued from time to time beginning with v 30 Feb 1908 Progressive Age, 1907 Machine-shop Tools and Methods William Samuel Leonard, 1906 **Machine Sewing** Singer Sewing Machine Company, 1924 Machinery, 1921 Industrial Refrigeration, 1915 **Industrial Engineering**, 1929 **The Connection Machine System: Connection machine I**, 1989 Geyer's Stationer, 1912 Computers for Artificial Intelligence Processing Benjamin W. Wah, C. V. Ramamoorthy, 1990-10-12 The present book supports the increasing complexity and the growing need for computational power of artificial intelligence AI by providing comprehensive treatments of new hardware and software engineering met in AI language design and applications The book is a collection of 16 substantial papers chapters the contributors being 51 well known researchers in the AI fields The papers are grouped into

the following five sections Section 1 represents a well documented survey on symbolic processing computers Section 2 Language based AI Architectures supports the design and implementation of AI language oriented computers Three 2 4 chapters are devoted to computer architecture concerning sequential Lisp processing architectural features of Lisp computers Symbolics Lisp computer architecture memory management and performance evaluation of a Lisp machine system Other three 5 7 chapters discuss multiprocessing and parallel processing of Lisp and general functional programs The last two chapters of section 2 are presenting architectures supporting object oriented programming Smalltalk and production systems Section 3 Multiprocessor AI Architecture contains two 10 11 chapters dealing with Connection Machine architecture and its applications and with the design of data knowledge base machines for AI processing Section 4 Connectionist Architectures and Applications include two 12 13 chapters illustrating the connectionist model architecture design and learning Section 5 Software Architectures for AI Applications is made up of three 14 16 chapters analysing the relationship between AI and software engineering the development tools for AI programs and the problem of AI hardware and software reliability This book addresses a wide range of AI readers from beginners to professionals It carries forth doubtless qualities compact and well dimensioned chapters comprehensively written by AI remarkable professionals covering up to date AI topics and trends

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