
Genetic Algorithms In Java Basics

Classic Computer Science Problems in Java
Hands-On Artificial Intelligence with Java for Beginners
Genetic Programming
Deep Reinforcement Learning in Action
Fuzzy Modeling and Genetic Algorithms for Data Mining and Exploration
Genetic Algorithms in Java
Essentials of Metaheuristics (Second Edition)
Introduction to Genetic Algorithms
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Artificial Intelligence for Big Data
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Fundamentals of OOP and Data Structures in Java
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Genetic Algorithms in Java Basics
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Classic Computer Science Problems in Java Jones & Bartlett Learning
Data Structures And Algorithms Made Easy: Data Structure And Algorithmic Puzzles is a book that offers solutions to complex data structures and algorithms. There are multiple solutions for each problem and the book is coded in C/C++, it comes handy as an interview and exam guide for computer...

Hands-On Artificial Intelligence with Java for Beginners Manning
 Books on computation in the marketplace tend to discuss the topics within specific fields. Many computational algorithms, however, share common roots. Great advantages emerge if numerical methodologies break the boundaries and find their uses across disciplines. *Interdisciplinary Computing In Java Programming Language* introduces readers of different backgrounds to the beauty of the selected algorithms. Serious quantitative researchers, writing customized codes for computation, enjoy

cracking source codes as opposed to the black-box approach. Most C and Fortran programs, despite being slightly faster in program execution, lack built-in support for plotting and graphical user interface. This book selects Java as the platform where source codes are developed and applications are run, helping readers/users best appreciate the fun of computation.

Interdisciplinary Computing In Java Programming Language is designed to meet the needs of a professional audience composed of practitioners and researchers in science and technology. This book is also suitable for senior undergraduate and graduate-level students in computer science, as a secondary text.

Genetic Programming Morgan Kaufmann
 Enhance your career options with this well-crafted object-oriented programming language that enjoys the support of an enormous ecosystem of tools and libraries *Key Features* Get introduced to Java, its features, and its ecosystem *Understand* how Java uses object-oriented programming *Become* an expert Java exception

handlerBook Description
 Since its inception, Java has stormed the programming world. Its features and functionalities provide developers with the tools needed to write robust cross-platform applications. *Java Fundamentals* introduces you to these tools and functionalities that will enable you to create Java programs. The book begins with an introduction to the language, its philosophy, and evolution over time, until the latest release. You'll learn how the javac/java tools work and what Java packages are - the way a Java program is usually organized. Once you are comfortable with this, you'll be introduced to advanced concepts of the language, such as control flow keywords. You'll explore object-oriented programming and the part it plays in making Java what it is. In the concluding chapters, you'll get to grips with classes, typecasting, and interfaces, and understand the use of data structures, arrays, strings, handling exceptions, and creating generics. By the end of this book, you will have learned to write programs, automate

tasks, and follow advanced courses on algorithms and data structures or explore more advanced Java courses. What you will learn Create and run Java programs Use data types, data structures, and control flow in your code Implement best practices while creating objects Work with constructors and inheritance Understand advanced data structures to organize and store data Employ generics for stronger check-types during compilation Learn to handle exceptions in your code Who this book is for Java Fundamentals is designed for tech enthusiasts who are familiar with some programming languages and want a quick introduction to the most important principles of Java.

Deep Reinforcement Learning in Action

Springer Science & Business Media

There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously

intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the

Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

Fuzzy Modeling and Genetic Algorithms for Data Mining and Exploration

Jones & Bartlett Learning
Summary

Metaprogramming in .NET is designed to help readers understand the basic concepts, advantages, and potential pitfalls of metaprogramming. It introduces core concepts in clear, easy-to-follow language and then it takes you on a deep dive into the tools and techniques you'll use to implement them in your .NET code. You'll explore plenty of real-world examples that reinforce key concepts. When you finish, you'll be able to build high-performance, metaprogramming-enabled software with confidence. About the Technology When you write programs that create or modify other programs, you are metaprogramming. In .NET, you can use

reflection as well as newer concepts like code generation and scriptable software. The emerging Roslyn project exposes the .NET compiler as an interactive API, allowing compile-time code analysis and just-in-time refactoring. About this Book Metaprogramming in .NET is a practical introduction to the use of metaprogramming to improve the performance and maintainability of your code. This book avoids abstract theory and instead teaches you solid practices you'll find useful immediately. It introduces core concepts like code generation and application composition in clear, easy-to-follow language. Written for readers comfortable with C# and the .NET framework—no prior experience with metaprogramming is required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Metaprogramming concepts in plain language Creating scriptable software Code generation techniques The Dynamic Language Runtime About the Authors Kevin Hazzard is

a Microsoft MVP, consultant, teacher, and developer community leader in the mid-Atlantic USA. Jason Bock is an author, Microsoft MVP, and the leader of the Twin Cities Code Camp. "An excellent way to start fully using the power of metaprogramming."—From the Foreword by Rockford Lhotka, Creator of the CSLA .NET Framework Table of Contents PART 1 DEMYSTIFYING METAPROGRAMMING Metaprogramming concepts Exploring code and metadata with reflection PART 2 TECHNIQUES FOR GENERATING CODE The Text Template Transformation Toolkit (T4) Generating code with the CodeDOM Generating code with Reflection.Emit Generating code with expressions Generating code with IL rewriting PART 3 LANGUAGES AND TOOLS The Dynamic Language Runtime Languages and tools Managing the .NET Compiler *Genetic Algorithms in Java* Addison-Wesley Professional This book gathers the proceedings of the 2nd International Conference on Advanced Intelligent Systems and Informatics

(AIS2016), which took place in Cairo, Egypt during October 24–26, 2016. This international interdisciplinary conference, which highlighted essential research and developments in the field of informatics and intelligent systems, was organized by the Scientific Research Group in Egypt (SRGE) and sponsored by the IEEE Computational Intelligence Society (Egypt chapter) and the IEEE Robotics and Automation Society (Egypt Chapter). The book's content is divided into four main sections: Intelligent Language Processing, Intelligent Systems, Intelligent Robotics Systems, and Informatics. **Essentials of Metaheuristics (Second Edition)** Springer Science & Business Media A book for an undergraduate course on data structures which integrates the concepts of object-oriented programming and GUI programming. [Introduction to Genetic Algorithms](#) MIT Press The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich,

Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Hands-On Genetic Algorithms with Python

Springer

Evolutionary Multi-Objective Optimization is an expanding field of research. This book brings a collection of papers with some of the most recent advances in this field. The topic and content is currently very fashionable and has immense potential for practical applications and includes contributions from leading

researchers in the field. Assembled in a compelling and well-organised fashion, *Evolutionary Computation Based Multi-Criteria Optimization* will prove beneficial for both academic and industrial scientists and engineers engaged in research and development and application of evolutionary algorithm based MCO. Packed with must-find information, this book is the first to comprehensively and clearly address the issue of evolutionary computation based MCO, and is an essential read for any researcher or practitioner of the technique.

Programming Challenges

Simon and Schuster

Genetic Algorithms in Java is an applied approach to learning and solving problems using genetic algorithms, with working projects and solutions written in the Java programming language. This book will guide you step-by-step through various implementations of Genetic Algorithms and some of their common applications, with the aim to give you a practical understanding allowing you to solve your own unique, individual problems. After reading

this book you will be comfortable with the language and concepts involved with Genetic Algorithms and you'll have everything you need to start building your own. Genetic Algorithms are frequently used to solve highly complex real world problems and with this book you too can harness their problem solving capabilities.

Understanding how to utilize and implement genetic algorithms is an essential tool in any respected software developers toolkit. So step into this intriguing topic and learn how you too can improve your software with genetic algorithms, and see real Java code at work which you can develop further for your own projects and research. Guides you through the theory behind genetic algorithms Explains how genetic algorithms can be used for software developers trying to solve a range of problems Provides a step-by-step guide to implementing genetic in Java algorithms Artificial Intelligence for Big Data Springer *Genetic Algorithms in Java Basics* is a brief introduction to solving problems using genetic algorithms, with working

projects and solutions written in the Java programming language. This brief book will guide you step-by-step through various implementations of genetic algorithms and some of their common applications, with the aim to give you a practical understanding allowing you to solve your own unique, individual problems. After reading this book you will be comfortable with the language specific issues and concepts involved with genetic algorithms and you'll have everything you need to start building your own. Genetic algorithms are frequently used to solve highly complex real world problems and with this book you too can harness their problem solving capabilities. Understanding how to utilize and implement genetic algorithms is an essential tool in any respected software developers toolkit. So step into this intriguing topic and learn how you too can improve your software with genetic algorithms, and see real Java code at work which you can develop further for your own projects and research. Guides you through the theory behind genetic algorithms

Explains how genetic algorithms can be used for software developers trying to solve a range of problems Provides a step-by-step guide to implementing genetic algorithms in Java
Practical Genetic Algorithms Springer Science & Business Media
 * This book deals with the fundamentals of genetic algorithms and their applications in a variety of different areas of engineering and science * Most significant update to the second edition is the MATLAB codes that accompany the text * Provides a thorough discussion of hybrid genetic algorithms * Features more examples than first edition
Fundamentals of OOP and Data Structures in Java Packt Publishing Ltd
 Artificial Intelligence Illuminated presents an overview of the background and history of artificial intelligence, emphasizing its importance in today's society and potential for the future. The book covers a range of AI techniques, algorithms, and methodologies, including game playing, intelligent agents, machine learning, genetic algorithms, and Artificial Life. Material is presented

in a lively and accessible manner and the author focuses on explaining how AI techniques relate to and are derived from natural systems, such as the human brain and evolution, and explaining how the artificial equivalents are used in the real world. Each chapter includes student exercises and review questions, and a detailed glossary at the end of the book defines important terms and concepts highlighted throughout the text.
Data Mining Lulu.com
 Build next-generation Artificial Intelligence systems with Java Key Features Implement AI techniques to build smart applications using Deeplearning4j Perform big data analytics to derive quality insights using Spark MLlib Create self-learning systems using neural networks, NLP, and reinforcement learning Book Description In this age of big data, companies have larger amount of consumer data than ever before, far more than what the current technologies can ever hope to keep up with. However, Artificial Intelligence closes the gap by moving past human limitations in order to analyze data. With the

help of Artificial Intelligence for big data, you will learn to use Machine Learning algorithms such as k-means, SVM, RBF, and regression to perform advanced data analysis. You will understand the current status of Machine and Deep Learning techniques to work on Genetic and Neuro-Fuzzy algorithms. In addition, you will explore how to develop Artificial Intelligence algorithms to learn from data, why they are necessary, and how they can help solve real-world problems. By the end of this book, you'll have learned how to implement various Artificial Intelligence algorithms for your big data systems and integrate them into your product offerings such as reinforcement learning, natural language processing, image recognition, genetic algorithms, and fuzzy logic systems. What you will learn Manage Artificial Intelligence techniques for big data with Java Build smart systems to analyze data for enhanced customer experience Learn to use Artificial Intelligence frameworks for big data Understand complex problems with algorithms and Neuro-

Fuzzy systems Design stratagems to leverage data using Machine Learning process Apply Deep Learning techniques to prepare data for modeling Construct models that learn from data using open source tools Analyze big data problems using scalable Machine Learning algorithms Who this book is for This book is for you if you are a data scientist, big data professional, or novice who has basic knowledge of big data and wish to get proficiency in Artificial Intelligence techniques for big data. Some competence in mathematics is an added advantage in the field of elementary linear algebra and calculus. *Cartesian Genetic Programming* Packt Publishing Ltd Self-driving cars, natural language recognition, and online recommendation engines are all possible thanks to machine learning. Discover machine learning algorithms using a handful of self-contained recipes. Create your own genetic algorithms, nature-inspired swarms, Monte Carlo simulations, and cellular automata. Find minima and maxima, using hill climbing and simulated annealing. Try

selection methods, including tournament and roulette wheels. Learn about heuristics, fitness functions, metrics, and clusters.

Genetic Algorithms in Java Basics No Starch Press

This book discusses the applications of evolutionary computation to music and the tools needed to create and study such systems.

These tools can be combined to create surrogate artificial worlds populated by interacting simulated organisms in which complex musical experiments can be performed. The book demonstrates that evolutionary systems can be used to create and to study musical compositions and cultures in ways that have never before been achieved.

[Metaprogramming in .NET](#) Packt Publishing Ltd

Refuel your AI Models and ML applications with High-Quality Optimization and Search Solutions

DESCRIPTION Genetic algorithms are one of the most straightforward and powerful techniques used in machine learning. This book *Learning Genetic Algorithms with Python* guides the reader right from the basics of genetic algorithms to its real practical implementation

in production environments. Each of the chapters gives the reader an intuitive understanding of each concept. You will learn how to build a genetic algorithm from scratch and implement it in real-life problems. Covered with practical illustrated examples, you will learn to design and choose the best model architecture for the particular tasks. Cutting edge examples like radar and football manager problem statements, you will learn to solve high-dimensional big data challenges with ways of optimizing genetic algorithms. KEY FEATURES

- Complete coverage on practical implementation of genetic algorithms.
- Intuitive explanations and visualizations supply theoretical concepts.
- Added examples and use-cases on the performance of genetic algorithms.
- Use of Python libraries and a niche coverage on the performance optimization of genetic algorithms.

WHAT YOU WILL LEARN

- Understand the mechanism of genetic algorithms using popular python libraries.
- Learn the principles and architecture of genetic algorithms.
- Apply and

Solve planning, scheduling and analytics problems in Enterprise applications.

- Expert learning on prime concepts like Selection, Mutation and Crossover.

WHO THIS BOOK IS FOR

The book is for Data Science team, Analytics team, AI Engineers, ML Professionals who want to integrate genetic algorithms to refuel their ML and AI applications. No special expertise about machine learning is required although a basic knowledge of Python is expected.

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1. Introduction
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Foundations of Algorithms
Packt Publishing Ltd

Build, train, and deploy intelligent applications using Java libraries

Key Features

- Leverage the power of Java libraries to build smart applications
- Build and train deep

learning models for implementing artificial intelligence

Learn various algorithms to automate complex tasks

Book Description

Artificial intelligence (AI) is increasingly in demand as well as relevant in the modern world, where everything is driven by technology and data. AI can be used for automating systems or processes to carry out complex tasks and functions in order to achieve optimal performance and productivity.

Hands-On Artificial Intelligence with Java for Beginners begins by introducing you to AI concepts and algorithms. You will learn about various Java-based libraries and frameworks that can be used in implementing AI to build smart applications. In addition to this, the book teaches you how to implement easy to complex AI tasks, such as genetic programming, heuristic searches, reinforcement learning, neural networks, and segmentation, all with a practical approach. By the end of this book, you will not only have a solid grasp of AI concepts, but you'll also be able to build your own smart applications for multiple

domains. What you will learn Leverage different Java packages and tools such as Weka, RapidMiner, and Deeplearning4j, among others Build machine learning models using supervised and unsupervised machine learning techniques Implement different deep learning algorithms in Deeplearning4j and build applications based on them Study the basics of heuristic searching and genetic programming Differentiate between syntactic and semantic similarity among texts Perform sentiment analysis for effective decision making with LingPipe Who this book is for Hands-On Artificial Intelligence with Java for Beginners is for Java developers who want to

learn the fundamentals of artificial intelligence and extend their programming knowledge to build smarter applications. *Genetic Algorithms and Machine Learning for Programmers* John Wiley & Sons This book offers a thorough grounding in machine learning concepts combined with practical advice on applying machine learning tools and techniques in real-world data mining situations. Clearly written and effectively illustrated, this book is ideal for anyone involved at any level in the work of extracting usable knowledge from large collections of data. Complementing the book's instruction is fully functional machine learning software.

Hybrid Evolutionary Algorithms Springer Science & Business Media This edited volume is targeted at presenting the latest state-of-the-art methodologies in "Hybrid Evolutionary Algorithms". The chapters deal with the theoretical and methodological aspects, as well as various applications to many real world problems from science, technology, business or commerce. Overall, the book has 14 chapters including an introductory chapter giving the fundamental definitions and some important research challenges. The contributions were selected on the basis of fundamental ideas/concepts rather than the thoroughness of techniques deployed.

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