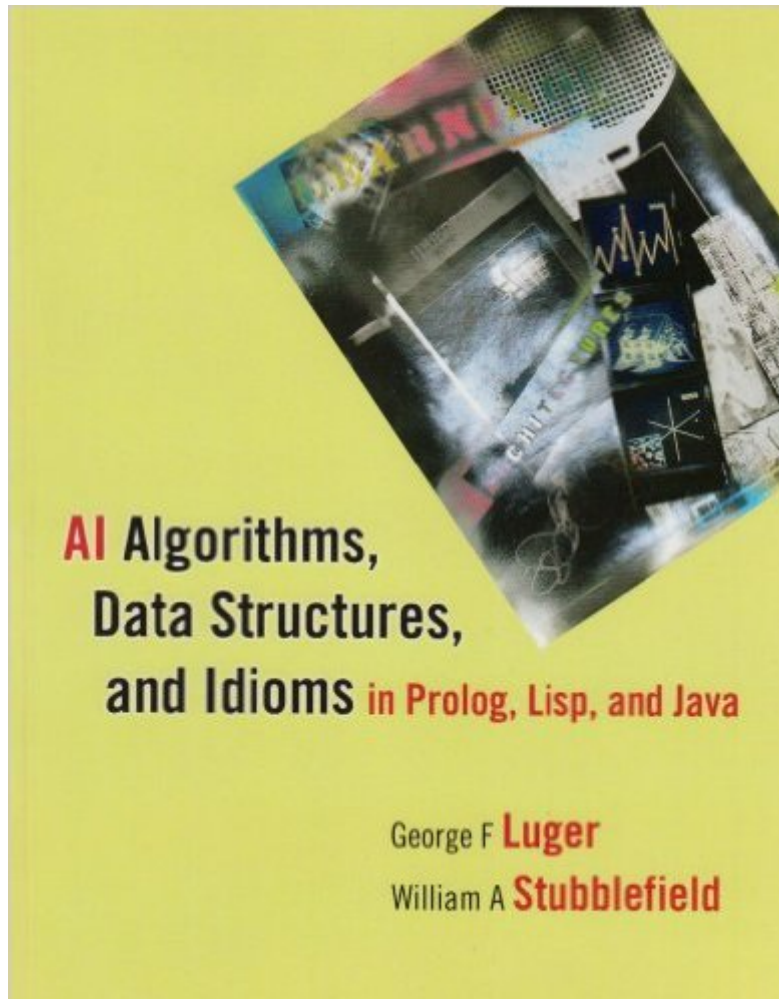


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This book illustrates how to program AI algorithms in Lisp, Prolog, and Java. The book basically cover each topic 3 times in each language. Topics include: simple production-like system based on logic, logic-based learning, and natural language parsing. In an inference engine based on first order logic, management of substitutions can get rather complicated, which is often glossed over in AI textbooks. But this book covers this aspect, as do "Paradigms of AI Programming", "Structure and Interpretation of Computer Programs", and Winston's book on Common Lisp.

This book reaches in a lot of directions, wanting to be useful for studying Programming Languages and AI Programming. It's meant as a practical addition to a theory-driven book by the same authors. This means that the book covers a lot of ground, and not very comprehensively. In fact, this book does not stand on its own. If you do not have an outside reference--whether the authors' book or another--you'll likely struggle to pick up and understand the Prolog and Lisp sections of the book. Several chapters will tell you to refer to their other book for information that feels pivotal to understanding the topic. That said, if you have a reference, the book is useful. It's one of the few books at its price-point that shows AI algorithms. The authors' explanations of classic logic puzzles

are clear, though their code requires an intuitive understanding of their three languages, which isn't fostered by the book itself. This book is one I do enjoy, but you will need to give up the big dollars and buy Artificial Intelligence: Structures and Strategies in order to use it fully.

This book has a lot of information, not just on AI, but on constructing Algorithms and Data Structures to develop your own AI software. Well worth the time and money

This is a good book for Artificial Intelligence, shows you the foundations of this subject, and also algorithms in LISP, Prolog and Java. I recommend it

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