INDEX OF CONTRIBUTORS

Aylett, Jonathan C., 231

Blake, Andrew, 103, 111, 119, 131, 139, 147

Bowen, Jonathan B., 161, 255

Brelstaff, Gavin, 139, 147

Brown, Chris R., 67, 75

Dunford, Chris M., 67

Fisher, Robert B., 207, 221, 231, 239

Fothergill, A. Pat, 231

Frisby, John P., 1, 7, 11, 25, 33, 81, 175, 183, 245, 249, 255

Knapman, John, 189, 197

Langdon, Patrick M., 245

Lloyd, Sheelagh A., 41, 47

Longuet-Higgens, H. Christopher, 265

McLauchlan, Philip F., 175

Mayhew, John E. W., 1, 7, 11, 25, 33, 81, 87, 95, 161, 175,

183, 245, 249, 255

Orr, Mark J. L., 207

Papoulias, Andreas V., 131

Pollard, Stephen B., 11, 25, 33, 75, 95, 249, 255

Porrill, John, 25, 87, 95, 249, 255

Pridmore, Tony P., 87, 255

Ruff, Brendan P. D., 61

Rygol, Mike, 75

Trivedi, Harit P., 47, 51, 55

Zisserman, Andrew, 111, 131

Artificial Intelligence

Patrick Henry Winston and J. Michael Brady, founding editors

J. Michael Brady, Daniel G. Bobrow, and Randall Davis, current editors

Artificial Intelligence: An MIT Perspective, Volume I: Expert Problem Solving, Natural Language Understanding, Intelligent Computer Coaches, Representation and Learning, edited by Patrick Henry Winston and Richard Henry Brown, 1979

Artificial Intelligence: An MIT Perspective, Volume II: Understanding Vision, Manipulation, Computer Design, Symbol Manipulation, edited by Patrick Henry Winston and Richard Henry Brown, 1979

NETL: A System for Representing and Using Real-World Knowledge, Scott Fahlman, 1979

The Interpretation of Visual Motion, by Shimon Ullman, 1979

A Theory of Syntactic Recognition for Natural Language, Mitchell P. Marcus, 1980

Turtle Geometry: The Computer as a Medium for Exploring Mathematics, Harold Abelson and Andrea di Sessa, 1981

From Images to Surfaces: A Computational Study of the Human Visual System, William Eric Leifur Grimson, 1981

Robot Manipulators: Mathematics, Programming, and Control, Richard P. Paul. 1981

Computational Models of Discourse, edited by Michael Brady and Robert C. Berwick, 1982

Robot Motion: Planning and Control, edited by Michael Brady, John M. Hollerbach, Timothy Johnson, Tomás Lozano-Pérez, and Matthew T. Mason, 1982

In-Depth Understanding: A Computer Model of Integrated Processing for Narrative Comprehension, Michael G. Dyer, 1983

Robotic Research: The First International Symposium, edited by Hideo Hanafusa and Hirochika Inoue, 1985

Robot Hands and the Mechanics of Manipulation, Matthew T. Mason and J. Kenneth Salisbury, Jr., 1985

The Acquisition of Syntactic Knowledge, Robert C. Berwick, 1985

The Connection Machine, W. Daniel Hillis, 1985

Legged Robots that Balance, Marc H. Raibert, 1986

Robotics Research: The Third International Symposium, edited by O.D. Faugeras and Georges Giralt, 1986

Machine Interpretation of Line Drawings, Kokichi Sugihara, 1986

ACTORS: A Model of Concurrent Computation in Distributed Systems, Gul A. Agha, 1986

Knowledge-Based Tutoring: The GUIDON Program, William Clancey, 1987

Al in the 1980s and Beyond: An MIT Survey, edited by W. Eric L. Grimson and Ramesh S. Patil, 1987

Visual Reconstruction, Andrew Blake and Andrew Zisserman, 1987

Reasoning about Change: Time and Causation from the Standpoint of Artificial Intelligence, Yoav Shoham, 1988

Model-Based Control of a Robot Manipulator, Chae H. An, Christopher G. Atkeson, and John M. Hollerbach, 1988

A Robot Ping-Pong Player: Experiment in Real-Time Intelligent Control, Russell L. Andersson, 1988

Robotics Research: The Fourth International Symposium, edited by Robert C. Bolles and Bernard Roth, 1988

The Paralation Model: Architecture-Independent Parallel Programming, Gary Sabot, 1988

Concurrent System for Knowledge Processing: An Actor Perspective, edited by Carl Hewitt and Gul Agha, 1989

Automated Deduction in Nonclassical Logics: Efficient Matrix Proof Methods for Modal and Intuitionistic Logics, Lincoln Wallen, 1989

Shape from Shading, edited by Berthold K.P. Horn and Michael J. Brooks, 1989

Ontic: A Knowledge Representation System for Mathematics, David A. McAllester, 1989

Solid Shape, Jan J. Koenderink, 1990

Expert Systems: Human Issues, edited by Dianne Berry and Anna Hart, 1990

Artificial Intelligence: Concepts and Applications, edited by A. R. Mirzai, 1990

Robotics Research: The Fifth International Symposium, edited by Hirofumi Miura and Suguru Arimoto, 1990

Theories of Comparative Analysis, Daniel S. Weld, 1990

Artificial Intelligence at MIT: Expanding Frontiers, edited by Patrick Henry Winston and Sarah Alexandra Shellard, 1990

Vector Models for Data-Parallel Computing, Guy E. Blelloch, 1990

Experiments in the Machine Interpretation of Visual Motion, David W. Murray and Bernard F. Buxton, 1990

Object Recognition by Computer: The Role of Geometric Constraints, W. Eric L. Grimson, 1990

3D Model Recognition from Stereoscopic Cues, edited by John E.W. Mayhew and John P. Frisby, 1991

The MIT Press, with Peter Denning as general consulting editor, publishes computer science books in the following series:

ACM Doctoral Dissertation Award and Distinguished Dissertation Series

Artificial Intelligence Patrick Winston, Founding editor Michael Brady, Daniel Bobrow, and Randall Davis, editors

Charles Babbage Institute Reprint Series for the History of Computing Martin Campbell-Kelly, editor

Computer Systems Herb Schwetman, editor

Explorations with Logo E. Paul Goldenberg, editor

Foundations of Computing Michael Garey and Albert Meyer, editors

History of Computing
I. Bernard Cohen and William Aspray, editors

Information Systems Michael Lesk, editor

Logic Programming
Ehud Shapiro, editor; Fernando Pereira, Koichi Furukawa, Jean-Louis Lassez, and David H. D. Warren, Associate editors

The MIT Press Electrical Engineering and Computer Science Series

Research Monographs in Parallel and Distributed Processing Christopher Jesshope and David Klappholz, editors

Scientific and Engineering Computation Janusz Kowalik, editor

Technical Communication Ed Barrett, editor