

Artificial Intelligence for Engineering Design, Analysis and Manufacturing

INSTRUCTIONS FOR AUTHORS

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Chapter in an edited book

Quinlan, J.R. (1983). Learning efficient classification procedures and their application to chess end games. In Machine Learning: An Artificial Intelligence Approach, (Carbonell, J.G., et al., Eds.), Vol. 1, pp. 463–482. Morgan Kaufmann, Los Altos, California.

Proceedings

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