

EDITORIAL

This third issue contains six papers and according to our editorial policy it covers areas of computer architecture, pattern recognition, modelling and simulation and information systems.

Zvonko Vranešić describes cost-effective multi-processor architecture based on ring structures.

Kim Man Lui, Anton Brink and Michael Sears explore the local curve theory of different pattern recognition applications: recognition of handwritten symbols, analysis of the hierarchical structure of 2-D patterns and simple 3-D object recognition.

Danko Basch and Mario Žagar describe digital system simulation program ATLAS.

In the fourth article, D. Magos presents an algorithm dealing with the Bottleneck problem of Distinct Representatives based on binary search.

Vlatka Hlupić and Ray J. Paul present a survey of simulation software for manufacturing environments. The results of this survey have shown that the software currently in use is predominantly easy apply and visual and interactive, but at the same time too limited for man-standard and complex problems.

Nikitas N. Karanikolas gives a brief review of the linguistic background and the various definitions relevant to the examples where Chomsky's Binding Conditions implication does not hold. Nikitas N. Karanikolas has shown that by using the Binding Conditions it is possible to find only the impossible antecedents in case of pronominals.

The papers are followed by a short presentation of two books.

Editors