

# **Exhibit 57**

# Webster's Online Dictionary

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HEURISTIC

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## Definition: HEURISTIC

Part of Speech	Definition
<b>Adjective</b>	<ol style="list-style-type: none"> <li>1. Of or relating to or using a general formulation that serves to guide investigation. <a href="#">[WordNet]</a></li> <li>2. Serving to discover or find out. <a href="#">[Websters]</a></li> <li>3. Being heterosexual or heterosexual. <a href="#">[Eve-graph theoretic]</a></li> </ol>
<b>Noun</b>	<ol style="list-style-type: none"> <li>1. A commonsense rule (or set of rules) intended to increase the probability of solving some problem. <a href="#">[WordNet]</a>.</li> </ol>

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"Heuristic" is a common misspelling or typo for: [heuristics](#).

Date "Heuristic" was first used in popular English literature: sometime before 1764. [\(references\)](#)

**Eymology:**Heuristic \Heu\*ris'tic\, adjective. [Greek expression to discover.]. [\(references\)](#)

## Specialty Definition: HEURISTIC

Domain	Definition
<a href="#">Computing</a>	<b>Heuristic</b> 1. A rule of thumb, simplification, or educated guess that reduces or limits the search for solutions in domains that are difficult and poorly understood. Unlike algorithms, heuristics do not guarantee optimal, or even feasible, solutions and are often used with no theoretical guarantee. 2. approximation algorithm. (2001-04-12) <i>Source: <a href="#">The Free On-line Dictionary of Computing</a></i>
<a href="#">Math</a>	An algorithm that usually, but not always, works or that gives nearly the right answer. <a href="#">(references)</a>
<a href="#">Meteorology &amp; Standards</a>	A technique of solving a problem by trial and error whereby each result is assessed and used as a basis for improving further attempts at attaining an acceptable solution. <i>Source: European Union.</i> <a href="#">(references)</a>
<a href="#">Military</a>	A rule of thumb that involves or serves as an aid to learning, discovery, or problem solving by experimental and especially trial-and-error methods. Of or relating to exploratory problem-solving techniques that utilize self-educating techniques (as the evaluation of feedback) to improve performance. <a href="#">(references)</a>
<a href="#">Physics</a>	(l) Characterizing a system in which the internal parameters can be changed when necessary through feedback. (2) A <b>heuristic</b> idea serves as a guide for discovery. It serves as a valuable aid for empirical research but may be unproved or incapable of proof. (Umpleby) An aid to discovery, any device or procedure used to reduce problem-solving effort, a rule of thumb. A procedure or algorithm to search for something by the incremental exploration of an unknown terrain according to some criterion. E.g., hill climbing optimizers, chess playing computers which cannot evaluate all possible moves (see satisficing). (Krippendorf). <a href="#">(references)</a>
<a href="#">Technology</a>	From the Greek word heuriskein meaning "to discover." A course of action or method of problem-solving in which progress toward the best possible outcome or solution is continuously evaluated through trial and error. Both positive and negative results are incorporated as feedback into the discovery process, allowing procedure to be adjusted as the best next step is determined. Library research is usually a <b>heuristic</b> process. <a href="#">(references)</a>

Source: compiled by [the editor](#) from [various references](#); see credits. [Top](#)

## Common Expressions: HEURISTIC

Expressions	Definition
<a href="#">Affect heuristic</a>	The affect <b>heuristic</b> is one of the theorized psychological heuristics. Simply put, it is one of the ways in which human beings show bias in making a decision, causing them to take action that is contrary to logic or self-interest. <a href="#">(references)</a>
<a href="#">Availability heuristic</a>	The availability <b>heuristic</b> is a rule of thumb, or <b>heuristic</b> , which occurs when people estimate the probability of an outcome based on how easy that outcome is to imagine. As such, vividly described, emotionally-charged possibilities will be perceived as being more likely than those that are harder to picture or are difficult to understand, resulting in a corresponding cognitive bias. <a href="#">(references)</a>
<a href="#">Heuristic (computer science)</a>	In computer science, besides the common use as "rule of thumb" (see <b>heuristic</b> ), the term <b>heuristic</b> has two well-defined technical meanings. <a href="#">(references)</a>
<a href="#">Heuristic evaluation</a>	An <b>heuristic</b> evaluation is a usability testing method that helps to identify usability problems in a user interface (UI) design. It specifically involves evaluators examining the interface and judging its compliance with recognized usability principles (the "heuristics"). The main goal of <b>heuristic</b> evaluations is to identify any problems associated with the design of user interfaces. Jakob Nielsen developed this method on the basis of several years of experience with teaching and consulting about usability engineering. <a href="#">(references)</a>
<a href="#">Heuristic Park</a>	<b>Heuristic</b> Park, Inc. is an American video game developer company founded in 1995 by David W. Bradley. The company is based in the U.S. state of Atlanta, Georgia. <a href="#">(references)</a>
<a href="#">Heuristic program</a>	A commonsense rule (or set of rules) intended to increase the probability of solving some problem. <i>Source: <a href="#">WordNet 3.0</a> Copyright © 2006 by Princeton University. All rights reserved.</i>