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Soggetti	Artificial intelligence Robotics Automation Computer engineering Information storage and retrieval Application software User interfaces (Computer systems) Artificial Intelligence Robotics and Automation Computer Engineering Information Storage and Retrieval Information Systems Applications (incl. Internet) User Interfaces and Human Computer Interaction
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Social Intelligence Design -- Social Intelligence Design — An Overview -- FaintPop: In Touch with the Social Relationships -- From Virtual Environment to Virtual Community -- Collaborative Innovation Tools -- Bricks & Bits & Interaction -- A Distributed Multi-agent System for the Self-Evaluation of Dialogs -- Public Opinion Channel: A System for Augmenting Social Intelligence of a Community -- Enabling Public Discourse -- Internet, Discourses, and Democracy -- How to Evaluate

Social Intelligence Design -- Agent-Based Approaches in Economic and Social Complex Systems -- Overview -- Analyzing Norm Emergence in Communal Sharing via Agent-Based Simulation -- Toward Cumulative Progress in Agent-Based Simulation -- Complexity of Agents and Complexity of Markets -- U-Mart Project: Learning Economic Principles from the Bottom by Both Human and Software Agents -- A Multi-objective Genetic Algorithm Approach to Construction of Trading Agents for Artificial Market Study -- Agent-Based Simulation for Economic and Environmental Studies -- Avatamsaka Game Experiment as a Nonlinear Polya Urn Process -- Effects of Punishment into Actions in Social Agents -- Analysis of Norms Game with Mutual Choice -- Cooperative Co-evolution of Multi-agents -- Social Interaction as Knowledge Trading Games -- World Trade League as a Standard Problem for Multi-agent Economics — Concept and Background -- Virtual Economy Simulation and Gaming — An Agent Based Approach — -- Boxed Economy Foundation Model: Model Framework for Agent-Based Economic Simulations -- Rough Set Theory and Granular Computing -- Workshop on Rough Set Theory and Granular Computing — Summary -- Bayes' Theorem Revised — The Rough Set View -- Toward Intelligent Systems: Calculi of Information Granules -- Soft Computing Pattern Recognition: Principles, Integrations, and Data Mining -- Identifying Upper and Lower Possibility Distributions with Rough Set Concept -- On Fractals in Information Systems: The First Step -- Generalizations of Fuzzy Multisets for Including Infiniteness -- Fuzzy c-Means and Mixture Distribution Model for Clustering Based on L 1 – Space -- On Rough Sets under Generalized Equivalence Relations -- Two Procedures for Dependencies among Attributes in a Table with Non-deterministic Information: A Summary -- An Application of Extended Simulated Annealing Algorithm to Generate the Learning Data Set for Speech Recognition System -- Generalization of Rough Sets with ?-Coverings of the Universe Induced by Conditional Probability Relations -- On Mining Ordering Rules -- Non-additive Measures by Interval Probability Functions -- Susceptibility to Consensus of Conflict Profiles -- Analysis of Image Sequences for the Unmanned Aerial Vehicle -- The Variable Precision Rough Set Inductive Logic Programming Model and Web Usage Graphs -- Optimistic Priority Weights with an Interval Comparison Matrix -- Rough Set Theory in Conflict Analysis -- Dealing with Imperfect Data by RS-ILP -- Extracting Patterns Using Information Granules: A Brief Introduction -- Classification Models Based on Approximate Bayesian Networks -- Identifying Adaptable Components — A Rough Sets Style Approach -- Rough Measures and Integrals: A Brief Introduction -- Association Rules in Semantically Rich Relations: Granular Computing Approach -- A Note on Filtration and Granular Reasoning -- A Note on Conditional Logic and Association Rules -- Analysis of Self-Injurious Behavior by the LERS Data Mining System -- A Clustering Method for Nominal and Numerical Data Based on Rough Set Theory -- A Design of Architecture for Rough Set Processor -- Chance Discovery -- The Scope of Chance Discovery -- Chance Discovery Using Dialectical Argumentation -- Methodological Considerations on Chance Discovery -- Future Directions of Communities on the Web -- A Document as a Small World -- Support System for Creative Activity by Information Acquirement through Internet -- An Approach to Support Long-Term Creative Thinking and Its Feasibility -- Chance Discovery by Creative Communicators Observed in Real Shopping Behavior -- The Role of Counterexamples in Discovery Learning Environment: Awareness of the Chance for Learning -- Integrating Data Mining Techniques and Design Information Management for Failure Prevention -- Action Proposal as

Discovery of Context -- Retrieval of Similar Time-Series Patterns for Chance Discovery -- Fuzzy Knowledge Based Systems and Chance Discovery -- Challenge in Knowledge Discovery and Datamining -- JSAI KDD Challenge 2001: JKDD01 -- Knowledge Discovery Support from a Meningoencephalitis Dataset Using an Automatic Composition Tool for Inductive Applications -- Extracting Meningitis Knowledge by Integration of Rule Induction and Association Mining -- Basket Analysis on Meningitis Data -- Extended Genetic Programming Using Apriori Algorithm for Rule Discovery -- Medical Knowledge Discovery on the Meningoencephalitis Diagnosis Studied by the Cascade Model -- Meningitis Data Mining by Cooperatively Using GDT-RS and RSBR.