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Collana	Lecture Notes in Artificial Intelligence ; ; 3229
Disciplina	006.3
Soggetti	Artificial intelligence Computer programming Logic, Symbolic and mathematical Artificial Intelligence Programming Techniques Mathematical Logic and Formal Languages
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Invited Talks -- Representing and Reasoning with Preferences -- Engineering of Logics for the Content-Based Representation of Information -- Formal Methods in Robotics -- Multi-agent Systems -- Games for Cognitive Agents -- Knowledge-Theoretic Properties of Strategic Voting -- The CIFF Proof Procedure for Abductive Logic Programming with Constraints -- Hierarchical Decision Making by Autonomous Agents -- Verifying Communicating Agents by Model Checking in a Temporal Action Logic -- Qualitative Action Theory -- Practical Reasoning for Uncertain Agents -- Modelling Communicating Agents in Timed Reasoning Logics -- Logic Programming and Nonmonotonic Reasoning -- On the Relation Between ID-Logic and Answer Set Programming -- An Implementation of Statistical Default Logic -- Capturing Parallel Circumscription with Disjunctive Logic Programs -- Towards a First Order Equilibrium Logic for Nonmonotonic Reasoning -- Characterizations for Relativized Notions of Equivalence in Answer Set Programming -- Equivalence of Logic Programs Under

Updates -- Cardinality Constraint Programs -- Recursive Aggregates in Disjunctive Logic Programs: Semantics and Complexity -- Reasoning Under Uncertainty -- A Logic for Reasoning About Coherent Conditional Probability: A Modal Fuzzy Logic Approach -- A Logic with Conditional Probabilities -- Reasoning About Quantum Systems -- Sorted Multi-adjoint Logic Programs: Termination Results and Applications -- Logic Programming -- The Modal Logic Programming System MProlog -- Soundness and Completeness of an "Efficient" Negation for Prolog -- Logic Programs with Functions and Default Values -- Actions and Causation -- Parallel Encodings of Classical Planning as Satisfiability -- Relational Markov Games -- On the Logic of 'Being Motivated to Achieve ?, Before ?' -- Complexity Issues -- Representation and Complexity in Boolean Games -- Complexity in Value-Based Argument Systems -- A Polynomial Translation from the Two-Variable Guarded Fragment with Number Restrictions to the Guarded Fragment -- Description Logics -- Transforming Fuzzy Description Logics into Classical Description Logics -- Computing the Least Common Subsumer w.r.t. a Background Terminology -- Explaining Subsumption by Optimal Interpolation -- Belief Revision -- Two Approaches to Merging Knowledge Bases -- An Algebraic Approach to Belief Contraction and Nonmonotonic Entailment -- Logical Connectives for Nonmonotonicity: A Choice Function-Based Approach -- On Sceptical Versus Credulous Acceptance for Abstract Argument Systems -- Modal, Spatial, and Temporal Logics -- Line-Based Affine Reasoning in Euclidean Plane -- Measure Logics for Spatial Reasoning -- Only Knowing with Confidence Levels: Reductions and Complexity -- Time Granularities and Ultimately Periodic Automata -- Theorem Proving -- Polynomial Approximations of Full Propositional Logic via Limited Bivalence -- Some Techniques for Branch-Saturation in Free-Variable Tableaux -- Semantic Knowledge Partitioning -- Negative Hyper-resolution as Procedural Semantics of Disjunctive Logic Programs -- Applications -- Discovering Anomalies in Evidential Knowledge by Logic Programming -- Logic Programming Infrastructure for Inferences on FrameNet -- An Answer Set Programming Encoding of Prioritized Removed Sets Revision: Application to GIS -- Automatic Compilation of Protocol Insecurity Problems into Logic Programming -- Exploiting Functional Dependencies in Declarative Problem Specifications -- Combining Decision Procedures for Sorted Theories -- Meta-level Verification of the Quality of Medical Guidelines Using Interactive Theorem Proving -- Towards a Logical Analysis of Biochemical Pathways -- Systems Session -- Abductive Logic Programming with CIFF: System Description -- The DALI Logic Programming Agent-Oriented Language -- Qsmodels: ASP Planning in Interactive Gaming Environment -- A System with Template Answer Set Programs -- New DLV Features for Data Integration -- Profiling Answer Set Programming: The Visualization Component of the noMoRe System -- The PLP System -- The MyYapDB Deductive Database System -- InterProlog: Towards a Declarative Embedding of Logic Programming in Java -- IndLog — Induction in Logic -- OLEX – A Reasoning-Based Text Classifier -- Verdi: An Automated Tool for Web Sites Verification -- SATMC: A SAT-Based Model Checker for Security Protocols -- tabeql: A Tableau Based Suite for Equilibrium Logic -- tascpl: TAS Solver for Classical Propositional Logic.
