

1. Record Nr.	UNINA9910349278003321
Titolo	Artificial Intelligence : 30th Benelux Conference, BNAIC 2018, 's-Hertogenbosch, The Netherlands, November 8–9, 2018, Revised Selected Papers // edited by Martin Atzmueller, Wouter Duivesteijn
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
ISBN	3-030-31978-4
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (X, 167 p. 64 illus., 46 illus. in color.)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1021
Disciplina	006.3
Soggetti	Artificial intelligence Data mining Artificial Intelligence Data Mining and Knowledge Discovery
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Early Detection of Sepsis Induced Deterioration Using Machine Learning -- Deriving Formulas for Integer Sequences Using Inductive Programming -- All or In-cloud: How the Identification of Six Types of Anomalies is Aected by the Discretization Method -- Topic Modeling for Exploring Cancer-Related Coverage in Journalistic Texts -- Model Selection for Multi-Directional Ensemble of Regression and Classification Trees -- Finding dissimilar explanations in Bayesian networks: Complexity results -- Beyond Local Nash Equilibria for Adversarial Networks -- Deep Multi-Agent Reinforcement Learning in a Homogeneous Open Population -- Computing and Predicting Winning Hands in the Trick-Taking Game of Klaverjas -- Style transfer of abstract drum patterns using a light-weight hierarchical autoencoder -- Assessing the Potential of Classical Q-learning in General Game Playing -- Visual Rationalizations in Deep Reinforcement Learning for Atari Games.
Sommario/riassunto	This book contains a selection of the best papers of the 30th Benelux Conference on Artificial Intelligence, BNAIC 2018, held in 's-Hertogenbosch, The Netherlands, in November 2018. The 9 full papers

and 3 short papers presented in this volume were carefully reviewed and selected from 31 submissions. They address various aspects of artificial intelligence such as natural language processing, agent technology, game theory, problem solving, machine learning, human-agent interaction, AI and education, and data analysis.
