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Altri autori (Persone)	InuiguchiMasahiro NarukawaYasuo TorraVicenc
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Soggetti	Discrete mathematics Computer simulation Artificial intelligence Computer science - Mathematics Machine theory Computer science Discrete Mathematics Computer Modelling Artificial Intelligence Discrete Mathematics in Computer Science Formal Languages and Automata Theory Computer Science Logic and Foundations of Programming
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Invited Papers -- Interactive Robust Multiobjective Optimization Driven by Decision Rule Preference Model -- g-BDI: A Graded Intensional Agent Model for Practical Reasoning -- Modeling Ambiguity Averse Behavior of Individual Decision Making: Prospect Theory under Uncertainty -- Generalized Bags, Bag Relations, and Applications to Data Analysis and Decision Making -- The Relationship between Interval, Fuzzy and Possibilistic Optimization -- Regular Papers --

Decision Making in Voting Games: An Insight into Theory and Practice
-- A Lyapunov-Type Theorem for Nonadditive Vector Measures -- A Formal Theory of Cooperative TU-Games -- The Functionality-Security-Privacy Game -- Toward the Theory of Cooperative Games under Incomplete Information -- Comparison of Data Structures for Computing Formal Concepts -- Using Conditional Random Fields for Decision-Theoretic Planning -- Interactive Decision Making for Hierarchical Multiobjective Linear Programming Problems -- A Perception-Based Portfolio Under Uncertainty: Minimization of Average Rates of Falling -- A Differential Evolution Based Time-Frequency Atom Decomposition for Analyzing Emitter signals -- Combining Various Methods of Automated User Decision and Preferences Modelling -- Target-Oriented Decision Analysis with Different Target Preferences -- A Novel Method for Multibiometric Fusion Based on FAR and FRR -- Performance Evaluation of TEWA Systems for Improved Decision Support -- Discounting and Combination Scheme in Evidence Theory for Dealing with Conflict in Information Fusion -- Evaluation Based on Pessimistic Efficiency in Interval DEA -- Stochastic Facility Construction Problem with Preference of Candidate Sites -- A Consensus Reaching Model for Web 2.0 Communities -- Refinement Properties in Agglomerative Hierarchical Clustering -- Some Pairwise Constrained Semi-Supervised Fuzzy c-Means Clustering Algorithms -- PCA-Guided k-Means with Variable Weighting and Its Application to Document Clustering -- Partial Symbol Ordering Distance -- Situation Recognition and Hypothesis Management Using Petri Nets -- A Hybrid Algorithm Based on Tabu Search and Ant Colony Optimization for k-Minimum Spanning Tree Problems -- Dynamic Neighborhood Selection for Nonlinear Dimensionality Reduction -- A Consistency-Constrained Feature Selection Algorithm with the Steepest Descent Method -- A Heuristic Algorithm for Attribute Reduction Based on Discernibility and Equivalence by Attributes -- Multiobjective Multiclass Soft-Margin Support Vector Machine and Its Solving Technique Based on Benson's Method.

Sommario/riassunto

This book constitutes the proceedings of the 6th International Conference on Modeling Decisions for Artificial Intelligence, MDAI 2009, held on Awaji Island, Japan, in November/December 2009. The 28 papers presented in this book together with 5 invited talks were carefully reviewed and selected from 61 submissions. The topics covered are aggregation operators, fuzzy measures and game theory; decision making; clustering and similarity; computational intelligence and optimization; and machine learning.
