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Altri autori (Persone)	DillmannRudiger
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Soggetti	Artificial intelligence Application software Data mining User interfaces (Computer systems) Human-computer interaction Multimedia systems Computer simulation Artificial Intelligence Computer and Information Systems Applications Data Mining and Knowledge Discovery User Interfaces and Human Computer Interaction Multimedia Information Systems Computer Modelling
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cognition -- Vision, Logic, and Language – Toward Analyzable Encompassing Systems -- A Computational Model of Human Movement Coordination -- BiosignalsStudio: A Flexible Framework for Biosignal Capturing and Processing -- Local Adaptive Extraction of References -- Logic-Based Trajectory Evaluation in Videos -- Human-Machine

Interaction -- A Testbed for Adaptive Human-Robot Collaboration --
 Human Head Pose Estimation Using Multi-appearance Features --
 Online Full Body Human Motion Tracking Based on Dense Volumetric
 3D Reconstructions from Multi Camera Setups -- On-Line Handwriting
 Recognition with Parallelized Machine Learning Algorithms -- Planning
 Cooperative Motions of Cognitive Automobiles Using Tree Search
 Algorithms -- Static Preference Models for Options with Dynamic
 Extent -- Towards User Assistance for Documents via Interactional
 Semantic Technology -- Knowledge -- Flexible Concept-Based
 Argumentation in Dynamic Scenes -- Focused Belief Revision as a
 Model of Fallible Relevance-Sensitive Perception -- Multi-context
 Systems with Activation Rules -- Pellet-HeaRT – Proposal of an
 Architecture for Ontology Systems with Rules -- Putting People's
 Common Sense into Knowledge Bases of Household Robots --
 Recognition and Visualization of Music Sequences Using Self-
 organizing Feature Maps -- Searching for Locomotion Patterns that
 Suffer from Imprecise Details -- World Modeling for Autonomous
 Systems -- Machine Learning and Data Mining -- A Probabilistic
 MajorClust Variant for the Clustering of Near-Homogeneous Graphs --
 Acceleration of DBSCAN-Based Clustering with Reduced Neighborhood
 Evaluations -- Adaptive ?-Greedy Exploration in Reinforcement
 Learning Based on Value Differences -- Learning the Importance of
 Latent Topics to Discover Highly Influential News Items -- Methods for
 Automated High-Throughput Toxicity Testing Using Zebrafish Embryos
 -- Visualizing Dissimilarity Data Using Generative Topographic
 Mapping -- Planing and Reasoning -- An Empirical Comparison of
 Some Multiobjective Graph Search Algorithms -- Completeness for
 Generalized First-Order LTL -- Instantiating General Games Using
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 Manufacturing as Bayesian Inference -- Positions, Regions, and
 Clusters: Strata of Granularity in Location Modelling -- Soft Evidential
 Update via Markov Chain Monte Carlo Inference -- Strongly Solving
 Fox-and-Geese on Multi-core CPU -- The Importance of Statistical
 Evidence for Focussed Bayesian Fusion -- The Shortest Path Problem
 Revisited: Optimal Routing for Electric Vehicles -- Robotics -- A
 Systematic Testing Approach for Autonomous Mobile Robots Using
 Domain-Specific Languages -- Collision Free Path Planning for Intrinsic
 Safety of Multi-fingered SDH-2 -- Dynamic Bayesian Networks for
 Learning Interactions between Assistive Robotic Walker and Human
 Users -- From Neurons to Robots: Towards Efficient Biologically
 Inspired Filtering and SLAM -- Haptic Object Exploration Using
 Attention Cubes -- Task Planning for an Autonomous Service Robot --
 Towards Automatic Manipulation Action Planning for Service Robots --
 Towards Opportunistic Action Selection in Human-Robot Cooperation
 -- Trajectory Generation and Control for a High-DOF Articulated Robot
 with Dynamic Constraints -- Adaptive Motion Control: Dynamic Kick for
 a Humanoid Robot -- Special Session: Situation, Intention and Action
 Recognition -- An Extensible Modular Recognition Concept That Makes
 Activity Recognition Practical -- Online Workload Recognition from EEG
 Data during Cognitive Tests and Human-Machine Interaction --
 Situation-Specific Intention Recognition for Human-Robot Cooperation
 -- Towards High-Level Human Activity Recognition through Computer
 Vision and Temporal Logic -- Towards Semantic Segmentation of
 Human Motion Sequences.

Sommario/riassunto

The 33rd Annual German Conference on Artificial Intelligence (KI 2010)
 took place at the Karlsruhe Institute of Technology KIT, September 21–
 24, 2010, under the motto “Anthropomatic Systems.” In this volume
 you will find the keynote paper and 49 papers of oral and poster

presentations. The papers were selected from 73 submissions, resulting in an acceptance rate of 67%. As usual at the KI conferences, two entire days were allocated for targeted workshops—seven this year—and one tutorial. The workshop and tutorial materials are not contained in this volume, but the conference website, www.ki2010.kit.edu, will provide information and references to their contents. Recent trends in AI research have been focusing on anthropomatic systems, which address synergies between humans and intelligent machines. This trend is emphasized through the topics of the overall conference program. They include learning systems, cognition, robotics, perception and action, knowledge representation and reasoning, and planning and decision making. Many topics deal with uncertainty in various scenarios and incompleteness of knowledge. Summarizing, KI 2010 provides a cross section of recent research in modern AI methods and anthropomatic system applications. We are very grateful that Jos´ edel Mill´ an, Hans-Hellmut Nagel, Carl Edward Rasmussen, and David Vernon accepted our invitation to give a talk.
