Record Nr. UNISA996202186003316 Advances in Artificial Intelligence -- IBERAMIA 2014 [[electronic **Titolo** resource]]: 14th Ibero-American Conference on AI, Santiago de Chile. Chile, November 24-27, 2014, Proceedings / / edited by Ana L.C. Bazzan, Karim Pichara Pubbl/distr/stampa Cham:,: Springer International Publishing:,: Imprint: Springer,, 2014 **ISBN** 3-319-12027-1 Edizione [1st ed. 2014.] Descrizione fisica 1 online resource (XXV, 807 p. 214 illus.) Collana Lecture Notes in Artificial Intelligence;; 8864 Disciplina 006.3 Soggetti Artificial intelligence Natural language processing (Computer science) Computer simulation Application software Pattern recognition Computers Artificial Intelligence Natural Language Processing (NLP) Simulation and Modeling Information Systems Applications (incl. Internet) Pattern Recognition Computation by Abstract Devices Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Bibliographic Level Mode of Issuance: Monograph Note generali Nota di contenuto Knowledge engineering -- Knowledge representation and probabilistic reasoning -- Planning and scheduling -- Natural language processing -- Machine learning -- Fuzzy systems -- Knowledge discovery and data mining -- Bio-inspired computing -- Robotics -- Vision -- Multiagent systems -- Agent-based modeling and simulation -- Al in education, affective computing, and human-computer interaction --Applications of AI -- Ambient intelligence.

This book constitutes the refereed proceedings of the 14th Ibero-

Sommario/riassunto

American Conference on Artificial Intelligence, IBERAMIA 2014, held in Santiago de Chile, Chile, in November 2014. The 64 papers presented were carefully reviewed and selected from 136 submissions. The papers are organized in the following topical sections: knowledge engineering, knowledge representation and probabilistic reasoning; planning and scheduling; natural language processing; machine learning; fuzzy systems; knowledge discovery and data mining; bioinspired computing; robotics; vision; multi-agent systems; agent-based modeling and simulation; AI in education, affective computing, and human-computer interaction; applications of AI; and ambient intelligence.