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Nota di contenuto	Intro -- Preface -- Special Events -- Tutorial -- Workshops -- Organization -- Abstracts of Invited Talks -- Monte Carlo Search -- Autonomy in AI: Reactive Synthesis, Planning and Reinforcement Learning in Linear Temporal Logic on Finite Traces -- Ontologies for Providing Map Knowledge to Autonomous Vehicles -- The Third Wave of AI -- Motion Intelligence for Human-Centred Robots -- Human-Compatible Artificial Intelligence -- Contents -- Technical Programme -- RP-DQN: An Application of Q-Learning to Vehicle Routing Problems -- 1 Introduction -- 2 Related Work -- 3 Problem Definition -- 4 Method -- 4.1 Original Attention-Model -- 4.2 RP-DQN -- 5 Experiments -- 5.1 Baselines -- 5.2 Data -- 5.3 CVRP Results -- 5.4 MDVRP Results -- 5.5 Learning Curves -- 5.6 Runtime Comparison -- 5.7 Generalization Study -- 6 Conclusion -- References -- -Circulant Maximum Variance Bases -- 1 Introduction -- 2 Preliminaries -- 2.1 Principal Component Analysis -- 2.2 Dynamic Principal Component Analysis -- 2.3 -Circulant Matrices -- 3 Maximum Variance Bases -- 3.1 Simple Matched Circulants -- 3.2 Matched -Circulant Matrices -- 3.3 Relation to PCA, DPCA and DFT -- 4 Numerical Results -- 4.1 MA Process -- 4.2 Circular Process -- 5 Conclusion -- References -- Quantified Boolean Solving for Achievement Games -- 1 Introduction -- 2 Quantified Boolean Formulas -- 3 Harary's Tic-Tac-Toe -- 4 Related Work -- 5 The Pairing Encoding -- 6 Experimental Results -- 7

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