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| 1. Record Nr.           | UNISA996465626703316   |
| Titolo                  | KI 2008 : advances in artificial intelligence : 31st annual German conference on AI, KI 2008, Kaiserslautern, Germany, September 23-26, 2008, proceedings / / Andreas R. Dengel [and four others] (editors)  |
| Pubbl/distr/stampa      | Berlin ; ; Heidelberg : , : Springer, , [2008]<br>Â©2008   |
| ISBN                    | 3-540-85845-8  |
| Edizione                | [1st ed. 2008.]  |
| Descrizione fisica      | 1 online resource (XIII, 404 p.)   |
| Collana                 | Lecture notes in artificial intelligence ; ; 5243  |
| Disciplina              | 001.6425   |
| Soggetti                | Translators (Computer programs)  |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Includes index.  |
| Nota di bibliografia    | Includes bibliographical references and author index.  |
| Nota di contenuto       | Invited Talks -- Folk Reducibility and AI-Complete Problems -- Meme Media and Knowledge Federation -- Papers -- Navidgator - Similarity Based Browsing for Image and Video Databases -- Automating Interactive Protocol Verification -- Iterative Search for Similar Documents on Mobile Devices -- Limits and Possibilities of BDDs in State Space Search -- Interactive Dynamic Information Extraction -- Fusing DL Reasoning with HTN Planning -- Multi-value Classification of Very Short Texts -- Analysis and Evaluation of Inductive Programming Systems in a Higher-Order Framework -- High-Level Expectations for Low-Level Image Processing -- Automatic Bidding for the Game of Skat -- Automobile Driving Behavior Recognition Using Boosting Sequential Labeling Method for Adaptive Driver Assistance Systems -- Identifying and Analysing Germany's Top Blogs -- Planar Features for Visual SLAM -- Extracting and Querying Relations in Scientific Papers -- Efficient Hierarchical Reasoning about Functions over Numerical Domains -- A Drum Machine That Learns to Groove -- Posters -- Believing Finite-State Cascades in Knowledge-Based Information Extraction -- A Methodological Approach for the Effective Modeling of Bayesian Networks -- Plan Repair in Hybrid Planning -- Visual Terrain Traversability Estimation Using a Combined Slope/Elevation Model -- Symbolic Classification of General Two-Player Games -- Partial Symbolic Pattern Databases for Optimal Sequential Planning -- Optimal |

Scheduling with Resources for Application Execution in 3G Networks --  
ESO: Evolutionary Self-organization in Smart-Appliances Ensembles --  
On-Line Detection of Rule Violations in Table Soccer -- Extracting and  
Verifying Hyponymy Relations Based on Multiple Patterns and Features  
-- News Annotations for Navigation by Semantic Similarity --  
EANT+KALMAN: An Efficient Reinforcement Learning Method for  
Continuous State Partially Observable Domains -- Where Temporal  
Description Logics Fail: Representing Temporally-Changing  
Relationships -- Interpreting Motion Expressions in Route Instructions  
Using Two Projection-Based Spatial Models -- Repairing Decision-  
Theoretic Policies Using Goal-Oriented Planning -- A Recognition  
Interface for Bridging the Semantic Desktop and the Physical World --  
Learning by Observing: Case-Based Decision Making in Complex  
Strategy Games -- Toward Alignment with a Virtual Human - Achieving  
Joint Attention -- Concerning Olga, the Beautiful Little Street Dancer:  
Adjectives as Higher-Order Polymorphic Functions -- FACT-Graph:  
Trend Visualization by Frequency and Co-occurrence -- Enhancing  
Animated Agents in an Instrumented Poker Game -- Shallow Models for  
Non-iterative Modal Logics -- Homography Based State Estimation for  
Aerial Robots -- A Symbolic Pattern Classifier for Interval Data Based  
on Binary Probit Analysis -- Object Configuration Reconstruction from  
Incomplete Binary Object Relation Descriptions -- Visual-Based  
Emotion Detection for Natural Man-Machine Interaction -- Simplest  
Scenario for Mutual Nested Modeling in Human-Machine-Interaction --  
Bayesian Network for Future Home Energy Consumption -- Learning  
Dance Movements by Imitation: A Multiple Model Approach -- Demos  
-- Ontology-Based Information Extraction and Reasoning for Business  
Intelligence Applications -- A Scalable Architecture for Cross-Modal  
Semantic Annotation and Retrieval -- Prototype Prolog API for  
Mindstorms NXT -- VARDA Rule Design and Visualization Tool-Chain  
-- COSAIR: A Platform for AI Education and Research in Computer  
Strategy Games -- Research Center Ambient Intelligence: Assisted  
Bicycle Team Training.

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### Sommario/riassunto

This book constitutes the thoroughly refereed proceedings of the 31th Annual German Conference on Artificial Intelligence, KI 2008, held in Kaiserslautern, Germany, September 2008. The 15 revised full papers presented together with 2 invited contributions and 30 posters were carefully reviewed and selected from 77 submissions. The papers cover important areas such as pattern recognition, multi-agent systems, machine learning, natural language processing, constraint reasoning, knowledge representation and management, planning, and temporal reasoning.

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