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Life and Evolutionary Algorithms -- Instability in Spatial Evolutionary Games -- Agent-Based Model of Aedes aegypti Population Dynamics -- Using Operator Equalisation for Prediction of Drug Toxicity with Genetic Programming -- 3 CMBSB – Computational Methods in Bioinformatics and Systems Biology -- Syntactic Parsing for Bio-molecular Event Detection from Scientific Literature -- Constraint-Based Strategy for Pairwise RNA Secondary Structure Prediction -- 4 COLA – Computational Logic with Applications -- A Logic Programming System for Evolving Programs with Temporal Operators -- On Improving the Efficiency of Deterministic Calls and Answers in Tabled Logic Programs -- On Just in Time Indexing of Dynamic Predicates in Prolog -- Intention Recognition via Causal Bayes Networks Plus Plan Generation -- An ILP System for Learning Head Output Connected Predicates -- 5 EAC – Emotional and Affective Computing -- A Data-Fusion Approach to Representing Personality Traits, Values, Beliefs and Behavior Descriptions -- A Formal Model of Emotion-Based Action Tendency for Intelligent Agents -- An Emotional and Context-Aware Model for Adapting RSS News to Users and Groups -- 6 GAI – General Artificial Intelligence -- Type Parametric Compilation of Algebraic Constraints -- Colored Nonograms: An Integer Linear Programming Approach -- Learning Visual Object Categories with Global Descriptors and Local Features -- 7 IROBOT – Intelligent Robotics -- Analysis and Forecast of Team Formation in the Simulated Robotic Soccer Domain -- A Cooperative CiberMouse@RTSS08 Team -- Embodied Language Acquisition: A Proof of Concept -- Predictive Control for Behavior Generation of Omni-directional Robots -- Towards a Spatial Model for Humanoid Social Robots -- Control and Monitoring of a Robotic Soccer Team: The Base Station Application -- Multirobot Task Assignment in Active Surveillance -- Roles, Positionings and Set Plays to Coordinate a RoboCup MSL Team -- Semantic Image Search and Subset Selection for Classifier Training in Object Recognition -- Obstacle Detection, Identification and Sharing on a Robotic Soccer Team -- 8 KDBI – Knowledge Discovery and Business Intelligence -- An Algorithm to Discover the k-Clique Cover in Networks -- Cost-Sensitive Learning Vector Quantization for Financial Distress Prediction -- An Intelligent Alarm Management System for Large-Scale Telecommunication Companies -- Construction of a Local Domain Ontology from News Stories -- Efficient Coverage of Case Space with Active Learning -- Tracking Recurring Concepts with Meta-learners -- Detecting Errors in Foreign Trade Transactions: Dealing with Insufficient Data -- 9 MASTA – Multi-Agent Systems: Theory and Applications -- Modeling Autonomous Adaptive Agents with Functional Language for Simulations -- Recovering from Airline Operational Problems with a Multi-Agent System: A Case Study -- EcoSimNet: A Multi-Agent System for Ecological Simulation and Optimization -- DarkBlade: A Program That Plays Diplomacy -- Agent Inferencing Meets the Semantic Web -- How Much Should Agents Remember? The Role of Memory Size on Convention Emergence Efficiency -- Computing Confidence Values: Does Trust Dynamics Matter? -- 10 SSM – Social Simulation and Modelling -- Games on Cellular Spaces: An Evolutionary Approach -- Context Switching versus Context Permeability in Multiple Social Networks -- Risk Tolerance and Social Awareness: Adapting Deterrence Sanctions to Agent Populations -- Sensitivity Analysis of a Tax Evasion Model Applying Automated Design of Experiments -- 11 TEMA – Text Mining and Applications -- Phrase Translation Extraction from Aligned Parallel Corpora Using Suffix Arrays and Related Structures -- Classifying Documents According to Locational Relevance -- Relieving Polysemy Problem for Synonymy Detection -- Sentiment Classification

	across Domains -- Comparing Different Properties Involved in Word Similarity Extraction -- A Document Descriptor Extractor Based on Relevant Expressions -- Topic-Related Polarity Classification of Blog Sentences -- 12 WNI – Web and Network Intelligence -- Item-Based and User-Based Incremental Collaborative Filtering for Web Recommendations.
Sommario/riassunto	This book contains a selection of higher quality and reviewed papers of the 14th Portuguese Conference on Artificial Intelligence, EPIA 2009, held in Aveiro, Portugal, in October 2009. The 55 revised full papers presented were carefully reviewed and selected from a total of 163 submissions. The papers are organized in topical sections on artificial intelligence in transportation and urban mobility (AITUM), artificial life and evolutionary algorithms (ALEA), computational methods in bioinformatics and systems biology (CMBSB), computational logic with applications (COLA), emotional and affective computing (EAC), general artificial intelligence (GAI), intelligent robotics (IROBOT), knowledge discovery and business intelligence (KDBI), muli-agent systems (MASTA) social simulation and modelling (SSM), text mining and application (TEMA) as well as web and network intelligence (WNI). .