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Titolo	Computing with Instinct [[electronic resource]] : Rediscovering Artificial Intelligence / / edited by Yang Cai
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ISBN	3-642-19757-4
Edizione	[1st ed. 2011.]
Descrizione fisica	1 online resource (XIII, 163 p.)
Collana	Lecture Notes in Artificial Intelligence ; ; 5897
Disciplina	005.437 4.019
Soggetti	User interfaces (Computer systems) Artificial intelligence Computer simulation Computers Computers and civilization Developmental biology User Interfaces and Human Computer Interaction Artificial Intelligence Simulation and Modeling Computation by Abstract Devices Computers and Society Developmental Biology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"In the summer of 2009, the first Instinctive Computing Workshop (ICW 2009) was hosted at Carnegie Mellon University, Pittsburgh, USA, jointly sponsored by the National Science Foundation, Cylab, and Google ... This book comprises the proceedings of ICW 2009."--Pref.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	pt. 1. Instinctive sensing -- pt. 2. Instinctive communication -- pt. 3. Instinctive environments.
Sommario/riassunto	Simplicity in nature is the ultimate sophistication. The world's magnificence has been enriched by the inner drive of instincts, the profound drive of our everyday life. Instinct is an inherited behavior that responds to environmental stimuli. Instinctive computing is a

computational simulation of biological and cognitive instincts, which influence how we see, feel, appear, think and act. If we want a computer to be genuinely secure, intelligent, and to interact naturally with us, we must give computers the ability to recognize, understand, and even to have primitive instincts. This book, Computing with Instincts, comprises the proceedings of the Instinctive Computing Workshop held at Carnegie Mellon University in the summer of 2009. It is the first state-of-the-art survey on this subject. The book consists of three parts: Instinctive Sensing, Communication and Environments, including new experiments with in vitro biological neurons for the control of mobile robots, instinctive sound recognition, texture vision, visual abstraction, genre in cultures, human interaction with virtual world, intuitive interfaces, exploitive interaction, and agents for smart environments.