1. Record Nr. UNISA996465901203316

Titolo	Advances in Artificial Intelligence [[electronic resource]] : 14th Biennial Conference of the Canadian Society for Computational Studies of Intelligence, AI 2001 Ottawa, Canada, June 7-9, 2001 Proceedings / / edited by Eleni Stroulia, Stan Matwin
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2001
ISBN	3-540-45153-6
Edizione	[1st ed. 2001.]
Descrizione fisica	1 online resource (XII, 372 p.)
Collana	Lecture Notes in Artificial Intelligence ; ; 2056
Disciplina	006.3
Soggetti	Artificial intelligence Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	A Case Study for Learning from Imbalanced Data Sets -- A Case Study for Learning from Imbalanced Data Sets -- A Holonic Multi-agent Infrastructure for Electronic Procurement -- A Holonic Multi-agent Infrastructure for Electronic Procurement -- A Low-Scan Incremental Association Rule Maintenance Method Based on the Apriori Property -- A Low-Scan Incremental Association Rule Maintenance Method Based on the Apriori Property -- A Statistical Corpus-Based Term Extractor -- A Statistical Corpus-Based Term Extractor -- Body-Based Reasoning Using a Feeling-Based Lexicon, Mental Imagery, and an Object-Oriented Metaphor Hierarchy -- Body-Based Reasoning Using a Feeling-Based Lexicon, Mental Imagery, and an Object-Oriented Metaphor Hierarchy -- Combinatorial Auctions, Knapsack Problems, and Hill-Climbing Search -- Combinatorial Auctions, Knapsack Problems, and Hill-Climbing Search -- Concept-Learning in the Presence of Between-Class and Within-Class Imbalances -- Concept-Learning in the Presence of Between-Class and Within-Class Imbalances -- Constraint Programming Lessons Learned from Crossword Puzzles -- Constraint Programming Lessons Learned from Crossword Puzzles -- Constraint-Based Vehicle Assembly Line

Sequencing -- Constraint-Based Vehicle Assembly Line Sequencing -- How AI Can Help SE; or: Randomized Search Not Considered Harmful -- How AI Can Help SE; or: Randomized Search Not Considered Harmful -- Imitation and Reinforcement Learning in Agents with Heterogeneous Actions -- Imitation and Reinforcement Learning in Agents with Heterogeneous Actions -- Knowledge and Planning in an Action-Based Multi-agent Framework: A Case Study -- Knowledge and Planning in an Action-Based Multi-agent Framework: A Case Study -- Learning about Constraints by Reflection -- Learning about Constraints by Reflection -- Learning Bayesian Belief Network Classifiers: Algorithms and System -- Learning Bayesian Belief Network Classifiers: Algorithms and System -- Local Score Computation in Learning Belief networks -- Local Score Computation in Learning Belief networks -- Personalized Contexts in Help Systems -- Personalized Contexts in Help Systems -- QA-LaSIE: A Natural Language Question answering system -- QA-LaSIE: A Natural Language Question answering system -- Search Techniques for Non-Linear Constraint Satisfaction Problems with Inequalities -- Search Techniques for Non-Linear Constraint Satisfaction Problems with Inequalities -- Searching for Nacro Operators with Automatically Generated Heuristics -- Searching for Nacro Operators with Automatically Generated Heuristics -- Solving Multiple-Instance and Multiple-Part Learning Problems with Decision Trees and Rule Sets. Application to the Mutagenesis Problem -- Solving Multiple-Instance and Multiple-Part Learning Problems with Decision Trees and Rule Sets. Application to the Mutagenesis Problem -- Stacking for Misclassiffication Cost Performance -- Stacking for Misclassiffication Cost Performance -- Stratified Partial-Order Logic Programming -- Stratified Partial-Order Logic Programming -- The Importance of Being Discrete: Learning Classes of Actions and Outcomes through Interaction -- The Importance of Being Discrete: Learning Classes of Actions and Outcomes through Interaction -- User Interface Aspects of a Translation Typing System -- User Interface Aspects of a Translation Typing System -- Posters -- A Hybrid Approach to Making Recommendations and Its Application to the Movie Domain -- Agents with Genders for Inventory Planning in E-Management -- Agents with Genders for Inventory Planning in E-Management -- Évaluation d'un Système pour le Résumé Automatique de Documents ÉLectroniques -- Évaluation d'un Système pour le Résumé Automatique de Documents ÉLectroniques -- On Obligations, Relativised Obligations, and Bilateral Commitments -- On Obligations, Relativised Obligations, and Bilateral Commitments -- Question Answering Using Unification-Based Grammar -- Question Answering Using Unification-Based Grammar -- Solving the Traveling Salesman Problem Using the Enhanced Genetic Algorithm -- Solving the Traveling Salesman Problem Using the Enhanced Genetic Algorithm -- The Bottom-Up Freezing: An Approach to Neural Engineering -- The Bottom-Up Freezing: An Approach to Neural Engineering -- The Design and Implementation of an Electronic Lexical Knowledge Base -- The Design and Implementation of an Electronic Lexical Knowledge Base -- Towards a Temporal Extension of Formal Concept analysis -- Towards a Temporal Extension of Formal Concept analysis -- Graduate Symposium Contributions -- Adaptive Representation Methods for Reinforcement Learning -- Imprecise and Uncertain REngineering Information Modeling in Databases -- Incremental Case-Based Reasoning for Classification -- Incremental Case-Based Reasoning for Classification -- Planning Animations Using Cinematography Knowledge -- Planning Animations Using Cinematography Knowledge -- Watching You, Watching Me -- Watching You, Watching Me.

Sommario/riassunto

AI 2001 is the 14th in the series of Arti cial Intelligence conferences sponsored by the Canadian Society for Computational Studies of Intelligence/Soci et e - nadienne pour l’ etude de l’intelligence par ordinateur. As was the case last year too, the conference is being held in conjunction with the annual conferences of two other Canadian societies, Graphics Interface (GI 2001) and Vision Int- face (VI 2001). We believe that the overall experience will be enriched by this conjunction of conferences. This year is the \silver anniversary" of the conference: the rst Canadian AI conference was held in 1976 at UBC. During its lifetime, it has attracted Canadian and international papers of high quality from a variety of AI research areas. All papers submitted to the conference received at least three indep- dent reviews. Approximately one third were accepted for plenary presentation at the conference. The best paper of the conference will be invited to appear in Computational Intelligence.