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The Creative University

Contemporary Responses to the Changing Role of the University

BRILL In The Creative University: Contemporary Responses to the Changing Role of the University, leading authors position the university to inviting exploratory constructions and approaches that respond to past, present and future social and educational tensions and developments.

Agents and Artificial Intelligence

Second International Conference, ICAART 2010, Valencia, Spain, January 22-24, 2010. Revised Selected Papers

Springer Science & Business Media This book constitutes the thoroughly refereed post-conference proceedings of the Second International Conference on Agents and Artificial Intelligence, ICAART 2010, held in Valencia, Spain, in January 2010. The 17 revised full papers presented together with an invited paper were carefully reviewed and selected from 364 submissions. Same as the conference the papers are organized in two simultaneous tracks: Artificial Intelligence and Agents. The selected papers reflect the interdisciplinary nature of the conference. The diversity of topics is an important feature of this conference, enabling an overall perception of several important scientific and technological trends.

Distributed Computing and Artificial Intelligence, 17th International Conference

Springer Nature This book brings together past experience, current work and promising future trends associated with distributed computing, artificial intelligence and their application in order to provide efficient solutions to real problems. DCAI 2020 is a forum to present applications of innovative techniques for studying and solving complex problems in artificial intelligence and computing areas. This year's technical program will present both high quality and diversity, with contributions in well-established and evolving areas of research. Specifically, 83 papers were submitted to main track and special sessions, by authors from 26 different countries representing a truly "wide area network" of research

activity. The DCAI'20 technical program has selected 35 papers and, as in past editions, it will be special issues in ranked journals. This symposium is organized by the University of L'Aquila (Italy). We would like to thank all the contributing authors, the members of the Program Committee and the sponsors (IBM, Armundia Group, EurAI, AEPIA, APPIA, CINI, OIT, UGR, HU, SCU, USAL, AIR Institute and UNIVAQ).

13th International Conference on Computational Intelligence in Security for Information Systems (CISIS 2020)

Springer Nature This book contains accepted papers presented at CISIS 2020 held in the beautiful and historic city of Burgos (Spain), in September 2020. The aim of the CISIS 2020 conference is to offer a meeting opportunity for academic and industry-related researchers belonging to the various, vast communities of computational intelligence, information security, and data mining. The need for intelligent, flexible behaviour by large, complex systems, especially in mission-critical domains, is intended to be the catalyst and the aggregation stimulus for the overall event. After a thorough peer-review process, the CISIS 2020 International Program Committee selected 43 papers which are published in these conference proceedings achieving an acceptance rate of 28%. Due to the COVID-19 outbreak, the CISIS 2020 edition was blended, combining on-site and on-line participation. In this relevant edition, a special emphasis was put on the organization of five special sessions related to relevant topics as Fake News Detection and Prevention, Mathematical Methods and Models in Cybersecurity, Measurements for a Dynamic Cyber-Risk Assessment, Cybersecurity in a Hybrid Quantum World, Anomaly/Intrusion Detection, and From the least to the least: cryptographic and data analytics solutions to fulfil least minimum privilege and endorse least minimum effort in information systems. The selection of papers was extremely rigorous in order to maintain the high quality of the conference and we would like to thank the members of the Program Committees for their hard work in the reviewing process. This is a crucial process to the creation of a high standard conference, and the CISIS conference would not exist without their help.

The Role of Norms and Electronic Institutions in Multi-Agent Systems

The HarmonIA Framework

Birkhäuser "It is not the consciousness of men that defines their existence, but, on the contrary, their social existence determines their consciousness." Karl Marx In recent years, several researchers have argued that the design of multi-agent sys tems (MAS) in complex, open environments can benefit from social abstractions in order to cope with problems in coordination, cooperation and trust among agents, problems which are also present in human societies. The agent-mediated electronic institutions (e-institutions for short) is a new and promising field which focuses in the concepts of norms and institutions in order to pro vide normative frameworks to restrict or guide the behaviour of (software) agents. The main idea is that the interactions among a group of (software) agents are ruled by a set of explicit norms expressed in a computational language representation that agents can interpret. Such norms should not be considered as a negative constraining factor but as an aid that guides the agents' choices and reduces the complexity ofthe environment making the behaviour of other agents more predictable.

Reliability and Statistics in Transportation and Communication

Selected Papers from the 18th International Conference on Reliability and Statistics in Transportation and Communication, RelStat'18, 17-20 October 2018, Riga, Latvia

Springer This book reports on cutting-edge theories and methods for analyzing complex systems, such as transportation and communication networks and discusses multi-disciplinary approaches to dependability problems encountered when dealing with complex systems in practice. The book presents the most noteworthy methods and results

discussed at the International Conference on Reliability and Statistics in Transportation and Communication (RelStat), which took place in Riga, Latvia on October 17 – 20, 2018. It spans a broad spectrum of topics, from mathematical models and design methodologies, to software engineering, data security and financial issues, as well as practical problems in technical systems, such as transportation and telecommunications, and in engineering education.

Advances in Computational Intelligence and Informatics

Proceedings of ICACII 2019

Springer This book is a collection of outstanding papers presented at the 1st International Conference on Advances in Computational Intelligence and Informatics (ICACII 2019), organized by the Department of Computer Science & Engineering, Anurag Group of Institutions (AGI), Hyderabad, on 20–21 December 2019. It includes innovative ideas and new research findings in the field of Computational Intelligence and Informatics that will benefit researchers, scientists, technocrats, academics and engineers alike. The areas covered include high-performance systems, data science and analytics, computational intelligence and expert systems, cloud computing, computer networks and emerging technologies.

Conference Proceedings of ICDLAIR2019

Springer Nature This proceedings book includes the results from the International Conference on Deep Learning, Artificial Intelligence and Robotics, held in Malaviya National Institute of Technology, Jawahar Lal Nehru Marg, Malaviya Nagar, Jaipur, Rajasthan, 302017. The scope of this conference includes all subareas of AI, with broad coverage of traditional topics like robotics, statistical learning and deep learning techniques. However, the organizing committee expressly encouraged work on the applications of DL and AI in the important fields of computer/electronics/electrical/mechanical/chemical/textile engineering, health care and agriculture, business and social media and other relevant domains. The conference welcomed papers on the following (but not limited to) research topics: · Deep Learning: Applications of deep learning in various engineering streams, neural information processing systems, training schemes, GPU computation and paradigms, human-computer interaction, genetic algorithm, reinforcement learning, natural language processing, social computing, user customization, embedded computation, automotive design and bioinformatics · Artificial Intelligence: Automatic control, natural language processing, data mining and machine learning tools, fuzzy logic, heuristic optimization techniques (membrane-based separation, wastewater treatment, process control, etc.) and soft computing · Robotics: Automation and advanced control-based applications in engineering, neural networks on low powered devices, human-robot interaction and communication, cognitive, developmental and evolutionary robotics, fault diagnosis, virtual reality, space and underwater robotics, simulation and modelling, bio-inspired robotics, cable robots, cognitive robotics, collaborative robotics, collective and social robots and humanoid robots It was a collaborative platform for academic experts, researchers and corporate professionals for interacting their research in various domain of engineering like robotics, data acquisition, human-computer interaction, genetic algorithm, sentiment analysis as well as usage of AI and advanced computation in various industrial challenges based applications such as user customization, augmented reality, voice assistants, reactor design, product formulation/synthesis, embedded system design, membrane-based separation for protecting environment along with wastewater treatment, rheological properties estimation for Newtonian and non-Newtonian fluids used in micro-processing industries and fault detection.

Argumentation in Multi-Agent Systems

4th International Workshop, ArgMAS 2007, Honolulu, HI, USA, May 15, 2007, Revised Selected and Invited Papers

Springer Here are the latest developments in the growing area of research at the interface of argumentation theory and multiagent systems. Argumentation provides tools for designing, implementing and analyzing sophisticated forms of interaction among rational agents.

Computer Supported Education

10th International Conference, CSEDU 2018, Funchal, Madeira, Portugal, March 15–17, 2018, Revised Selected Papers

Springer This book constitutes the thoroughly refereed proceedings of the 9th International Conference on Computer Supported Education, CSEDU 2018, held in Funchal, Madeira, Portugal, in March 2018. The 27 revised full papers were carefully reviewed and selected from 193 submissions. The papers deal with the following topics: new educational environments, best practices and case studies of innovative technology-based learning strategies, institutional policies on computer-supported education including open and distance education.

Adaptive and Learning Agents

AAMAS 2011 International Workshop, ALA 2011, Taipei, Taiwan, May 2, 2011, Revised Selected Papers

Springer This volume constitutes the thoroughly refereed post-conference proceedings of the International Workshop on Adaptive and Learning Agents, ALA 2011, held at the 10th International Conference on Autonomous Agents and Multiagent Systems, AAMAS 2011, in Taipei, Taiwan, in May 2011. The 7 revised full papers presented together with 1 invited talk were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on single and multi-agent reinforcement learning, supervised multiagent learning, adaptation and learning in dynamic environments, learning trust and reputation, minority games and agent coordination.

Business Process Management Workshops

BPM 2019 International Workshops, Vienna, Austria, September 1–6, 2019, Revised Selected Papers

Springer Nature This book constitutes revised papers from the twelve International Workshops held at the 17th International Conference on Business Process Management, BPM 2019, in Vienna, Austria, in September 2019: The third International Workshop on Artificial Intelligence for Business Process Management (AI4BPM) The third International Workshop on Business Processes Meet Internet-of-Things (BP-Meet-IoT) The 15th International Workshop on Business Process Intelligence (BPI) The first International Workshop on Business Process Management in the era of Digital Innovation and Transformation (BPMinDIT) The 12th International Workshop on Social and Human Aspects of Business Process Management (BPMS2) The 7th International Workshop on Declarative, Decision and Hybrid approaches to processes (DEC2H) The second International Workshop on Methods for Interpretation of Industrial Event Logs (MIEL) The first International Workshop on Process Management in Digital Production (PM-DiPro) The second International Workshop on Process-Oriented Data Science for Healthcare (PODS4H) The fourth International Workshop on Process Querying (PQ) The second International Workshop on Security and Privacy-enhanced Business Process Management (SPBP) The first International Workshop on the Value and Quality of Enterprise Modelling (VEnMo) Each of the workshops discussed research still in progress and focused on aspects of business process management, either a particular technical aspect or a particular application domain. These proceedings

present the work that was discussed during the workshops.

Technological Innovation for the Internet of Things

4th IFIP WG 5.5/SOCOLNET Doctoral Conference on Computing, Electrical and Industrial Systems, DoCEIS 2013, Costa de Caparica, Portugal, April 15-17, 2013, Proceedings

Springer This book constitutes the refereed proceedings of the 4th IFIP WG 5.5/SOCOLNET Doctoral Conference on Computing, Electrical and Industrial Systems, DoCEIS 2013, held in Costa de Caparica, Portugal, in April 2013. The 69 revised full papers were carefully reviewed and selected from numerous submissions. They cover a wide spectrum of topics ranging from collaborative enterprise networks to microelectronics. The papers are organized in the following topical sections: collaborative enterprise networks; service orientation; intelligent computational systems; computational systems; computational systems applications; perceptional systems; robotics and manufacturing; embedded systems and Petri nets; control and decision; integration of power electronics systems with ICT; energy generation; energy distribution; energy transformation; optimization techniques in energy; telecommunications; electronics: devices design; electronics: amplifiers; electronics: RF applications; and electronics: applications.

New Knowledge in Information Systems and Technologies

Volume 2

Springer This book includes a selection of articles from The 2019 World Conference on Information Systems and Technologies (WorldCIST'19), held from April 16 to 19, at La Toja, Spain. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges in modern information systems and technologies research, together with their technological development and applications. The book covers a number of topics, including A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human–Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; and N) Technologies for Biomedical Applications.

Channel Aggregation and Fragmentation for Traffic Flows

Springer Nature This book introduces the impact of channel aggregation (CA) and channel fragmentation (CF) on traffic flows, through analytical models, computer simulations, and test-bed implementations. Its content includes the concept of CA and CF, the basic concept and calculation of Markov chains (MCs), the modeling process of the CA and CF enabled system via MCs, the process of simulations, and a test-bed study based on a software defined radio. This book can serve as a study guide for advanced-level students, who are interested in studying the impact of CA and CF techniques on traffic flows. This book would also interest communication engineers, who would like to learn MC modeling for performance evaluations, as it includes a step-by-step guidance for the modeling process via MCs, as well as its simulation approaches.

Human-Computer Interaction: The Agency Perspective

Springer Science & Business Media Agent-centric theories, approaches and technologies are contributing to enrich interactions between users and computers. This book aims at highlighting the influence of the agency perspective in Human-Computer Interaction through a careful selection of research contributions. Split into five sections; Users as Agents, Agents and Accessibility, Agents and Interactions, Agent-centric Paradigms and Approaches, and Collective Agents, the book covers a wealth of novel, original and fully updated material, offering: To provide a coherent, in depth, and timely material on the agency perspective in HCI To offer an authoritative treatment of the subject matter presented by carefully selected authors To offer a balanced and broad coverage of the subject area, including, human, organizational, social, as well as technological concerns. ü To offer a hands-on-experience by covering representative case studies and offering essential design guidelines The book will appeal to a broad audience of researchers and professionals associated to software engineering, interface design, accessibility, as well as agent-based interaction paradigms and technology.

Ensemble Algorithms and Their Applications

In recent decades, the development of ensemble learning methodologies has gained a significant attention from the scientific and industrial community, and found their application in various real-word problems. Theoretical and experimental evidence proved that ensemble models provide a considerably better prediction performance than single models. The main aim of this collection is to present the recent advances related to ensemble learning algorithms and investigate the impact of their application in a diversity of real-world problems. All papers possess significant elements of novelty and introduce interesting ensemble-based approaches, which provide readers with a glimpse of the state-of-the-art research in the domain.

Knowledge Management, Information Systems, E-Learning, and Sustainability Research

Third World Summit on the Knowledge Society, WSKS 2010, Corfu, Greece, September 22-24, 2010, Proceedings

Springer Science & Business Media It is a great pleasure to share with you the Springer CCIS 111 proceedings of the Third World Summit on the Knowledge Society--WSKS 2010--that was organized by the International Scientific Council for the Knowledge Society, and supported by the Open Research Society, NGO, (http://www.open-knowledge-society.org) and the Int- national Journal of the Knowledge Society Research, (http://www.igi-global.com/ijksr), and took place in Aquis Corfu Holiday Palace Hotel, on Corfu island, Greece, September 22–24, 2010. The Third World Summit on the Knowledge Society (WSKS 2010) was an inter- tional scientific event devoted to promoting the dialogue on the main aspects of the knowledge society towards a better world for all. The multidimensional economic and social crisis of the last couple years brings to the fore the need to discuss in depth new policies and strategies for a human-centric developmental process in the global c- text. This annual summit brings together key stakeholders of knowledge society dev- opment worldwide, from academia, industry, government, policy makers, and active citizens to look at the impact and prospects of it information technology, and the knowledge-based era it is creating, on key facets of living, working, learning, innovating, and collaborating in today's hyper-complex world.

Organic Computing – Technical Systems for Survival in the Real World

Birkhäuser This book is a comprehensive introduction into Organic Computing (OC), presenting systematically the current state-of-the-art in OC. It starts with motivating examples of self-organising, self-adaptive and emergent systems, derives their common characteristics and explains the fundamental ideas for a formal characterisation of such systems.

Special emphasis is given to a quantitative treatment of concepts like self-organisation, emergence, autonomy, robustness, and adaptivity. The book shows practical examples of architectures for OC systems and their applications in traffic control, grid computing, sensor networks, robotics, and smart camera systems. The extension of single OC systems into collective systems consisting of social agents based on concepts like trust and reputation is explained. OC makes heavy use of learning and optimisation technologies; a compact overview of these technologies and related approaches to self-organising systems is provided. So far, OC literature has been published with the researcher in mind. Although the existing books have tried to follow a didactical concept, they remain basically collections of scientific papers. A comprehensive and systematic account of the OC ideas, methods, and achievements in the form of a textbook which lends itself to the newcomer in this field has been missing so far. The targeted reader of this book is the master student in Computer Science, Computer Engineering or Electrical Engineering - or any other newcomer to the field of Organic Computing with some technical or Computer Science background. Readers can seek access to OC ideas from different perspectives: OC can be viewed (1) as a „philosophy" of adaptive and self-organising - life-like - technical systems, (2) as an approach to a more quantitative and formal understanding of such systems, and finally (3) a construction method for the practitioner who wants to build such systems. In this book, we first try to convey to the reader a feeling of the special character of natural and technical self-organising and adaptive systems through a large number of illustrative examples. Then we discuss quantitative aspects of such forms of organisation, and finally we turn to methods of how to build such systems for practical applications.

Decision Making Under Uncertainty

Theory and Application

MIT Press An introduction to decision making under uncertainty from a computational perspective, covering both theory and applications ranging from speech recognition to airborne collision avoidance. Many important problems involve decision making under uncertainty—that is, choosing actions based on often imperfect observations, with unknown outcomes. Designers of automated decision support systems must take into account the various sources of uncertainty while balancing the multiple objectives of the system. This book provides an introduction to the challenges of decision making under uncertainty from a computational perspective. It presents both the theory behind decision making models and algorithms and a collection of example applications that range from speech recognition to aircraft collision avoidance. Focusing on two methods for designing decision agents, planning and reinforcement learning, the book covers probabilistic models, introducing Bayesian networks as a graphical model that captures probabilistic relationships between variables; utility theory as a framework for understanding optimal decision making under uncertainty; Markov decision processes as a method for modeling sequential problems; model uncertainty; state uncertainty; and cooperative decision making involving multiple interacting agents. A series of applications shows how the theoretical concepts can be applied to systems for attribute-based person search, speech applications, collision avoidance, and unmanned aircraft persistent surveillance. Decision Making Under Uncertainty unifies research from different communities using consistent notation, and is accessible to students and researchers across engineering disciplines who have some prior exposure to probability theory and calculus. It can be used as a text for advanced undergraduate and graduate students in fields including computer science, aerospace and electrical engineering, and management science. It will also be a valuable professional reference for researchers in a variety of disciplines.

Machine Translation Summit

IOS Press

Internet of Things. User-Centric IoT

First International Summit, IoT360 2014, Rome, Italy, October 27-28, 2014, Revised

Selected Papers, Part I

Springer The two-volume set LNICST 150 and 151 constitutes the thoroughly refereed post-conference proceedings of the First International Internet of Things Summit, IoT360 2014, held in Rome, Italy, in October 2014. This volume contains 74 full papers carefully reviewed and selected from 118 submissions at the following four conferences: the First International Conference on Cognitive Internet of Things Technologies, COIOTE 2014; the First International Conference on Pervasive Games, PERGAMES 2014; the First International Conference on IoT Technologies for HealthCare, HealthyIoT 2014; and the First International Conference on IoT as a Service, IoTaaS 2014. The papers cover the following topics: user-centric IoT; artificial intelligence techniques for the IoT; the design and deployment of pervasive games for various sectors, such as health and wellbeing, ambient assisted living, smart cities and societies, education, cultural heritage, and tourism; delivery of electronic healthcare; patient care and medical data management; smart objects; networking considerations for IoT; platforms for IoTaaS; adapting to the IoT environment; modeling IoTaaS; machine to machine support in IoT.

Advances in Practical Applications of Agents, Multi-Agent Systems, and Complexity: The PAAMS Collection

16th International Conference, PAAMS 2018, Toledo, Spain, June 20–22, 2018, Proceedings

Springer This book constitutes the proceedings of the 16th International Conference on Practical Applications of Agents and Multi-Agent Systems, PAAMS 2018, held in Toledo, Spain, in June 2018. The 20 regular and 19 demo papers presented in this volume were carefully reviewed and selected from 57 submissions. They deal with the application and validation of agent-based models, methods, and technologies in a number of key applications areas, such as: energy and security; engineering and tools; evaluation and ethics; negotiation and organisations; personalization and learning; simulation applications; simulation platforms; social networks and humans. The book also contains two invited talks in full paper length.

Interactivity, Game Creation, Design, Learning, and Innovation

7th EAI International Conference, ArtsIT 2018, and 3rd EAI International Conference, DLI 2018, ICTCC 2018, Braga, Portugal, October 24–26, 2018, Proceedings

Springer This book constitutes the refereed post-conference proceedings of two conferences: The 7th EAI International Conference on ArtsIT, Interactivity and Game Creation (ArtsIT 2018), and the 3rd EAI International Conference on Design, Learning, and Innovation (DLI 2018). Both conferences were hosed in Braga, Portugal, and took place October 24-26, 2018. The 51 revised full papers presented were carefully selected from 106 submissions. ArtsIT , Interactivity and Game Creation is meant to be a place where people in arts, with a keen interest in modern IT technologies, meet with people in IT, having strong ties to art in their works. The event also reflects the advances seen in the open related topics Interactivity (Interaction Design, Virtual Reality, Augmented Reality, Robotics) and Game Creation (Gamification, Leisure Gaming, GamePlay). ArtsIT has been successfully co-located with DLI as the design, learning and innovation frame the world of IT, opening doors into an increasingly playful worlds. So the DLI conference is driven by the belief that tools, techniques and environments can spark and nature a passion for learning, transformation domains such as education, rehabilitation/therapy, work places and cultural institutions.

Text, Speech, and Dialogue

23rd International Conference, TSD 2020, Brno, Czech Republic, September 8-11, 2020, Proceedings

Springer Nature This book constitutes the proceedings of the 23rd International Conference on Text, Speech, and Dialogue, TSD 2020, held in Brno, Czech Republic, in September 2020.* The 54 full papers presented in this volume were carefully reviewed and selected from 110 submissions. They were organized in topical sections named text, speech, and dialogue. The book also contains 3 invited talks. * The conference was held virtually due to the COVID-19 pandemic.

Business Process Management

15th International Conference, BPM 2017, Barcelona, Spain, September 10–15, 2017, Proceedings

Springer This book constitutes the proceedings of the 15th International Conference on Business Process Management, BPM 2017, held in Barcelona, Spain, in September 2017.The 19 revised full papers papers presented were carefully reviewed and selected from 116 initial submissions. The topics selected by the authors demonstrate an increasing interest of the research community in the area of process mining, resonated by an equally fast-growing uptake by different industry sectors. The papers are organized in topical sections on process modeling; process mining; assorted BPM topics; decisions and understanding; and process knowledge.

Ensemble Machine Learning

Methods and Applications

Springer Science & Business Media It is common wisdom that gathering a variety of views and inputs improves the process of decision making, and, indeed, underpins a democratic society. Dubbed "ensemble learning" by researchers in computational intelligence and machine learning, it is known to improve a decision system's robustness and accuracy. Now, fresh developments are allowing researchers to unleash the power of ensemble learning in an increasing range of real-world applications. Ensemble learning algorithms such as "boosting" and "random forest" facilitate solutions to key computational issues such as face recognition and are now being applied in areas as diverse as object tracking and bioinformatics. Responding to a shortage of literature dedicated to the topic, this volume offers comprehensive coverage of state-of-the-art ensemble learning techniques, including the random forest skeleton tracking algorithm in the Xbox Kinect sensor, which bypasses the need for game controllers. At once a solid theoretical study and a practical guide, the volume is a windfall for researchers and practitioners alike.

Knowledge Management and Acquisition for Intelligent Systems

15th Pacific Rim Knowledge Acquisition Workshop, PKAW 2018, Nanjing, China, August 28-29, 2018, Proceedings

Springer This book constitutes the proceedings of the 15th International Workshop on Knowledge Management and Acquisition for Intelligent Systems, PKAW 2018, held in Nanjing, China, in August 2018. The 15 full papers and 7 short papers included in this volume were carefully reviewed and selected from 51 initial submissions. They cover the methods and tools as well as the applications related to developing a knowledge base, healthcare, financial systems, and intelligent systems.

ICT in Education, Research, and Industrial Applications

8th International Conference, ICTERI 2012, Kherson, Ukraine, June 6-10, 2012, Revised Selected Papers

Springer This book constitutes the refereed proceedings of the 8th International Conference on ICT in Education, Research, and Industrial Applications, held in Kherson, Ukraine, in June 2012. The 14 revised full papers were carefully reviewed and selected from 70 submissions. This book begins with an invited contribution presenting the substance of one of ICTERI 2012 invited talks. The chapter deals with the issues of abstraction and verification of properties in real-time Java programs. The rest of the volume is structured in four topical parts: ICT Frameworks, Infrastructures, Integration, and Deployment; Formal Logic and Knowledge-Based Frameworks; ICT-Based Systems Modeling, Specification, and Verification: ICT in Teaching and Learning.

The Semantic Web: ESWC 2021 Satellite Events

Virtual Event, June 6–10, 2021, Revised Selected Papers

Springer Nature This book constitutes the proceedings of the satellite events held at the 18th Extended Semantic Web Conference, ESWC 2021, in June 2021. The conference was held online, due to the COVID-19 pandemic. During ESWC 2021, the following six workshops took place: 1) the Second International Workshop on Deep Learning meets Ontologies and Natural Language Processing (DeepOntoNLP 2021) 2) the Second International Workshop on Semantic Digital Twins (SeDiT 2021) 3) the Second International Workshop on Knowledge Graph Construction (KGC 2021) 5) the 6th International Workshop on eXplainable SENTIment Mining and EmotioN deTection (X-SENTIMENT 2021) 6) the 4th International Workshop on Geospatial Linked Data (GeoLD 2021).

Similar Languages, Varieties, and Dialects

A Computational Perspective

Cambridge University Press Language resources and computational models are becoming increasingly important for the study of language variation. A main challenge of this interdisciplinary field is that linguistics researchers may not be familiar with these helpful computational tools and many NLP researchers are often not familiar with language variation phenomena. This essential reference introduces researchers to the necessary computational models for processing similar languages, varieties, and dialects. In this book, leading experts tackle the inherent challenges of the field by balancing a thorough discussion of the theoretical background with a meaningful overview of state-of-the-art language

technology. The book can be used in a graduate course, or as a supplementary text for courses on language variation, dialectology, and sociolinguistics or on computational linguistics and NLP. Part 1 covers the linguistic fundamentals of the field such as the question of status and language variation. Part 2 discusses data collection and pre-processing methods. Finally, Part 3 presents NLP applications such as speech processing, machine translation, and language-specific issues in Arabic and Chinese.

Encyclopedia of Medical Decision Making

SAGE The Encyclopedia of Medical Decision Making presents state-of-the-art research and ready-to-use facts sorting out findings on medical decision making and their applications.

The Prevention and Treatment of Missing Data in Clinical Trials

National Academies Press Randomized clinical trials are the primary tool for evaluating new medical interventions. Randomization provides for a fair comparison between treatment and control groups, balancing out, on average, distributions of known and unknown factors among the participants. Unfortunately, these studies often lack a substantial percentage of data. This missing data reduces the benefit provided by the randomization and introduces potential biases in the comparison of the treatment groups. Missing data can arise for a variety of reasons, including the inability or unwillingness of participants to meet appointments for evaluation. And in some studies, some or all of data collection ceases when participants discontinue study treatment. Existing guidelines for the design and conduct of clinical trials, and the analysis of the resulting data, provide only limited advice on how to handle missing data. Thus, approaches to the analysis of data with an appreciable amount of missing values tend to be ad hoc and variable. The Prevention and Treatment of Missing Data in Clinical Trials concludes that a more principled approach to design and analysis in the presence of missing data is both needed and possible. Such an approach needs to focus on two critical elements: (1) careful design and conduct to limit the amount and impact of missing data and (2) analysis that makes full use of information on all randomized participants and is based on careful attention to the assumptions about the nature of the missing data underlying estimates of treatment effects. In addition to the highest priority recommendations, the book offers more detailed recommendations on the conduct of clinical trials and techniques for analysis of trial data.

Markov Decision Processes

Discrete Stochastic Dynamic Programming

John Wiley & Sons The Wiley-Interscience Paperback Series consists of selected booksthat have been made more accessible to consumers in an effort toincrease global appeal and general circulation. With these newunabridged softcover volumes, Wiley hopes to extend the lives ofthese works by making them available to future generations ofstatisticians, mathematicians, and scientists. "This text is unique in bringing together so many resultshitherto found only in part in other texts and papers. . . . Thetext is fairly self-contained, inclusive of some basic mathematicalresults needed, and provides a rich diet of examples, applications,and exercises. The bibliographical material at the end of eachchapter is excellent, not only from a historical perspective, butbecause it is valuable for researchers in acquiring a goodperspective of the MDP research potential." —Zentralblatt fur Mathematik ". . . it is of great value to advanced-level students,researchers, and professional practitioners of this field to havenow a complete volume (with more than 600 pages) devoted to thistopic. . . . Markov Decision Processes: Discrete Stochastic DynamicProgramming represents an up-to-date, unified, and rigoroustreatment of theoretical and computational aspects of discrete-timeMarkov decision processes." —Journal of the American Statistical Association

Case-Based Reasoning Research and Development

28th International Conference, ICCBR 2020, Salamanca, Spain, June 8–12, 2020,

Proceedings

Springer Nature This book constitutes the refereed proceedings of the 28th International Conference on Case-Based Reasoning Research and Development, ICCBR 2020, held in Salamanca, Spain*, in June 2020. The 20 full papers and 2 short papers presented in this book were carefully reviewed and selected from 64 submissions. The theme of ICCBR 2020, "CBR Across Bridges" was highlighted by several activities. These papers, which are included in the proceedings, address many themes related to the theory and application of case-based reasoning and its future direction. *The conference was held virtually due to the COVID-19 pandemic.

Computer Applications for Handling Legal Evidence, Police Investigation and Case Argumentation

Springer This book provides an overview of computer techniques and tools — especially from artificial intelligence (AI) — for handling legal evidence, police intelligence, crime analysis or detection, and forensic testing, with a sustained discussion of methods for the modelling of reasoning and forming an opinion about the evidence, methods for the modelling of argumentation, and computational approaches to dealing with legal, or any, narratives. By the 2000s, the modelling of reasoning on legal evidence has emerged as a significant area within the well-established field of AI & Law. An overview such as this one has never been attempted before. It offers a panoramic view of topics, techniques and tools. It is more than a survey, as topic after topic, the reader can get a closer view of approaches and techniques. One aim is to introduce practitioners of AI to the modelling legal evidence. Another aim is to introduce legal professionals, as well as the more technically oriented among law enforcement professionals, or researchers in police science, to information technology resources from which their own respective field stands to benefit. Computer scientists must not blunder into design choices resulting in tools objectionable for legal professionals, so it is important to be aware of ongoing controversies. A survey is provided of argumentation tools or methods for reasoning about the evidence. Another class of tools considered here is intended to assist in organisational aspects of managing of the evidence. Moreover, tools appropriate for crime detection, intelligence, and investigation include tools based on link analysis and data mining. Concepts and techniques are introduced, along with case studies. So are areas in the forensic sciences. Special chapters are devoted to VIRTOPSY (a procedure for legal medicine) and FLINTS (a tool for the police). This is both an introductory book (possibly a textbook), and a reference for specialists from various quarters.

Genetic Programming

European Conference, EuroGP 2000 Edinburgh, Scotland, UK, April 15-16, 2000 Proceedings

Springer This volume contains the proceedings of EuroGP 2000, the European Conf- ence on Genetic Programming, held in Edinburgh on the 15th and 16th April 2000. This event was the third in a series which started with the two European workshops: EuroGP'98, held in Paris in April 1998, and EuroGP'99, held in Gothenburg in May 1999. EuroGP 2000 was held in conjunction with EvoWo- shops 2000 (17th April) and ICES 2000 (17th-19th April). Genetic Programming (GP) is a growing branch of Evolutionary Compu- tion in which the structures in the population being evolved are computer p- grams. GP has been applied successfully to a large number of di?cult problems like automatic design, pattern recognition, robotic control, synthesis of neural networks, symbolic regression, music and picture generation, biomedical app- cations, etc. In recent years,even human-competitive results have been achieved by a number of groups. EuroGP 2000, the ?rst evolutionary computation conference of the new m- lennium, was the biggest event devoted to genetic programming to be held in Europe in 2000. It was a high quality conference where state-of-the-art work on the theory of GP and applications of GP to real world problems was presented.

Analysis of Observational Health Care Data Using SAS

SAS Press This book guides researchers in performing and presenting high-quality analyses of all kinds of non-randomized studies, including analyses of observational studies, claims database analyses, assessment of registry data, survey data, pharmaco-economic data, and many more applications. The text is sufficiently detailed to provide not only general guidance, but to help the researcher through all of the standard issues that arise in such analyses. Just enough theory is included to allow the reader to understand the pros and cons of alternative approaches and when to use each method. The numerous contributors to this book illustrate, via real-world numerical examples and SAS code, appropriate implementations of alternative methods. The end result is that researchers will learn how to present high-quality and transparent analyses that will lead to fair and objective decisions from observational data.