Michael Thielscher

ACTION PROGRAMMING LANGUAGES

[Action Programming Languages Michael Thielscher](#)

KJ Lindholm-Leary

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Action Programming Languages Michael Thielscher,2008-07-08 Artificial systems that think and behave intelligently are one of the most exciting and challenging goals of Artificial Intelligence Action Programming is the art and science of devising high level control strategies for autonomous systems which employ a mental model of their environment and which reason about their actions as a means to achieve their goals Applications of this programming paradigm include autonomous software agents mobile robots with high level reasoning capabilities and General Game Playing These lecture notes give an in depth introduction to the current state of the art in action programming The main topics are knowledge representation for actions procedural action programming planning agent logic programs and reactive behavior based agents The only prerequisite for understanding the material in these lecture notes is some general programming experience and basic knowledge of classical first order logic Table of Contents Introduction Mathematical Preliminaries Procedural Action Programs Action Programs and Planning Declarative Action Programs Reactive Action Programs Suggested Further Reading

Action Programming Languages Michael Thielscher,2022-05-31 Artificial systems that think and behave intelligently are one of the most exciting and challenging goals of Artificial Intelligence Action Programming is the art and science of devising high level control strategies for autonomous systems which employ a mental model of their environment and which reason about their actions as a means to achieve their goals Applications of this programming paradigm include autonomous software agents mobile robots with high level reasoning capabilities and General Game Playing These lecture notes give an in depth introduction to the current state of the art in action programming The main topics are knowledge representation for actions procedural action programming planning agent logic programs and reactive behavior based agents The only prerequisite for understanding the material in these lecture notes is some general programming experience and basic knowledge of classical first order logic Table of Contents Introduction Mathematical Preliminaries Procedural Action Programs Action Programs and Planning Declarative Action Programs Reactive Action Programs Suggested Further Reading

Representing and Reasoning with Qualitative Preferences Ganesh Ram Santhanam,Samik Basu,Vasant Honavar,2022-05-31 This book provides a tutorial introduction to modern techniques for representing and reasoning about qualitative preferences with respect to a set of alternatives The syntax and semantics of several languages for representing preference languages including CP nets TCP nets CI nets and CP theories are reviewed Some key problems in reasoning about preferences are introduced including determining whether one alternative is preferred to another or whether they are equivalent with respect to a given set of preferences These tasks can be reduced to model checking in temporal logic Specifically an induced preference graph that represents a given set of preferences can be efficiently encoded using a Kripke Structure for Computational Tree Logic CTL One can translate preference queries with respect to a set of preferences into an equivalent set of formulae in CTL such that the CTL formula is satisfied whenever the preference query holds This allows us

to use a model checker to reason about preferences i e answer preference queries and to obtain a justification as to why a preference query is satisfied or not with respect to a set of preferences This book defines the notions of the equivalence of two sets of preferences including what it means for one set of preferences to subsume another and shows how to answer preferential equivalence and subsumption queries using model checking Furthermore this book demontrates how to generate alternatives ordered by preference along with providing ways to deal with inconsistent preference specifications A description of CRISNER an open source software implementation of the model checking approach to qualitative preference reasoning in CP nets TCP nets and CP theories is included as well as examples illustrating its use **Lifelong Machine Learning** Zhiyuan Chaudhri,Bing Liu,2022-11-10 Lifelong Machine Learning or Lifelong Learning is an advanced machine learning paradigm that learns continuously accumulates the knowledge learned in previous tasks and uses it to help future learning In the process the learner becomes more and more knowledgeable and effective at learning This learning ability is one of the hallmarks of human intelligence However the current dominant machine learning paradigm learns in isolation given a training dataset it runs a machine learning algorithm on the dataset to produce a model It makes no attempt to retain the learned knowledge and use it in future learning Although this isolated learning paradigm has been very successful it requires a large number of training examples and is only suitable for well defined and narrow tasks In comparison we humans can learn effectively with a few examples because we have accumulated so much knowledge in the past which enables us to learn with little data or effort Lifelong learning aims to achieve this capability As statistical machine learning matures it is time to make a major effort to break the isolated learning tradition and to study lifelong learning to bring machine learning to new heights Applications such as intelligent assistants chatbots and physical robots that interact with humans and systems in real life environments are also calling for such lifelong learning capabilities Without the ability to accumulate the learned knowledge and use it to learn more knowledge incrementally a system will probably never be truly intelligent This book serves as an introductory text and survey to lifelong learning *Data Integration* Michael Genesereth,2022-05-31 Data integration is a critical problem in our increasingly interconnected but inevitably heterogeneous world There are numerous data sources available in organizational databases and on public information systems like the World Wide Web Not surprisingly the sources often use different vocabularies and different data structures being created as they are by different people at different times for different purposes The goal of data integration is to provide programmatic and human users with integrated access to multiple heterogeneous data sources giving each user the illusion of a single homogeneous database designed for his or her specific need The good news is that in many cases the data integration process can be automated This book is an introduction to the problem of data integration and a rigorous account of one of the leading approaches to solving this problem viz the relational logic approach Relational logic provides a theoretical framework for discussing data integration Moreover in many important cases it provides algorithms for solving the problem

in a computationally practical way In many respects relational logic does for data integration what relational algebra did for database theory several decades ago A companion web site provides interactive demonstrations of the algorithms Table of Contents Preface Interactive Edition Introduction Basic Concepts Query Folding Query Planning Master Schema Management Appendix References Index Author Biography Don t have access Recommend our Synthesis Digital Library to your library or purchase a personal subscription Email info morganclaypool com for details **Statistical Relational Artificial Intelligence** Luc De Raedt,Kristian Kersting,Sriraam Natarajan,David Poole,2022-05-31 An intelligent agent interacting with the real world will encounter individual people courses test results drugs prescriptions chairs boxes etc and needs to reason about properties of these individuals and relations among them as well as cope with uncertainty Uncertainty has been studied in probability theory and graphical models and relations have been studied in logic in particular in the predicate calculus and its extensions This book examines the foundations of combining logic and probability into what are called relational probabilistic models It introduces representations inference and learning techniques for probability logic and their combinations The book focuses on two representations in detail Markov logic networks a relational extension of undirected graphical models and weighted first order predicate calculus formula and Problog a probabilistic extension of logic programs that can also be viewed as a Turing complete relational extension of Bayesian networks <u>Federated Learning</u> Qiang Yang,Yang Liu,Yong Cheng,Yan Kang,Tianjian Chen,Han Yu,2022-06-01 How is it possible to allow multiple data owners to collaboratively train and use a shared prediction model while keeping all the local training data private Traditional machine learning approaches need to combine all data at one location typically a data center which may very well violate the laws on user privacy and data confidentiality Today many parts of the world demand that technology companies treat user data carefully according to user privacy laws The European Union s General Data Protection Regulation GDPR is a prime example In this book we describe how federated machine learning addresses this problem with novel solutions combining distributed machine learning cryptography and security and incentive mechanism design based on economic principles and game theory We explain different types of privacy preserving machine learning solutions and their technological backgrounds and highlight some representative practical use cases We show how federated learning can become the foundation of next generation machine learning that caters to technological and societal needs for responsible AI development and application **Answer Set Solving in Practice** Martin Gebser,Roland Kaminski,Benjamin Kaufmann,Torsten Schaub,2022-05-31 Answer Set Programming ASP is a declarative problem solving approach initially tailored to modeling problems in the area of Knowledge Representation and Reasoning KRR More recently its attractive combination of a rich yet simple modeling language with high performance solving capacities has sparked interest in many other areas even beyond KRR This book presents a practical introduction to ASP aiming at using ASP languages and systems for solving application problems Starting from the essential formal foundations it introduces ASP s solving technology

modeling language and methodology while illustrating the overall solving process by practical examples Table of Contents List of Figures List of Tables Motivation Introduction Basic modeling Grounding Characterizations Solving Systems Advanced modeling Conclusions   **Case-Based Reasoning** Beatriz López,2022-05-31 Case based reasoning is a methodology with a long tradition in artificial intelligence that brings together reasoning and machine learning techniques to solve problems based on past experiences or cases Given a problem to be solved reasoning involves the use of methods to retrieve similar past cases in order to reuse their solution for the problem at hand Once the problem has been solved learning methods can be applied to improve the knowledge based on past experiences In spite of being a broad methodology applied in industry and services case based reasoning has often been forgotten in both artificial intelligence and machine learning books The aim of this book is to present a concise introduction to case based reasoning providing the essential building blocks for the design of case based reasoning systems as well as to bring together the main research lines in this field to encourage students to solve current CBR challenges   Introduction to Graph Neural Networks Zhiyuan Liu,Jie Zhou,2022-05-31 Graphs are useful data structures in complex real life applications such as modeling physical systems learning molecular fingerprints controlling traffic networks and recommending friends in social networks However these tasks require dealing with non Euclidean graph data that contains rich relational information between elements and cannot be well handled by traditional deep learning models e g convolutional neural networks CNNs or recurrent neural networks RNNs Nodes in graphs usually contain useful feature information that cannot be well addressed in most unsupervised representation learning methods e g network embedding methods Graph neural networks GNNs are proposed to combine the feature information and the graph structure to learn better representations on graphs via feature propagation and aggregation Due to its convincing performance and high interpretability GNN has recently become a widely applied graph analysis tool This book provides a comprehensive introduction to the basic concepts models and applications of graph neural networks It starts with the introduction of the vanilla GNN model Then several variants of the vanilla model are introduced such as graph convolutional networks graph recurrent networks graph attention networks graph residual networks and several general frameworks Variants for different graph types and advanced training methods are also included As for the applications of GNNs the book categorizes them into structural non structural and other scenarios and then it introduces several typical models on solving these tasks Finally the closing chapters provide GNN open resources and the outlook of several future directions   Multi-Objective Decision Making Diederik M. Roijers,Shimon Whiteson,2022-05-31 Many real world decision problems have multiple objectives For example when choosing a medical treatment plan we want to maximize the efficacy of the treatment but also minimize the side effects These objectives typically conflict e g we can often increase the efficacy of the treatment but at the cost of more severe side effects In this book we outline how to deal with multiple objectives in decision theoretic planning and reinforcement learning algorithms To illustrate this we employ the popular problem classes

of multi objective Markov decision processes MOMDPs and multi objective coordination graphs MO CoGs First we discuss different use cases for multi objective decision making and why they often necessitate explicitly multi objective algorithms We advocate a utility based approach to multi objective decision making i e that what constitutes an optimal solution to a multi objective decision problem should be derived from the available information about user utility We show how different assumptions about user utility and what types of policies are allowed lead to different solution concepts which we outline in a taxonomy of multi objective decision problems Second we show how to create new methods for multi objective decision making using existing single objective methods as a basis Focusing on planning we describe two ways to creating multi objective algorithms in the inner loop approach the inner workings of a single objective method are adapted to work with multi objective solution concepts in the outer loop approach a wrapper is created around a single objective method that solves the multi objective problem as a series of single objective problems After discussing the creation of such methods for the planning setting we discuss how these approaches apply to the learning setting Next we discuss three promising application domains for multi objective decision making algorithms energy health and infrastructure and transportation Finally we conclude by outlining important open problems and promising future directions **Computational Aspects of Cooperative Game Theory** Georgios Chalkiadakis,Edith Elkind,Michael Wooldridge,2022-05-31 Cooperative game theory is a branch of micro economics that studies the behavior of self interested agents in strategic settings where binding agreements among agents are possible Our aim in this book is to present a survey of work on the computational aspects of cooperative game theory We begin by formally defining transferable utility games in characteristic function form and introducing key solution concepts such as the core and the Shapley value We then discuss two major issues that arise when considering such games from a computational perspective identifying compact representations for games and the closely related problem of efficiently computing solution concepts for games We survey several formalisms for cooperative games that have been proposed in the literature including for example cooperative games defined on networks as well as general compact representation schemes such as MC nets and skill games As a detailed case study we consider weighted voting games a widely used and practically important class of cooperative games that inherently have a natural compact representation We investigate the complexity of solution concepts for such games and generalizations of them We briefly discuss games with non transferable utility and partition function games We then overview algorithms for identifying welfare maximizing coalition structures and methods used by rational agents to form coalitions even under uncertainty including bargaining algorithms We conclude by considering some developing topics applications and future research directions

Graph Representation Learning William L. Hamilton,2022-06-01 Graph structured data is ubiquitous throughout the natural and social sciences from telecommunication networks to quantum chemistry Building relational inductive biases into deep learning architectures is crucial for creating systems that can learn reason and generalize from this kind of data Recent

years have seen a surge in research on graph representation learning including techniques for deep graph embeddings generalizations of convolutional neural networks to graph structured data and neural message passing approaches inspired by belief propagation These advances in graph representation learning have led to new state of the art results in numerous domains including chemical synthesis 3D vision recommender systems question answering and social network analysis This book provides a synthesis and overview of graph representation learning It begins with a discussion of the goals of graph representation learning as well as key methodological foundations in graph theory and network analysis Following this the book introduces and reviews methods for learning node embeddings including random walk based methods and applications to knowledge graphs It then provides a technical synthesis and introduction to the highly successful graph neural network GNN formalism which has become a dominant and fast growing paradigm for deep learning with graph data The book concludes with a synthesis of recent advancements in deep generative models for graphs a nascent but quickly growing subset of graph representation learning   *KI 2003: Advances in Artificial Intelligence* Andreas Günter,Rudolf Kruse,Bernd Neumann,2003-09-09 This book constitutes the refereed proceedings of the 26th Annual German Conference on Artificial Intelligence KI 2003 held in Hamburg Germany in September 2003 The 42 revised full papers presented together with 5 invited papers were carefully reviewed and selected from 90 submissions from 22 countries The papers are organized in topical sections on logics and ontologies cognitive modeling reasoning methods machine learning neural networks reasoning under uncertainty planning and constraints spatial modeling user modeling and agent technology   Representations and Techniques for 3D Object Recognition and Scene Interpretation Derek Hoiem,Silvio Savarese,2022-05-31 One of the grand challenges of artificial intelligence is to enable computers to interpret 3D scenes and objects from imagery This book organizes and introduces major concepts in 3D scene and object representation and inference from still images with a focus on recent efforts to fuse models of geometry and perspective with statistical machine learning The book is organized into three sections 1 Interpretation of Physical Space 2 Recognition of 3D Objects and 3 Integrated 3D Scene Interpretation The first discusses representations of spatial layout and techniques to interpret physical scenes from images The second section introduces representations for 3D object categories that account for the intrinsically 3D nature of objects and provide robustness to change in viewpoints The third section discusses strategies to unite inference of scene geometry and object pose and identity into a coherent scene interpretation Each section broadly surveys important ideas from cognitive science and artificial intelligence research organizes and discusses key concepts and techniques from recent work in computer vision and describes a few sample approaches in detail Newcomers to computer vision will benefit from introductions to basic concepts such as single view geometry and image classification while experts and novices alike may find inspiration from the book s organization and discussion of the most recent ideas in 3D scene understanding and 3D object recognition Specific topics include mathematics of perspective geometry visual elements of the physical scene structural 3D scene

representations techniques and features for image and region categorization historical perspective computational models and datasets and machine learning techniques for 3D object recognition inferences of geometrical attributes of objects such as size and pose and probabilistic and feature passing approaches for contextual reasoning about 3D objects and scenes Table of Contents Background on 3D Scene Models Single view Geometry Modeling the Physical Scene Categorizing Images and Regions Examples of 3D Scene Interpretation Background on 3D Recognition Modeling 3D Objects Recognizing and Understanding 3D Objects Examples of 2D 1 2 Layout Models Reasoning about Objects and Scenes Cascades of Classifiers Conclusion and Future Directions   *Visual Object Recognition* Kristen Grauman,Bastian Leibe,2022-05-31 The visual recognition problem is central to computer vision research From robotics to information retrieval many desired applications demand the ability to identify and localize categories places and objects This tutorial overviews computer vision algorithms for visual object recognition and image classification We introduce primary representations and learning approaches with an emphasis on recent advances in the field The target audience consists of researchers or students working in AI robotics or vision who would like to understand what methods and representations are available for these problems This lecture summarizes what is and isn t possible to do reliably today and overviews key concepts that could be employed in systems requiring visual categorization Table of Contents Introduction Overview Recognition of Specific Objects Local Features Detection and Description Matching Local Features Geometric Verification of Matched Features Example Systems Specific Object Recognition Overview Recognition of Generic Object Categories Representations for Object Categories Generic Object Detection Finding and Scoring Candidates Learning Generic Object Category Models Example Systems Generic Object Recognition Other Considerations and Current Challenges Conclusions   **Active Learning** Burr Settles,2022-05-31 The key idea behind active learning is that a machine learning algorithm can perform better with less training if it is allowed to choose the data from which it learns An active learner may pose queries usually in the form of unlabeled data instances to be labeled by an oracle e g a human annotator that already understands the nature of the problem This sort of approach is well motivated in many modern machine learning and data mining applications where unlabeled data may be abundant or easy to come by but training labels are difficult time consuming or expensive to obtain This book is a general introduction to active learning It outlines several scenarios in which queries might be formulated and details many query selection algorithms which have been organized into four broad categories or query selection frameworks We also touch on some of the theoretical foundations of active learning and conclude with an overview of the strengths and weaknesses of these approaches in practice including a summary of ongoing work to address these open challenges and opportunities Table of Contents Automating Inquiry Uncertainty Sampling Searching Through the Hypothesis Space Minimizing Expected Error and Variance Exploiting Structure in Data Theory Practical Considerations   *Graph-Based Semi-Supervised Learning* Amarnag Subramanya,Partha Pratim Talukdar,2022-05-31 While labeled data is expensive to prepare ever increasing amounts of

unlabeled data is becoming widely available In order to adapt to this phenomenon several semi supervised learning SSL algorithms which learn from labeled as well as unlabeled data have been developed In a separate line of work researchers have started to realize that graphs provide a natural way to represent data in a variety of domains Graph based SSL algorithms which bring together these two lines of work have been shown to outperform the state of the art in many applications in speech processing computer vision natural language processing and other areas of Artificial Intelligence Recognizing this promising and emerging area of research this synthesis lecture focuses on graph based SSL algorithms e g label propagation methods Our hope is that after reading this book the reader will walk away with the following 1 an in depth knowledge of the current state of the art in graph based SSL algorithms and the ability to implement them 2 the ability to decide on the suitability of graph based SSL methods for a problem and 3 familiarity with different applications where graph based SSL methods have been successfully applied Table of Contents Introduction Graph Construction Learning and Inference Scalability Applications Future Work Bibliography Authors Biographies Index <u>Planning with Markov Decision Processes</u> Mausam Natarajan,Andrey Kolobov,2022-06-01 Markov Decision Processes MDPs are widely popular in Artificial Intelligence for modeling sequential decision making scenarios with probabilistic dynamics They are the framework of choice when designing an intelligent agent that needs to act for long periods of time in an environment where its actions could have uncertain outcomes MDPs are actively researched in two related subareas of AI probabilistic planning and reinforcement learning Probabilistic planning assumes known models for the agent s goals and domain dynamics and focuses on determining how the agent should behave to achieve its objectives On the other hand reinforcement learning additionally learns these models based on the feedback the agent gets from the environment This book provides a concise introduction to the use of MDPs for solving probabilistic planning problems with an emphasis on the algorithmic perspective It covers the whole spectrum of the field from the basics to state of the art optimal and approximation algorithms We first describe the theoretical foundations of MDPs and the fundamental solution techniques for them We then discuss modern optimal algorithms based on heuristic search and the use of structured representations A major focus of the book is on the numerous approximation schemes for MDPs that have been developed in the AI literature These include determinization based approaches sampling techniques heuristic functions dimensionality reduction and hierarchical representations Finally we briefly introduce several extensions of the standard MDP classes that model and solve even more complex planning problems Table of Contents Introduction MDPs Fundamental Algorithms Heuristic Search Algorithms Symbolic Algorithms Approximation Algorithms Advanced Notes <u>An Introduction to Constraint-Based Temporal Reasoning</u> Roman Barták,Robert A. Morris,K. Brent Venable,2022-05-31 Solving challenging computational problems involving time has been a critical component in the development of artificial intelligence systems almost since the inception of the field This book provides a concise introduction to the core computational elements of temporal reasoning for use in AI systems for planning

and scheduling as well as systems that extract temporal information from data It presents a survey of temporal frameworks based on constraints both qualitative and quantitative as well as of major temporal consistency techniques The book also introduces the reader to more recent extensions to the core model that allow AI systems to explicitly represent temporal preferences and temporal uncertainty This book is intended for students and researchers interested in constraint based temporal reasoning It provides a self contained guide to the different representations of time as well as examples of recent applications of time in AI systems

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