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Editors

Innovations in Hybrid Intelligent Systems



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Preface

The 2nd International Workshop on Hybrid Artificial Intelligent Systems (HAIS 2007) combines symbolic and sub-symbolic approaches to reliable problem solving models. Hybrid systems have shown their capabilities in handling many real world problems involving precision, uncertainty and vagueness, and they offer the opportunity to use both, our knowledge and experience, in an interesting and promising way. This expansion in the artificial intelligence field is reflected in HAIS 2007 is an excellent forum for presenting the latest interesting opportunity to present and discuss the latest research results in applications in this multidisciplinary field.

This volume of Advances in Soft Computing presents the proceedings of the HAIS 2007 held in University of Salamanca, Spain.

The global purpose of HAIS conference is to provide a multidisciplinary forum for Hybrid Artificial Intelligent Systems, which are playing increasingly important role in many applications fields.

Since its first edition in Brazil in 2005, the HAIS conference has focused on fundamental and theoretical aspects of Hybrid Artificial Intelligent Systems based on the hybrid use of Fuzzy Logic, Evolutionary Computation and Bio-inspired Models, Fuzzy Systems, Neural Networks, Optimization Models and so on.

HAIS 2007 received 112 technical papers. After a careful review process, the Program Committee selected 100 papers -after a rigorous peer review process- for this volume in the Advances in Soft Computing series.

The large number of submitted papers reflects the increasing interest and the relevance of the fields related to HAIS in the scientific community.

HAIS 07 has also teamed up with the 2nd International Conference on Hybrid Artificial Intelligent Systems (CAEPIA 2007). The extended papers, to be published in the Springer series Advances in Intelligent Systems and Computing, will be presented at CAEPIA 2007.

We would like to thank the work of all the authors who have performed admirably under tight deadlines. We would like to thank our Keynote Speakers: Prof. Ajith Abraham, Norwegian University of Science and Technology, Norway, and Prof. José M. Gómez, University of Madrid, Spain.

Particular thanks go to the Organizing Committee for the organization and promotion of HAIS 2007.

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Combining Improved FYDPS Neural Networks and Case-Based Planning – A Case Study

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Abstract. This paper presents a hybrid deliberative architecture based on the concept of CBP-BDI agent. A CBP-BDI agent is a BDI agent that incorporates a CBP reasoning engine. The work here presented focuses in the development of the CBP internal structure. The planning mechanism has been implemented by means of a novel FYDPS neural network. The system has been tested and this paper presents the results obtained.

1 Introduction

In this article we present a novel hybrid planning system based on the combination of neuronal networks with CBP (Case-based planning) systems [8]. CBP allows us to retrieve past experiences when a new plan is created which lends the system a large capacity for learning and adaptation [8]. The neuronal networks proposed within this research framework are self-organised, based on Kohonen [11] networks, but which present certain improvements (FYDPS neural Neural Network) [13]. These improvements allow the network to reach a solution much more rapidly. Furthermore, once a solution has been reached, it makes it possible to make new modifications taking restrictions into account (specifically time restrictions).

Case-based planning is based on the way through which a new plan is generated through experiences acquired in the past (after the creation and execution of plans to resolve similar problems to the current one). Case-based planning is carried out through a CBP cycle [2], [3], [8]. The CBP cycle is formed by four sequential stages: retrieve, reuse, revise and retain. In the retrieve stage past experiences are recuperated with a description of the problem similar to that of the current problem. In the revise stage the results attained after executing a new plan are evaluated. Lastly, in the retain stage, lessons are learnt from the new experience. Each one of the stages of the CBP cycle may be implemented in various ways, using different algorithms. In this article we present a novel model that allows the integration of the planning based on cases from FYDPS networks. This model offers greater speed for obtaining the solutions that Kohonen networks, and incorporated restrictions in the network.

The hybrid planning system developed has been applied to an existent Multiagent System, developed for guiding and advising users in Shopping Centres (also known as shopping malls) [2], [3]. A shopping centre is a dynamic environment, in which shops change, promotions appear and disappear continuously, etc. The proposed system

helps users to identify a shopping or leisure activity within a given shopping mall. Moreover, it is recommended for solving dynamic decision problems using a deliberative agent that works at a high level of abstraction. The BDI architecture [1] is used, Intention (BDI) [2], [9]. A CBP-BDI agent is a hybrid architecture that combines a CBP reasoning mechanism, which allows it to learn from past experiences, with the environment as well as with users. The CBP-BDI agent has a large capacity for adaptation to the environment. The system used a system of planning based on a neural network obtained with the planning system proposed in [13]. The system obtained with the previous planning system is used to obtain the results obtained with the previous planning system.

Section two presents the shopping mall multiagent system. Section three introduces the planning strategy. Section four presents the neural network model finally, the system is evaluated.

2 Shopping Mall Multiagent System

This paper presents a distributed architecture of a CBP-BDI guiding agent, wireless agents and shop agents. The CBP-BDI agent incorporates a reasoning Case-based planning module that allows the agent to learn from initial knowledge, environment and users, and allows it to discover knowledge "know how". The User Agent module is responsible for recommending plans in dynamic environments. The Shop Agent module is responsible for developing a guiding system for the user. The User module is responsible for identifying bargains, offers, leisure activities and services. The Shop Manager module is developed, which is capable of incorporating information about products and advice services to the users not only about the products offered in the mall, but also in a similar environment such as the labour market. The User (clients in the mall) are able to get information about products and services offered in the mall and on leisure time activities (entertainment, sports, etc.) through their mobile phone or PDA. Mechanisms for finding offers in the mall and for getting information about the time in the mall are also available. Moreover, the User can receive personalized offers (a shop owner will be able to offer him a personalized offer).

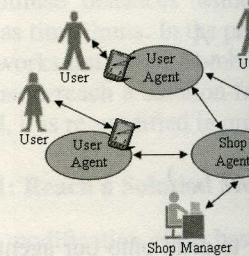


Fig. 1. Shopping Mall multiagent system

In terms of the efficacy obtained with the new planning model, the results of the new model have been compared with those of a classic planner and with the prior system. A set of synthetic tests has been developed, proposing 50 cases for generating a plan in each planner. The average times taken by each planner to generate a plan is illustrated in Table 2. Table 2 shows how the planner proposed in this study significantly improves the time taken over classical planner, and also slightly improves on the time taken by a geodesic based planner.

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Autonomous FYDPS Neural Network-Based Planner Agent for Health Care in Geriatric Residences

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Abstract. This paper presents an autonomous intelligent agent developed for health care in geriatric residences. The paper focuses on the construction of an autonomous agent which incorporates a model of human thinking, such as reasoning based on past experiences. The work here presented focuses in the development of the CBP internal structure. The planning mechanism has been implemented by means of a novel FYDPS neural network. The system has been tested and this paper presents the results obtained.

Keywords: Multi-agent System, CBR, FYDPS neural network.

1 Introduction

In this article we present a novel planning system based on the combination of neuronal networks with CBP (Case-based planning) systems [7]. Case-based planning allows us to retrieve past experiences to create a new plan which lends the system a large capacity for learning and adaptation [7]. The neuronal networks proposed within this research framework are self-organised, based on Kohonen networks [10], but present certain improvements (FYDPS Neural Network) [11]. These improvements allow the network to reach a solution much more rapidly. Besides, once a solution has been reached, it is possible to make modifications taking restrictions into account (in this study time restrictions). The new planning mechanism is integrated within AGALZ (Autonomous aGent for monitoring ALZheimer patients) [5], [6], a planning agent that works in conjunction with complementary agents into a prototype multi-agent system (ALZ-MAS: ALZheimer Multi-Agent System). The results obtained are compared to those obtained with the previous geodesic planner used by AGALZ.

This work focuses in the development of deliberative agents using a case-based planning [1] architecture, as a way to implement adaptive systems to improve assistance and health care support for elderly and people with disabilities, in particular with Alzheimer's. Agents in this context must be able to respond to events, take the initiative according to their goals, communicate with other agents, interact with users, and make use of past experiences to find the best plans to achieve goals, so we propose the development of a deliberative agent that incorporates a CBP mechanism, specially designed for planning construction. CBP-BDI facilitates learning and

In the future, health care will require the use of new technologies that allow medical personnel to carry out their tasks more efficiently [3]. We have shown some potential of deliberative CBP-BDI agents in a distributed multi-agent system focused on health care. In addition, the use of RFID technology [15] on people provided a high level of interaction among users and patients through the system.

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Structure-Preserving Noise Reduction Imaging

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Abstract. An approach for noise filtering based on edge-preserving noise reduction. The method combines edge-preserving noise reduction with its application to electron cryotomography. The molecular architecture of complex biological structures is used to increase the extremely low signal-to-noise ratio of the three-dimensional structures. The filtering process reduces the noise with excellent preservation of edges.

1 Introduction

The advent of biological imaging technologies, or indirectly, the molecular and cellular essential functions within cells and tissues, techniques (optical microscopy, confocal tomography, just to name a few) in biology, the need for sophisticated image processing and interpretation at different scales of resolution, even needed for analysis of other biological structures.

Noise reduction is paramount for producing good quality images. Standard linear filtering techniques, such as kernels succeed in reducing the noise, but they do not achieve Anisotropic nonlinear diffusion (AND) is a well-known noise reduction techniques [3]. AND achieves this by adaptively tuning the strength and direction of the smoothing operation on the image. It preserves edges and enhances the signal-to-noise ratio (SNR) with no significant loss of resolution. It was introduced in 1990 by Perona and Malik [4], in the form of a partial differential equation, a well-established tool for denoising multidimensional images.

Electron cryotomography (cryoET) is a technique that produces extremely low contrast three-dimensional images of biological structures.

The series "Advances in Soft Computing" contains publications on various areas within so-called soft computing which include fuzzy sets, rough sets, neural networks, evolutionary computations, probabilistic and evidential reasoning, multi-valued logic, and related fields. The publications within "Advances in Soft Computing" are primarily textbooks and proceedings of important conferences, symposia and congresses. They cover significant recent developments in the field, both of a foundational and applicable character. An important characteristic feature of the series is the short publication time and world-wide distribution. This permits a rapid and broad dissemination of research results.

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