



Subject Index—Volumes 111–120

0–1 programming	(111) 41	Belief networks	(113) 41
2D motion estimation	(114) 125	Belief revision	(115) 25, (119) 141, (119) 259, (120) 251
Abduction	(111) 41, (111) 131, (116) 297	Belief update	(115) 107, (119) 141
Abductive reasoning	(120) 1	Benchmarking	(112) 105
Abductive theory revision	(112) 57	Binding problem	(117) 231
Abstraction	(116) 17	Blame assignment	(112) 1
Accuracy estimation	(116) 1	Bucket brigade	(120) 165
Adaptive Web sites	(118) 245	Case-based coaching	(114) 297
Agency	(111) 73	Case-based reasoning	(112) 1
Agent architecture	(114) 57	Causal logic	(113) 87
Agent development environments	(117) 107	Causality	(115) 107
Agent interactions	(117) 277	Causation	(111) 73
Agent-based computing	(117) 277	Chessmaps heuristic	(120) 235
AGM theory	(116) 237	Circumscription	(119) 259
AI and education	(114) 297	CLASSIC	(114) 203
AI applications	(114) 203	Closed world assumption	(119) 141
Algorithms	(111) 301, (113) 41	Clustering	(116) 1
Analogy	(116) 17	Coalition formation	(111) 209
Anytime algorithm	(111) 209	Cognitive map	(119) 191
Approximation	(116) 287	Cognitive robotics	(111) 277
Argumentation	(120) 251	Colinear points	(119) 235
Artificial intelligence	(113) 149, (114) 257	Collision avoidance	(114) 3
Artificial social systems	(119) 61	Combinatorial optimization	(119) 275
ASK/TELL mechanism	(120) 119	Commonsense reasoning	(111) 73, (119) 259
Auction design	(120) 29	Compactability	(115) 25
Auctions	(120) 29	Comparative analysis	(115) 145
Automated proof planning	(115) 65	Compilation	(115) 257
Automated reasoning	(112) 105, (113) 41, (116) 297	Complexity	(116) 315, (119) 141
Autonomous spacecraft	(114) 239	Compositional modeling	(114) 297
Bayesian networks	(113) 203, (117) 297, (120) 199	Computational complexity	(115) 1, (115) 25, (116) 193, (117) 1, (119) 1
Belief	(120) 119	Computational model of belief	(120) 119
Belief ascription	(120) 119	Computer chess	(120) 235
Belief change	(115) 107, (116) 237	Computer vision	(114) 95
Belief inference	(120) 119		

- Conceptual clustering (118) 245
 Conditional logic (113) 269, (117) 83
 Conformality (116) 265
 Conjectures (117) 255
 Consequences (117) 255
 Constraint networks (113) 41
 Constraint programming (114) 157
 Constraint satisfaction (112) 105
 Constraint satisfaction problems (120) 81
 Constraint-based reasoning (115) 257
 Constraints (117) 31
 Contrast-enhanced MRI (114) 125
 Control (114) 157
 Convex sets of probability measures (120) 199
 Coplanarity constraints (119) 235
 Correlation (114) 125
 Cross-validation (116) 1
- Data manifold (116) 265
 Data mining (118) 245
 Davis–Putnam (116) 315
 Debugging (111) 3
 Decision lists (113) 125
 Deduction (116) 297, (117) 231
 Deduction and theorem proving (116) 17
 Deduction model of belief (120) 119
 Deductive databases (112) 233
 Default logic (112) 105, (116) 217
 Default modal logic (116) 217
 Default reasoning (116) 217
 Defeasible inheritance (113) 247
 Defeasible reasoning (120) 251
 Deformation measure (116) 265
 Deontic logic (117) 107
 Dependence (115) 107
 Description logics (114) 203
 Diagnosis (111) 3, (111) 41, (112) 57, (119) 103
 Distributed AI (111) 209
 Dynamic logic (113) 1
 Dynamic programming (113) 41
- Education (113) 149
 Empirical evaluation of algorithms (112) 213
 Empirical methods (113) 285
 Engineering thermodynamics (113) 149, (114) 297
 Entailment (116) 297
 Entertainment (114) 3
 Epistemic logics (116) 193
 Epistemic states (116) 237
 Evolutionary computation (120) 165
 Experimental methods (113) 285
 Experimental studies (112) 105
 Expert system (117) 83
- Explanation (112) 1
 Explanatory and nonmonotonic reasoning (111) 131
- Failure analysis reasoning (111) 239
 Filter preferential entailment (120) 1
 Filtering (120) 1
 First-order logic (117) 297
 FMEA (Failure Mode Effects Analysis) (111) 239
 Frame problem (111) 277, (116) 87
 Function-based analysis (112) 147
 Functional reasoning (113) 149, (114) 297
- Game theory (111) 209
 Genetic programming (120) 165
 Graph partitioning (119) 275
 Graphical d-separation relations (120) 199
 Graphical models of inference (120) 199
- Heterogeneous databases (118) 163
 Heuristic search (117) 31
 Heuristics (119) 275
 Hierarchical planning (112) 181
 Horn formulae (119) 1
 Human robot interaction (114) 3
 Hypotheses and their structure (117) 255
- Image sequence analysis (112) 147
 Imprecise models (119) 103
 Independence relations (120) 199
 Inductive learning (116) 1
 Inductive Logic Programming (114) 283
 Inference (113) 41, (117) 83
 Information agents (118) 15, (118) 197
 Information appliance (114) 57
 Information extraction (118) 15, (118) 69, (118) 163
 Information gathering (118) 197
 Information integration (118) 115, (118) 163
 Information retrieval (114) 257, (118) 163, (118) 277
 Information systems (118) 197
 Integer programming (111) 41
 Integrating constraint solvers (115) 65
 Integrity constraints (115) 107
 Intelligent agents (113) 1
 Intelligent interfaces (111) 301
 Intelligent learning environments (114) 297
 Interactive learning environments (117) 173
 Interchangeability (115) 257
 Internal reinforcement (120) 165
 Internet information integration (118) 15
 Intra-option learning (112) 181
 Iterative repair (114) 239
- Junction trees (113) 203

- KL-One (114) 203
 Knowledge approximation (119) 1
 Knowledge assimilation (120) 1
 Knowledge based model construction (117) 297
 Knowledge bases (118) 69
 Knowledge compilation (119) 1
 Knowledge representation (111) 301, (112) 105,
 (114) 203, (116) 17, (116) 67, (116) 193,
 (117) 107, (118) 163, (119) 259

 Learning (117) 231
 Learning algorithm (116) 265
 Learning goals (112) 1
 Learning interaction models (111) 301
 Learning of n (114) 283
 Learning relations (117) 231
 Learning rules (117) 231
 Learning to act (113) 125
 Learning-strategy construction problem (112) 1
 Lexical ambiguity (118) 277
 Line drawing labelling (119) 235
 Linear programming (119) 235
 Linear system theory (115) 145
 Local search (114) 239, (119) 275
 Localization (114) 3
 Logic (114) 3, (115) 1
 Logic programming (113) 247
 Logic programming and theorem proving (111) 301
 Logical representations (111) 171
 Logics of knowledge and beliefs (112) 233
 Lower and upper expectations (120) 199

 Machine learning (114) 3, (114) 283, (116) 1,
 (116) 17, (118) 15, (118) 69, (120) 165
 Macroactions (112) 181
 Macros (112) 181
 Map learning (119) 191
 Mapping (114) 3
 Markov decision processes (112) 181
 Maximum entropy (117) 83
 Mechanical devices (112) 147
 Mechanical motion (112) 147
 Mechanism design (120) 29
 Meta-level reasoning (115) 65
 Meta-reasoning (112) 1
 Minimal change (115) 107
 Minimal social laws (119) 61
 Mobile robotics (114) 3, (114) 95
 Modal logic (116) 217
 Model aggregation (117) 173
 Model checking (112) 57
 Model-based diagnosis (117) 173
 Model-based reasoning (111) 3, (114) 157, (116) 87

 Modeling (114) 157
 Monitoring (119) 103
 Morphology (118) 277
 Motivational attitudes (113) 1
 Multi-agent programming (114) 57
 Multi-agent systems (111) 209, (117) 277
 Multistrategy learning (112) 1

 Natural coordinate (116) 265
 Natural language (114) 283
 Natural language processing (115) 215
 Navigation (114) 95
 Negotiation (111) 209
 Network satisfaction problem (116) 287
 Neural network (120) 235
 Neural programming (120) 165
 Nonmonotonic consequence relations (111) 131
 Nonmonotonic logic (113) 87
 Nonmonotonic reasoning (112) 105, (112) 233,
 (113) 247, (116) 193, (116) 217, (119) 259
 Numeric reasoning (116) 67

 Omniscience (120) 119
 Optic flow (114) 125
 Optimization (114) 95
 Optimization problems (111) 41
 Options (112) 181
 Orthocomplemented (117) 255
 Orthomodular and Boolean lattices (117) 255

 PAC learning (117) 231
 PAC semantics (117) 231
 Parallel lines (119) 235
 Parallelisation (112) 213
 Pattern recognition (116) 265
 Pattern-oriented (120) 235
 Plan-space search (115) 215
 Planning (112) 1, (113) 125, (114) 3, (114) 239,
 (115) 65, (115) 215, (116) 87, (116) 123,
 (118) 197
 Planning by Rewriting (118) 115
 Plausible reasoning (113) 149
 Polynomial agent languages (117) 107
 Possibility measures (113) 269
 Possible models approach (115) 107
 Preferential entailment (113) 269, (119) 259
 Prime implicants (111) 41
 Prime implicate (111) 41
 Probabilistic inference (113) 203
 Probabilistic logic (117) 83
 Probabilistic models (111) 171, (114) 257
 Probabilistic reasoning (113) 269, (114) 3
 Problem solving (120) 43

- Problem solving and search (116) 17
 Problem structure (117) 31
 Propositional logic (116) 297
 Propositional satisfiability (116) 315
 Protein prediction (114) 283

 Qualification problem (116) 87
 Qualitative geometric reasoning (119) 19
 Qualitative modelling (111) 239
 Qualitative Physics (119) 19
 Qualitative reasoning (112) 147, (113) 149,
 (114) 297, (115) 145, (117) 173, (119) 103,
 (119) 191
 Qualitative simulation (119) 19, (119) 103
 Query optimization (118) 115

 Ramification problem (116) 87
 Randomization (117) 1
 Reactive planning (117) 1
 Reasoning (117) 231
 Reasoning about action (111) 73, (113) 87, (115) 1,
 (116) 87
 Reinforcement learning (112) 181
 Relation algebra (116) 287
 Relational learning (118) 69
 Repair (112) 57
 Resource-bounded reasoning (111) 209
 Reuse (116) 17
 Rigid-body dynamics (119) 19
 Robot collaboration (114) 57
 Robot exploration (119) 191
 Robot–human interaction (114) 95
 Robust Bayesian analysis (120) 199
 Robustness (117) 231
 Rule match (120) 43
 Run-time distributions (112) 213

 SAT (112) 213
 Scheduling (114) 157, (114) 239, (117) 31,
 (118) 197, (120) 81
 Scientific discovery (114) 283
 Search (113) 41, (120) 81
 Search control knowledge (116) 123
 Search heuristic (120) 235
 Self-organization network (116) 265
 Self-organized criticality (119) 275
 Semantics of logic program (112) 233
 Semi-Markov decision processes (112) 181
 Sensors (111) 171
 Signal understanding (120) 165
 Simple social laws (119) 61
 Simplices (116) 265
 Simulative reasoning (120) 119

 Smart office (114) 57
 Social level (117) 277
 Software agents (117) 107
 Software engineering (117) 277
 Soundness (117) 231
 Space operations (114) 239
 Spatial reasoning (119) 191
 Spatio-temporal databases (120) 81
 Speed up learning (120) 43
 SPIRIT (117) 83
 State constraints (116) 87
 Statistics (113) 285
 Stemming (118) 277
 Stochastic local search (112) 213
 Stratified programs (117) 107
 Structural domains (113) 125
 Student modelling (117) 173
 Subgoals (112) 181
 Supervised learning (113) 125
 Symbolic electrical circuit simulation (111) 239
 Symbolic reasoning (116) 67
 System identification (119) 103

 Task-related discourse (115) 215
 Technology transfer (114) 203
 Temporal abstraction (112) 181
 Temporal constraints (116) 287
 Temporal logic (115) 1, (116) 123
 Temporal reasoning (120) 81
 Text categorization (118) 163
 Text classification (118) 69
 Text processing (118) 197
 Textual similarity (118) 163
 Theorem proving (115) 65
 Tour guide robots (114) 95
 Tractable (116) 287
 Tractable inference (116) 297
 Traveling salesman problem (119) 275
 Truth propagation (116) 67

 Uncertainty (114) 125
 Universal planning (117) 1
 Update postulates (115) 107
 Utility problem (120) 43

 Vanishing points (119) 235
 Virtual laboratories (114) 297

 Weak abduction (120) 1
 Web spider (118) 69
 Word sense disambiguation (118) 277
 World Wide Web (118) 69
 Wrapper induction (118) 15