

Index

- 2D modeling, 174–6; appearance-based approaches, 175; local descriptor approaches, 175–6
 3D modeling, 176–8
- Abelson, R., 72
 Abraham, R., 134
 Abrahamsen, A., 110
 ACRONYM, 177
 ACT-R, 28, 30, 31, 124, 257
 Adami, C., 300
 adaptive behavior, 235
 affordances, 130
 Agassi, J., 57
 agency, 6
 agent-based AI, *see also* agency, 28, 235–7; challenges, 243–4
 Agnew, N., 131
 Agre, P., 130
 AI, definition, 34; and cognitive science, 30; and emotions, 250; and ethics, 6, 316–18; and reproduction, 327–8
 AI winter, 21
 Ajjanagadde, V., 115
 Aleksander, I., 259, 260
 Alexandrov, Y., 258
 Alignment method, 174
 Allen, J., 275
 Aloimonos, Y., 176
 Alonso, E., 6, 235, 241
 Amari, S., 20
 Amir, E., 5, 193, 195, 204, 208
 amphiphilic molecules, 298
 Anderson, J., 120, 122, 131, 257
 Angel, L., 258
 Aquinas, 64, 69
 Arbid, M., 133
 Archimedes, 75, 331, 332
 argumentation-based negotiation, 240–1
 Aristotle, 36
 Arkin, R., 133
 Arkoudas, K., 4
 artificial cells, 298–9
 artificial creatures, 276
 Artificial General Intelligence (AGI), 30, 318–20
 artificial insects, 283
 artificial life, 6; ethics, 310–12; hard, 296, 297; philosophical implications, 305–12; soft, 296, 299–305; strong, 309–10; vs. AI, 304–5; vs. connectionism, 304–5; wet, 296, 298–9
 Asfour, T., 182
 Ashby, W., 135
 Asimov, I., 330
 Asimov's Three Laws of Robotics, 330
 Austin, J. L., 56
 autoepistemic logic, 228
 automated contracting, 238
 automated theorem proving, 36
 autonomic computing, 29
 automatic speech recognition, 223
 autonomous behavior, 235
 autonomous decision making, 202–6
 autopoiesis, 134
 Average Landmark Vector (ALV), 286–7
 Ayer, A. J., 69
- Baars, B., 261
 Babbage, C., 17
 background subtraction, 182
 backpropagation, 21, 52, 78, 109, 111, 118, 153, 304
 backtracking, 204
 Bacon, F., 36, 38
 Baddeley, B., 287
 bag-of-feature models, 175
 Bajesy, R., 173, 177
 Balkenius, C., 256
 Ballard, D., 133, 168, 170, 172, 174
 Barnes, B., 57
 Barrow, H., 168
 Barto, A., 78, 109, 112
 Bates, J., 254
 Bayes' Theorem, 288

- Bayesian learning, 156–7
 Bayesian network, 22, 198–201
 Bechtel, W., 82, 110, 136
 Bedau, M., 6, 305, 307, 310, 311
 Beer, R., 5, 96, 131, 133, 135, 136, 137–40, 141, 283
 behavior control, 255
 behavioral decomposition, 276
 belief-desire-intention architectures (BDI), 258
 Berlekamp, E., 300
 Berners-Lee, T., 225, 227
 binding problem, 115
 Binford, T., 177
 Bishop, C., 151
 Blair, H., 256
 Block, N., 35, 46, 49, 66
 Blockhead argument, 35, 66–7
 blocks world, 214–15
 Bloor, D., 57
 Bobick, A., 184
 Boden, M., 4, 90, 93, 94, 95, 96, 98, 99, 101, 102, 103, 310
 Boguraev, B., 221
 Bolt, R., 184
 Bond, A., 237
 Bongard, J., 297
 Bookman, I., 119, 122
 Bordini, R., 243
 Bostrom, N., 6, 328, 329
 bottom-up systems, 304
 bottom-up vs. top-down processing, 92
 Bower, G., 114
 Brachman, R., 29
 brain emulation, *see* uploading
 brain in a vat vs. embodied AI, 16, 31
 Braitenburg, V., 190
 Bratman, M., 235
 Brave, S., 253
 Breazeal, C., 183, 278–9
 Bresnan, J., 216
 Bringsjord, S., 4
 brittleness, of GOFAL, 93–4
 Brooks, R., 25, 31, 54, 55–6, 81, 94, 96, 131, 132–3, 177, 233, 270, 271, 276–8, 289, 297, 298
 Brown, C., 168, 170
 Brown, P., 223
 Brown-Oslo-Bergen corpus of English, 221
 Buchanan, B., 20, 192
 Burge, T., 46
 Busoniu, L., 242
 Buxton, H., 182
Cambridge Handbook of Cognitive Science, 8
 Canamero, D., 251, 257
 CANDIDE, 223–4
 Cangelosi, A., 141
 Capek, K., 270, 290
 Cardoso, A., 257
 Carpenter, G., 109
 Cartwright, B., 286
 Cartwright, N., 155, 163
 Cassandra, A., 208
 causal learning, 155, 162–5
 Celaya, E., 78
 cell-free extract, 299
 central executive vs. distributed control, 95–6
 Chalmers, D., 21, 68, 80, 131
 Chang, A., 208
 Chapman, D., 130, 233
 Chaumette, F., 178, 179
 Chickering, D., 162
 Chiel, H., 133
 Chilausky, R., 95
 Chinese Nation Simulation, 49
 Chinese Room argument, *see also* Systems Reply, Robot Reply, Combination Reply, 4, 49, 72–5, 97–9, 160
 Cho, M., 311
 Chomsky, N., 41, 47, 48, 213, 214, 216–17, 218
 Chrisley, R., 253, 260
 Christensen, H., 173
 Chu, T., 158
 Church, A., 17, 37
 Churchland, P. S., 133
 Ciravegna, F., 229
 circumscription, 196
 Clancey, W., 131
 CLARION, 28, 30, 31, 120–2, 124
 Clark, A., 77, 97, 129, 131, 133
 classifier systems, 222
 CLAWS4, 221, 222, 223
 Cleland, C., 307, 310
 Cliff, D., 131, 141, 142, 282, 297
 Clore, G., 255
 clustering algorithms, 154

- Cog project, 278
 CogEM models, 256
 cognitive computing, 29
 cognitive maps, 41
 cognitive revolution, 40–1
 cognitive robotics, 29
 Cohn, A., 193
 Colby, K., 215
 Cole, D., 49
 Collett, T., 286
 Collins, A., 255
 Combination Reply, 74–5
 COMMIT, 213
 commonsense reasoning, 206–7
 computability theory, 41
 computational linguistics, 5, 213
 computational theory of mind (CTM),
 (see *also* GOFAL, language of thought),
 41, 72
 computer learning, *see* machine learning
 computer vision, paradigms and principles,
 26, 169–73
 conceptual vs. subconceptual cognition,
 120
 conceptual dependency system, 218
 Conditional-Probability Table (CPT),
 198–201
 conjecture generation, 37, 38–9
 connectionism, *see also* neural networks,
 21, 52–4, 76–80, 95–6, 304–5; future
 trends, 124–5; language processing,
 114–15, 220; learning, 78–9, 109,
 110–12; neurological plausibility, 78–9;
 overview, 108–10; reasoning, 115;
 revolution, 108, 110; symbolic
 processing, 116–19
 connectionist representation, 112;
 distributed localist, 112; fully distributed,
 113; fully localist, 112, 220; locally
 distributed, 112
 conscious agents, 261
 Conscious Mattie, 261
 consciousness, architectural proposals, 259;
 higher-order theories, 259; theater
 model, 261
 constraint satisfaction, 95, 110, 194
 content, narrow vs. wide, 46
 content externalism, 45–6
 content grounding problem, *see also*
 naturalizing content, 44, 67–8, 97–9, 134
 contextual scene understanding,
 184
 control processes, 251
 Conway, J., 300, 310
 Cooper, G., 162
 Cooper, R., 96
 Cosmides, L., 255
 Cowie, J., 224
 creativity, 160–1
 Crouch, E., 311
 Croucher, M., 250
 Crowley, J., 173, 184
 Cupillard, F., 182
 CV4HCI, 186
 cybernetics, 90, 276
 Cyc, 207
 Danks, D., 5
 DARPA, 29; Grand Challenge, 289
 Dartmouth conference, 18, 39–40
 data mining, 28
 Davis, E., 39
 Davis, M., 37
 Davis, R., 20
 DCPS, 117
 de Salvo Braz, R., 208
 deciding in the dark, 311–12
 decision making, defined, 191
 decision networks, 206
 decision theory, 311–12
 Deep Blue, 23, 100, 318, 319
 DeMarse, T., 290
 DENDRAL, 20
 Dennett, D., 69, 93, 307, 309
 Descartes, R., 40, 64, 66
 Dickmanns, E., 180, 181
 Dillenbourg, P., 242
 Di Paolo, E., 133, 141
 disembodied intelligence, 35
 distributed learning, 242
 Distributed Problem Solving systems (DPS),
 237–8
 divide and conquer strategy, 237
 Dretske, F., 67
 Dreyfus, H., 39, 46–8, 75–6, 78, 97, 99,
 100, 101, 119, 129, 132
 Dreyfus, S., 119
 Duda, R., 151, 168, 172
 Dunmall, B., 259, 260
 Durfee, E., 237

- dynamic vision approach, 180–1
dynamical-systems approach, 54, 80–2,
134–5; perspective, 134, 135–6;
hypothesis, 134, 136
dynamics, 134–6
Džeroski, S., 193
- École Polytechnique Fédérale de Lausanne
(EPFL), 281
Edelman, G., 133
Edmonds, D., 19
Eigenfaces, 172
Eliasmith, C., 82
ELIZA, 215
Elman, J., 115, 118, 136
EMA model, 257
embodied AI, 28, 31, 54–6, 96
embodiment, 132–4; biological, 132, 133;
conceptual, 132, 134; physical, 132
emergence, 305–6; weak, 305–6
emotion machine, 257
emotions, communicative vs. architectural
aspects, 252; display models, 254–5;
functional role, 250–2; process models,
254, 255–8; theory of, 253
Engelhardt, B., 204
Enigma machine, 17
Essa, I., 185
estimation of parameters by maximum
likelihood, 201
Etzioni, O., 236
Even-Dar, E., 208
evolution, direction of, 306–7
evolutionary computing, 22, 92–3,
141
exotic minds, 324–8
expert systems, 20, 22–3, 25–6, 91,
101
extended mind, 131–2
- Fanselow, M., 256
Fass, D., 218
Faugh, W., 215
Feigenbaum, E. A., 20, 91
Feldman, J., 110
Ferguson, I., 234
Fikes, R., 232
Fillmore, C., 217, 219
first-order logic (FOL), 192–3, 195–6, 209,
217–18
first order predicate logic, *see* first-order
logic
Fischler, M., 185
fitness function, 303
Floreano, D., 82, 141, 281, 284, 297
Flores, F., 129
fluent, 51
Fodor, J. A., 42, 46, 89, 218, 220
Fodor, J. A. and Pylyshyn, Z. W. (1988), 21,
36, 45, 51, 54, 77–8, 116
Ford, K., 131
formal systems, 70
formalism, 36–9
Forsyth, D., 168
frame problem, 47, 51, 75–6, 93, 101
Franklin, S., 4, 24, 27, 259, 261
Franz, M., 286
FREDDY, 168
free will, and rationality, 69–70
Freeman, W., 135
Frege, G., 38, 44, 193, 215
Freud, S., 102
Freund, Y., 156
Friedman, N., 151
Frijda, N., 257
Fukushima, K., 20
Functional Unification Grammar (FUG), 216
functionalism, 43, 89, 102, 308; and
defining life, 308–9; machine, 49
fuzzy set theory, 22
- Gabbay, D., 197
Gage, A., 253
Gale, G., 256
Gallagher, J., 141, 283
Game of Life, 300–2, 304, 306, 310
game theory, 204
gaming, 24
Gandaho, S., 253
gantry robot, 282–3
Gasser, L., 237
Gazdar, G., 213, 216, 219
Gelernter's geometry theorem-prover, 19
Gelman, S., 318
generalized Hough transform, 174
Generalized Phrase Structure Grammar
(GPSG), 216
genetic algorithms, 297, 303–4
Ghandi, 330
Gibson, D., 298

- Gibson, J., 129–30, 132, 138
 Gluck, M., 114
 Glymour, C., 158, 162
 Gödel K., 70–2
 Gödelian arguments against AI, 70–2
 Goertzel, B., 318
 GOFAI (*see also* Computational Theory of Mind), 43, 89–93, 227; strengths and weaknesses, 93–100
 Gong, S., 182
 Gonzales, R., 168, 172
 Good, I., 328
 Goolsby, K., 207
 Gould, S. J., 45, 306–7
 graceful degradation, 53, 77, 109
 Graesser, A., 24, 27
 graphical probabilistic models, 198–201
 Gratch, J., 253, 257
 Gray, G., 311
 Grey Walter's tortoises, 270–2
 Grice, H. P., 45
 Griffiths, P., 250, 309
 Grossberg, S., 20, 135, 256
 Grush, R., 82, 136
- H-CogAff model, 257
 Haikonen, P., 259
 Halliday, M., 215, 216
 Hanson, N. R., 38
 Harnad, S., 35, 44, 134, 160
 Hart, P., 151, 168, 172
 Hartley, R., 180
 Harvey, I., 99, 140, 141, 142, 282
 Hasker, W., 69
 Hastie, T., 151, 316
 Haugeland, J., 36, 42, 43, 72, 97, 99
 Hausman, D., 155
 Hayes, M., 185, 217, 228
 Hayes, P., 92, 93, 101, 131, 193, 227, 228
 Head-driven Phrase Structure Grammar (HPSG), 216
 Hebb, D., 110
 Heidegger, M., 100, 129
 Hempel, C. G., 38
 Hendler, J., 227
 Herbert, 55
 Hernandez, C., 259, 260
 heuristic search, 25
 Hilbert, D., 193
 Hinton, G., 117
- Hirschfeld, L., 318
 Hobbes, T., 40
 Hofstadter, D., 318
 Hoiem, D., 185
 Holland, J., 22, 92, 279, 303
 Holland, O., 259, 270
 Holyoak, K., 115
 Hopfield, J., 20
 Hoque, M., 253
 Horakova, J., 270
 Horrocks, I., 228
 Howard, P., 317
 human–computer interaction, 253
 Hume, D., 69
 Humphries, P., 305
 Huntington, E. V., 23
 Husbands, P., 99, 141, 142, 284
 Hutchins, E., 130, 131
 Hutchinson, S., 178, 179
 Huttenlocher, D., 174
 hybrid systems, 28, 95–6, 115, 119–24
- Ichise, R., 253
 image analysis, bottom-up vs. top-down, 170; classification problem, 172
 implicit vs. explicit learning, 114
 incentive contracting, 238
 inference, analogical, 151–2; domain-specific, 152; logical vs. statistical, 153; structural, 152–3, 159, 160
 information extraction (IE), *see also* information retrieval, 215, 217, 224
 information fusion, 157
 information retrieval (IR), *see also* information extraction, 222, 225
 informational relevance, *see* frame problem
 insect inspired navigation, 286–7
 intelligence explosion, 328
 Intelligent Distribution Agent (IDA), 261
 intelligent tutoring systems, 27
 intentionality, *see* content grounding problem, and naturalizing content
 interactionism, 129
 Irish, L., 253
 ITERA, 256
 Izhikevich, E., 135
 Izquierdo-Torres, E., 141

- Jackendoff, R., 219
 Jacobs, R., 156
 Jaklic, A., 177
 Jakobi, N., 283
 Jefferson, G., 248
 Jelinek, F., 223, 224, 227
 Jennings, N., 235, 238, 243
 Johnson, M., 134
 Johnson-Laird, P. N., 45, 46, 220
 joint attention, 183
 Jones, M., 172, 174
 Jordan, M., 156
- Kaelbling, L., 130, 208, 236
 Kakade, S., 208
 Kalman (particle) filtering, 180
 Kamm, F., 321
 Kaplan, R., 216
 Kasparov, G., 23, 100, 318, 319
 Katz, J., 218
 Kay, M., 216
 Kearns, M., 208
 Kelemen, A., 259
 Kelemen, J., 270
 Kellman, P., 176
 Kelso, J., 135
 Khepera robot, 281, 284
 Kidsroom, 184
 Kim, J., 305
 King, G., 213, 222
 Kirsh, D., 56, 96, 131
 Kisacanin, B., 183
 Kismet, 278–9
 know-how, 47
 Knowledge, Representation and Reasoning (KR&R), 5, 24–5, 191, 228; and logic, 193
 Kodjabachian, J., 141
 Koenderink, J., 175
 Kohonen, T., 20
 Koller, D., 151
 Koza, J. R., 38
 Kragic, D., 181, 187
 Kramer, J., 253
 Kraus, S., 197, 238
 Kruschke, J., 114
 Kugler, P., 135
 Kuhn, T., 57
 Kuipers, B., 260
 Kurzweil, R., 330
- Laird, J., 256
 Lakatos, I., 38, 57
 Lakoff, G., 134, 219
 Lambda Calculus, 17
 Lambrinos, D., 286
 Langley, P. W., 38, 253
 Langton, C., 133, 308
 language of thought, *see also*
 computational theory of mind, 42, 44
 Lassila, O., 227
 Lavrač, N., 193
 Leake, D., 244
 learning algorithm vs. learned model, 153
 Lebiere, C., 120, 122, 124
 Lederberg, J., 20
 LeDoux, J., 256
 Leech, G., 221, 222
 Legendre, G., 80
 Lehmann, D., 197
 Leibniz, G., 40
 Lenat, D. B., 38, 207
 Lenski, R., 300
 Levesque, H., 194
 Lewis, M., 283
 Lewontin, R., 45
 lexical ambiguity resolution, 220
 LIDA, 28, 30, 31
 Lipson, H., 285, 297
 Lisetti, C., 253
 LISP, 18, 53, 215
 Littman, M., 208
 Loebner, H., 18
 Loebner Prize, 18, 66
 logic, monotonic vs. nonmonotonic, 196–7
 Logic Theorist, 37, 40
Longman's Dictionary of Contemporary English (LDOCE), 221–2, 227
 Lopez, I., 259, 260
 Lowe, D., 172, 174, 180
 Loyall, A., 254
 Lucas, J., 47, 71
 Luck, M., 236–7
 Luisi, P., 299
 Lycan, W., 250
- Macedo, L., 257
Machina speculatrix, 271
 machine consciousness, 258–61

- machine learning, 5, 26, 200–1; definition
 of, 151; philosophical challenges,
 159–61
 machine translation, 213, 222–4
 machine vision, *see* computer vision
 Mackworth, A., 96
 Macready, W., 158
 Maes, P., 133
 Magic Board, 184
 “magic number seven”, 216
 Magidor, M., 197
 Mallot, H., 286
 MAMID model, 237
 Mancilla-Caceres, J., 193
 Manna, Z., 196
 Manning, C., 222, 224
 Mansour, Y., 208
 Manzotti, R., 260
 Markov assumption, 155
 Markov decision process, 206
 Marocco, D., 141
 Marr, D., 171, 225
 Marsella, S., 253, 257
 Masterman, M., 213, 221
 Matching Pennies, 240
 Maturana, H., 133
 Matuszek, C., 207
 McCarthy, J., 18, 37, 39, 58, 92, 93, 99,
 101, 192, 193, 196, 215, 217, 225, 227,
 228
 McCauley, L., 259
 McClelland, J. L., 19, 21, 77, 109
 McCorduck, P., 91
 McCulloch, W. S., 16, 41, 52, 92, 110
 McCune, W., 23
 McDermott, D., 75, 254, 320
 McDermott, J., 22
 McDuff, D., 253
 Mellraith, S., 195
 mechanism vs. rationality, 68–70
 memory, connectionist models, 114;
 implicit vs. explicit, 114; research,
 41
 mental representation, *see also*,
 representation, 41, 42, 43
 Merleau-Ponty, M., 132
 meta-learning, 156
 Meyer, J., 141
 Michalski, R., 95
 Michie, D., 91
 Miikkulainen, R., 118
 Miller, G., 41, 216
 Millikan, R., 99, 102
 Minimax, 204–5
 Minsky, M., 18, 19, 20, 39, 58, 99, 257
 Minsky and Papert’s *Perceptrons*, 19, 20
 Mitchell, D., 194
 Mitchell, T., 151
 modal logics, 196
 model-based vision, 181
 modeling commonsense reasoning, 39
 Moita, M., 256
 Mondada, F., 141, 281
 Monte Carlo techniques, 200
 Moor, J., 58
 Moore, D., 185
 Moore, T., 39, 58
 Moore’s law, 58
 moral status of machines, 321–4
 Moravec, H., 58, 275
 Moren, J., 256
 Morgenstern, L., 39
 Muggleton, S., 38
 Muller, J., 234
 multi-agent learning, 241–2
 multi-agent planning, 238
 Multi-Agent System (MAS), 236, 237–41;
 and negotiation, 238
 Murphy, R., 253, 254
 Mycin, 20
 Naïve Physics, 228
 narrow AI vs. human-level intelligence, 16,
 31
 Nash equilibrium, 239–40
 Nass, C., 253
 natural language processing, *see also*
 computational linguistics, 5, 26, 213,
 217–25; different from computational
 linguistics, 213–14; and semantics,
 217–20; statistical methods, 222–5
 naturalism vs. anti-naturalism, 103
 naturalizing content, *see also* content
 grounding problem, 102–3; conceptual
 role theories, 45; evolutionary theories,
 45; informational theories, 44–5
 nature of life, 307–9
 Nerb, J., 256
 neural nets, *see also* connectionism, 16–17,
 20, 52–4; recurrent, 111, 118, 256, 282

- New AI movement, 277, 280
 Newell, A., 18, 19, 37, 39, 40, 41, 48, 90,
 91, 92, 97, 99, 102, 256
 Newell and Simon (1976), 43, 232
 Ng, A., 208
 Nilsson, N., 168, 273
 Nirenburg, S., 218
 Nisbett, R., 162
 no-free-lunch theorems, 158–9
 Noe, A., 133
 Nolfi, S., 82, 141, 284, 297
 Norman, 257
 Norman, D., 96
 Norman, K., 114
 Norvig, P., 28, 58, 90, 101
- object recognition, 173–8
 observer-relative computation, 68
 Omohundro, S., 330
 Ortony, A., 255, 257, 258
 Oscar, 249
- Panskepp, J., 255
 Papert, S., 19, 20
 Parallel Distributed Processing (*see*
 connectionism, neural networks)
 parametric object models, 174
 Parke, E., 311
 Parkinson, R., 215
 PARRY, 215–16
 partially observable domains, 208
 past-tense verb learning, 77
 Patterson, K., 77
 Pavlovic, V., 183
 Payr, S., 250
 Pearl, J., 162
 Pengi, 130
 Pennachin, C., 318
 Penn Tree Bank, 222, 224
 Penrose, R., 47, 71
 Pentland, A., 172
 Pentney, W., 207
 perceptrons, 19, 110
 perceptual latency, 179
 Performance Evaluation of Tracking and
 Surveillance workshops, 182
 Perrault, C. R., 219
 Petta, P., 250
 Pfeffer, A., 207
 Pfeifer, R., 133, 250, 255, 297
- phenomenology, 132
 Physical Symbol System Hypothesis
 (*see also* Newell and Simon, 1976), 43–4,
 97, 116, 232–3
 Piaget, J., 133
 Picard, R., 250, 253
 Piccardi, M., 182
 Piccinini, G., 68
 Pinker, S., 77, 116
 Pitts, W., 16, 41, 52, 92, 110
 planner, 203
 planning in AI, 25, 90–2
 planning problem, 232–3
 plenoptic function, 169
 Pnueli, A., 196
 Poincaré, H., 135
 Pollack, J., 220, 285, 297
 Pólya, G., 38
 Ponce, J., 168
 Poole, D., 208
 Popper, K., 102
 Port, R. F., 54, 135
 Porta, J., 78
 Post, E. L., 17, 92
 poverty of stimulus argument, 41
 Precautionary Principle, 312
 predator–prey behaviors, 284
 predictability of AI systems, 317
 Preference Semantics, 218, 220
 Presburger arithmetic, 37
 Prince, A., 77, 116
 Principle of Ontogeny Non-Discrimination,
 323
 Principle of Subjective Rate of Time, 326
 Principle of Substrate Non-Discrimination,
 322–3
 Prisoner’s Dilemma, 239–40
 probabilistic computation, 112, 198–201
 probability distribution, 198
 problem of other minds, 249
 procedural semantics, 45, 46, 219–20
 production systems, 17, 91, 95
 Programming by Demonstration (PbD),
 182
 proof checking, 37
 proof discovery, 37–8
 propositional attitudes, 42
 propositional logic, 193; entailment, 194;
 model counting, 194; satisfiability, 194
 purposive behavior, 67

- Put-That-There system, 184
 Putnam, H., 37, 43, 46, 71, 89, 102, 249, 262
 Pylyshyn, Z., 36, 48
- Quantified Boolean Formulas (QBFs), 194
 Quine, W., 48
 Quinn, M., 141, 285
- R.U.R.* (Rossum's Universal Robots), 270
 radical indeterminacy, 48
 Raffensperger, C., 312
 Rahwan, I., 241
 Raibert, M., 276
 Ramachandran, V., 133, 207
 Ramsey, W., 79, 110
 random variables, 198
 Rao, A., 238
 Rasmussen, S., 298, 299, 306, 307
 Ray T., 92, 299–300
 reactive system, 233–4
 Reagan, P., 207
 real-world applications, 208–9
 reasoning, 191; probabilistic, 197–201; vs. perception, 16, 31; vs. knowledge, 16, 31
 Recurrent Auto-Associative Memory (RAAM), 118
 Region Of Interest (ROI), 173
 Reichenbach, H., 38
 Reil, T., 284
 Reilly, W., 254
 reinforcement learning, 78–9, 111–12, 242; problems, 236
 Reiter, R., 197
 representation: connectionist, 112; distributed, 53, 79–80, 109, 114; and knowledge, 24–5, 192; skepticism about, 55, 139–40; temporary, 94; tensor product, 118
 representational vs. non-representational AI, 16, 31
 Resnick, M., 311
 Resource Description Framework (RDF), 219, 228
 Reville, W., 257
 Rickel, J., 257
 risk analysis, 311–12
 Robbins, H., 23
 Robbins conjecture, solution, 23
 Robinson, J. A., 38, 92
 Robinson, W., 4, 71, 79
 RoboCup competition, 184, 237
 Robot Reply, 50, 74, 99
 robotics, 6, 27; biologically inspired, 275–87; evolutionary, 279–86; industrial, 272–3; probabilistic, 288–9
 robots, autonomous, 269; definition of, 269; source of term, 270; walking, 283–4
 Rochester, N., 18
 Rogers, T., 114
 Ropeik, D., 311
 Rosch, E., 28, 129, 133
 Rosenberg, C., 109
 Rosenblatt, F., 19, 110
 Rosenbloom, P., 256
 Rosenblueth, A., 90
 Rosenschein, J., 238
 Rosenschein, S., 130
 Ross, L., 162
 Roth, D., 208
 Rott, H., 197
 rules, explicit vs. implicit, 77; production, 91; psychological reality, 48–9
 Rumelhart, D. E., 19, 21
 Rumelhart and McClelland (1986), 52, 108, 109, 110, 111, 114, 115
 Russell, B., 100, 193
 Russell, S., 28, 58, 90, 101
- SafetyEYE, 184
 Sage, K., 182
 Sagerer, G., 5
 Sahota, M., 96
 Salter, S., 168
 Sams, M., 258
 Samuel, A. L., 18, 39, 90
 Samuel's checker player, 18–19
 Sanberg, A., 329
 Sanz, R., 259, 260
 sapience, 322
 Scale Invariant Feature Transform (SIFT), 172
 Scassellati, B., 183
 scene geometry, 2D and 3D, 170–2
 Schank, R., 72, 217, 218, 226
 Schapire, R., 156
 Scheier, C., 133
 Scheines, R., 158

- Schermorhorn, P., 253
 Scheutz, M., 6, 251, 253, 258, 262
 Schilit, B., 183
 Schmajuk, N., 256
 Schöner, G., 133, 136
 Schutze, H., 222, 224
Scientific American, 228
 Scott-Strachey principle, 220
 scripts, 219
 search heuristics, 90
 Searle, J., 4, 46, 49–50, 56, 65, 68, 72–5, 97–9, 160, 219, 251
 segmentation-based techniques, 174
 Sejnowski, T., 109, 133
 self-aware computing systems, 29
 Selfridge, O., 18, 39
 Selman, B., 194
 semantic nets, 24
 semantic properties of symbols (*see content grounding problem and naturalizing content*)
 Semantic Web, 227–9
 sentience, 322
 Shakey, 168, 273–5
 Shallice, T., 96
 Shanahan, M., 260
 Shannon, C., 18, 39
 Shapiro, D., 253
 Shastri, L., 115
 Shaw, C., 134
 Shaw, J., 19, 37
 Shipley, T., 176
 Shortliffe, E., 20
 SHRDLU, 19–20, 93, 214–16, 220
 Simon, H. A., 18, 19, 21, 23, 37, 39, 40, 41, 58, 89, 90, 91, 92, 96, 97, 99, 100, 102, 131
 Sims, K., 297
 Simultaneous Localization and Mapping (SLAM), 288–9
 Singh, P., 207
 situated activity, 128–32
 Situated, Embodied, and Dynamical (SED) framework, 5, 55–6, 128, 137, 234; methodology, 141; perception, 138; prospects, 142–3
 situated robotics, 94
 situatedness, 129
 situation calculus, 51
 situativity, 183
 Skarda, C., 135
 Sloman, A., 94, 99, 250, 253, 257, 260
 smart software vs. cognitive modeling, 15, 30–1
 Smolensky, P., 21, 78, 80, 119, 120, 220
 Smith, B., 99
 Smith, C., 258
 Smith, H., 298
 Smith, L., 133, 136, 287
 Smith, R., 192, 288
 Smithers, T., 136
 SNARC, 19
 SOAR, 30, 256
 social behavior, 236–7
 social rationality assumptions, 240
 softbots, *see* virtual agents
 soft computing, 21, 28
 software agents, 27
 Solina, F., 177
 Solomonoff, R., 39, 58
 Sony Aibo, 284
 Spärck Jones, K., 214, 221, 222, 223, 225, 226–7
 speech-act theory, 56, 219
 Sperba, H., 256
 Sperling, G., 41
 Spirtes, P., 158, 162
 Srinivasan, M., 287
 St. John, M., 109
 Stanford Cart, 275
 Steels, L., 141
 Stelarc, 290
 Sterelny, K., 309
 Stevenson, M., 227
 stigmergy, 132
 stochastic domains, 205–6
 Stone, P., 241
 Stork, D., 151
 Strat, T., 185
 Strawson, P. F., 56
 STRIPS, 203, 208, 273
 Strogoatz, S., 134
 strong AI, 7, 35–6, 89, 102–3; vs. weak AI, 65, 97
 subjective rate of time, 325, 326
 subsumption architecture, 31, 131, 233, 277
 sub-symbolic approaches, 220
 Suchman, L., 130

- Sun, R., 5, 109, 110, 112, 113, 114, 115, 118, 119, 120–2, 124
 superintelligence, 328–32; weak, 329
 superquadrics, 177
 supervised learning, 111, 154, 223; vs. unsupervised learning, 26
 Supervisory Attentional System, 96
 Sussex University, 281, 282
 Sutton, R., 78, 109, 112
 Swain, M., 172
 symbol, 89–90, 97, *see* content grounding problem and naturalizing content
 symbolic AI vs. neural nets, 15, 31
 syntactic engine driving semantic engine, 42
 systematicity argument, *see also* Fodor and Pylyshyn, 1988, 54, 77–8
 Systems Reply, 50, 73–4
 SYSTRAN, 224
- target tracking, robustness, 178, 180–1
 Tarski, A., 23, 44
 task intelligence, 64
 temporal consistency, 180
 temporal data association, *see* temporal consistency
 Thagard, P., 115
 Thelen, E., 133, 136
 thing intelligence, 65; premium, 65; regular, 65
 Thirde, D., 182
 Thomason, R., 218
 Thompson, E., 28, 129, 133, 309
 Thrun, S., 289
 Tibshirani, R., 151
 Tickner, J., 312
 Tierra, 299–300, 304
 Tinkelman, A., 256
 Tllez, R., 284
 Tolman, E. C., 41
 Tooby, J., 255
 Total Turing Test (TTT), 35
 Touretzky, D., 117
 tracking, *see* visual servoing
 tracking cycle problem, 178–81
 transformational grammars, 216
 transparency in AI algorithms, 316–17
 Trappl, R., 250
 TRICLOPS, 180
- Tseitin, G., 193
 Tuci, E., 141
 Turing, A. M., 17–18, 34, 37, 40, 65, 97, 99, 101, 248–9, 279
 Turing machine, 17, 53, 111, 192, 195; universal, 300
 Turing-machine functionalism, 43
 Turing Test, 17–18, 34–5, 40, 53, 65–7, 101, 248, 279
 Turk, M., 172
 Turner, J., 132
 Turvery, M., 135
 Tuyls, K., 241
- Ullman, M., 77
 Ullman, S., 174
 Unified Modeling Language (UML), 243
 unsupervised learning, 111, 154–5, 223, 304
 uploading, 325
- VAMPIRE system, 184
 van Gelder, T., 54, 81, 82, 134, 135, 136, 140
 Van Leeuwen, M., 136
 Varela, F. J., 28, 100, 129, 133, 182, 183
 variational approximation, 200
 Velasquez, J., 257
 Velastin, S., 182, 183
 Veloso, M., 241
 Venter, J., 298
 Vera, A., 96, 131
 Vickerstaff, R., 141
 Vince, M., 5, 177, 179, 181, 187
 Vinge, V., 329
 Viola, P., 172, 174
 virtual agents, 95
 vision-based human–machine interface, 183–4
 visual servoing, 178–81
 visual surveillance, 182–3
 Vohra, R., 241
 von der Malsberg, C., 20
 von Neumann, J., 89
 Voronkov, A., 38
- Wachsmuth, S., 5, 184
 Walter, G., 270–2, 288, 290
 Walter, W., 277

- Waltz, D., 110, 220
Wang, H., 37
Ward, R., 141
Warren, M., 322
Warren, W., 135, 270
Watson, 23–4
Watt governor, 81
weak AI, 35, 98, 102, 259
Weiss, G., 241, 242
Weizenbaum, J., 215
Weld, D., 236
Welman, M., 241
Wermter, S., 118, 119, 122
Wheeler, M., 129
Widrow, B., 110
Wiener, N., 272
Wilks, Y., 6, 217, 218–19, 220, 224, 226, 227
Williams, M., 197
Wilson, R., 311
Wilson, S., 290
Wilson, T., 162
Winograd, T., 19, 39, 93, 129, 214, 216, 220
Wittgenstein, L., 45, 48
Wohlkinger, W., 177
Wolpert, D., 158
Woods, R., 168, 172
Woods, W., 220
Woodward, J., 155
Wooldridge, M., 243

XCON, 22
Xiang, T., 182

Yamauchi, B., 141
Yngve, V., 213, 216
Yudkowsky, E., 6, 319, 329

Zadeh L. A., 22
Zhang, X., 109, 124, 287
Zisserman, A., 180
Zlotkin, G., 238