Index

A
abductive solution 176-177, 184-185, 188, 192, 199-202
abrupt motion 4, 6, 8-9
accelerometer 137, 218, 290, 306
action 22
Action Map 21, 27-28
action sequence 20
active learning 282-286, 290-293, 298-300, 302
Activities of Daily Living (ADL) 269
aggregate 36
aggregate-expansion rule 47-48
aggregate-instantiation rule 46-47
aircraft servicing 33-34, 39, 43-44, 51, 53, 55
Ambient Assisted Living (AAL) 213, 268
Ambient Intelligence and Elder Care 176
Answer Set Programming (ASP) 180
application 16, 20, 29-30
area sensor 113
Artificial Neural Network (ANN) 73
assisted person (AP) 270
automated assisting system 268

B
Backpropagation 73
Bayesian Compositional Hierarchy (BCH) 36, 53
Bayesian Network (BN) 35, 53
Bayesian Updating 111, 117, 122, 124, 128
Bayes Net Classifier (BNC) 72
Bayes’ theorem 304, 313, 319, 321
Beam Search 33, 36, 43-45, 57, 61
Behaviour Monitoring and Interpretation (BMI) 108, 157-158, 160, 170-172
biosignal 212-214, 218, 222-224
branch-and-bound 249, 253, 257-258, 260, 262, 264, 267
burglary system 194

C
causes connections 273
CAVIAR project 4
Center for Advanced Studies in Adaptive Systems (CASAS) 111, 113
centroid 92
cepstral coefficients algorithm 212, 215-217, 222
Chronicle Recognition System (CRS) 10
clustering 224
CMU Multi-Modal Activity Dataset (CMU-MMAC) 296
compression 93
Conditional Probability Distribution (CPD) 178
Conditional Random Field (CRF) 283, 302
context awareness 15
conventional sensor 132
cumulative Sum (CUSUM) 77
curve fitting 71

D
daughter board 113
Description Logic (DL) 35
directed acyclic graph (DAG) 178
distributed cognition 229
Domain Model 39-41
dynamic timeout 124
Index

E
edit distance 95-98, 102-107, 110
electrical appliance monitoring 139
emergency handling 196
energy analysis 70
entity detection 112-113, 127
Entrance Restricted Zone (ERA) 52
ethology 160, 162, 172, 206
event 21
Event Calculus dialect 2, 11
event description 2
evidence-assignment rule 46-48, 50
Evolution Prospection (EP) 175, 204
Fast Fourier Transform (FFT) 306

F
fighting 8
fluent 2
Fox-Crow story 179
Frequent Set 23-24, 31
fundamental frequency 214

G
Game Theory 174, 176, 188, 196, 202, 204-205, 208, 210
gargarga 270, 278
Gaussian Mixture Model (GMM) 249, 251, 253, 257
Geometric Scene Description (GSD) 34
Graph and Rule-based Entity Detector (GR/ED) 117
Graphical User Interface (GUI) 150
Ground Power Unit (GPU) 37, 60
groundtruth 259

H
hallucinatable 47, 62
haptic device 231
Hidden Markov Model (HMM) 88, 98, 304, 308, 310, 321
Hierarchically Filtered Motion (HFM) 249-250, 253, 264
high level interpretation 33
Histograms of Optical Flow (HOF) 256
Histograms of Oriented Gradients (HOG) 256
Human-Robot Interaction (HRI) 305
hyperplane 73, 283, 286, 291-292, 303

I
immobile 6
Inductive Generalization of Recursive Rule Sets (IGOR) 275
Inertial Measurement Unit (IMU) 283, 296
information fusion 157, 159, 167-171
Intelligent Environment (IE) 14
intention-based decision making 183
intention trigger 184-185, 191

J
J48 Decision Tree 72
Java Expert System Shell (JESS) 44
Joint Probability Distribution (JPD) 51

K
kin selection theory 228
k-means algorithm 90, 92, 215

L
learning 16-17, 19-21, 23, 28
Lempel-Ziv-Welch (LZW) algorithm 94
Linear Predictive Coding (LPC) 214
Logic Programming (LP) 175
Long-Term Activity Recognition (LTAR) 2

M
mean wave 212, 214, 217-218, 222-224
meeting 7
membership queries 284
microcontroller 141, 145-146, 148
Microelectromechanical Systems (MEMS) 306
Minimum Description Length (MDL) 290
moral reasoning 174, 176, 188, 196, 201, 205, 207, 211
Motion History Image (MHI) 252-254
Multilayer-Perceptron algorithm 73

N
Naïve Bayes Classifier (NBC) 72
noise immunity 212, 215, 222
noise reduction 123, 290
Index

O
Open List 120

P
Pan-Tilt-Zoom (PTZ) 40
pedestrian navigation 157-161, 166, 168, 170-173, 320
pervasive technology 227
Piecewise Aggregate Approximation (PAA) 290, 294
piezoelectric effect 135
pool-based sampling 284
PowerLine Positioning (PLP) 67
Principal Component Analysis (PCA) 286, 290
privacy 112-113, 128, 235, 239, 247
probabilistic logic (P-log) 180
Proximity Infrared (PIR) 136

R
Radio Frequency Identification (RFID) 136
Rule Markup Language (RuleML) 38

S
scene interpretation 33-40, 43-46, 49, 51, 57, 61-63
SCENe Interpretation with Ontology-based Rules (SCENIOR) 37
selective sampling 284, 300
Self-Organising Map (SOM) 92, 102, 104
Semantic Web Rule Language (SWRL) 37-38
sensor events 67-68, 72-73, 88, 117, 124, 272-273
sensor event visualizer 68
sensorimotor interaction 271
Sequence Abstraction Networks (SAN) 268
simple action 18
simple sensory system 270
smart apartment 68
smart home 67-69, 78, 82-83, 110-112, 127, 132, 155
social network analysis (SNA) 226, 234
sociology 225
sociometry 233-234, 245
Spatiotemporal Interest Point (STIP) 249, 251, 253
specialization rule 46-47
Statistical Process Control (SPC) 77
submodel hypothesis 44-46, 50
Support Vector Machine (SVM) 72, 283, 303
synthetic signal 218

T
technosynchronicity 230
Tekscan FlexiForce Sensor 145
telecare services 232
template 18
temporal constraint system (TCN) 38, 43
Time Distance 25-27
time relations 25-27
token 90
tracking system 111-112, 128
transformation 16-18, 20, 30
trolley problem suite 198

U
ubiquitous computing 32, 63, 66, 84, 108-110, 128-129, 155, 159-160, 165, 168, 171-172, 213, 244
unsupervised learning 88-90, 92, 98, 100, 102, 104-107, 110, 266
Upper Model 38-40

V
video biometrics 112
video codeword 252
video surveillance 2, 10, 237-239, 246, 282
vision-based activity recognition 167, 305, 320
Viterbi Algorithm 304, 308, 310, 312-314, 316-317, 319
V-mask 77-78
Voronoi cells 271

W
wayfinding 158, 171, 173, 243
wearable sensor-based activity recognition 305-306, 308, 313
web mining 91-92, 108
web ontology language 36-37
Workflow Mining 24-25