



DEPARTMENT OF
COMPUTER SCIENCE

INDIANA UNIVERSITY
PURDUE UNIVERSITY
FORT WAYNE

MAICS 2017

The 28th Modern Artificial Intelligence and
Cognitive Science Conference



APRIL 28-29

EVENT SCHEDULE (last updated 4/26/17)

Day	Time	Room 1	Room 2	
Friday, 4/28	9-12	Set up		
	1:30 - 3:30	Sign in (registration must be completed online beforehand)		
	3:30 - 4	Welcome		
	4 - 5	Keynote #1 – Selmer Bringsjord, “Inaugurating the Formal Science of Darwin’s Mistake”		
	5 - 5:15	Coffee Break		
	5:15 - 5:35	Cognitive Science #1		
	5:35 - 5:55	Cognitive Science #2		
	5:55 - 6:15	Cognitive Science #3		
	6:15 - 6:35	Cognitive Science #4		
	6:35 - 7	Transition to Dinner		
	7:00- 9:00	Dinner @ Holiday Inn		
	Saturday, 4/29	7:45 - 9	Coffee Breakfast	
		8:30	Sign in opens (until 10:30; registration must be completed online beforehand)	
9 - 10		Keynote #2 – John E. Hummel, “What Happened to the Human Brain?”		
10 - 10:10		Coffee Break		
10:10 - 10:30		Machine Learning #1		

For more information: <http://ipfw.edu/maics>
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10:30 - 10:50	Machine Learning #2	
10:50 - 11:10	Machine Learning #3	
11:10 - 12:15	Panel Discussion – “Can animals have <i>true</i> intelligence? And if not, what does it mean for the possibility of machine intelligence?”	
12:15 - 1:30	Lunch (catered) / split rooms into two	
1:30 - 1:50	Formal Methods/Reasoning #1	Security #1
1:50 - 2:10	Formal Methods/Reasoning #2	Security #2
2:10 - 2:30	Formal Methods/Reasoning #3	Security #3
2:30 - 2:50	Formal Methods/Reasoning #4	Security #4
2:50 - 3:30	Coffee Break / Poster Session	
3:30 - 3:50	NLP #1	Reasoning w/Probability and Uncertainty #1
3:50 - 4:10	NLP #2	Reasoning w/Probability and Uncertainty #2
4:10 - 4:30	NLP #3	Reasoning w/Probability and Uncertainty #3
4:30 - 4:40	Coffee Break	
4:40 - 5	Multi-Agent #1	Neural Networks #1
5 - 5:20	Multi-Agent #2	Neural Networks #2
5:20 - 5:40	Multi-Agent #3	Neural Networks #3
5:40	To Dinner	
6 - 8	Dinner at Triangle Park (PC members and special invites only)	

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FULL PAPER PRESENTATIONS

(Note that the last author to present in each session is session chair, and is responsible for ensuring that talks start and end on time.)

SESSION: Cognitive Science
Automated IQ Estimation from Writing Samples
Morphogenesis: the Shape of Knowledge in Space and Time
An Eyes and Hands Model for Cognitive Architecture to Interact with User Interfaces
Understanding the U-Shaped Curve: Central Claims and Applications for AI
SESSION: Probability / Uncertainty
Deep Barca: A Probabilistic Agent to Play the Game Battle Line
Proof-of-concept: Creating "Fuzzy" Sorting Algorithms
Toward an IoT-based Expert System for Heart Disease Diagnosis
SESSION: Multi-Agent
A Distributed Framework for Monocular Visual SLAM
Decision Making Swarms
Learning Others' Models in Multi-agent Settings Using Interactive POMDPs
SESSION: Formal Methods and Reasoning
Is There a Place for Machine Learning in Law?
A Computational Framework for Identity and its Web-based Realization
Natural Logic in AI and Cognitive Science
Robotic Misdirection, for Good Causes: Strategically Deceptive Reasoning in Artificial Generally Intelligent Agents
SESSION: NLP
Compound Sentence Segmentation and Sentence Boundary Detection in Urdu
Not Interfering: Simultaneous Typed Chat in COMPS Computer-Mediated Dialogues
Automating the Encoding of the LISA Model of Analogy from Raw Text
SESSION: Machine Learning
Shortest Total Path Length Spanning Tree via Wisdom of Artificial Crowds Algorithm
Image Understanding – A Brief Review of Scene Classification and Recognition
Building Customized Text Mining Tools via Shiny Framework: The Future of Data Visualization
SESSION: Neural Networks
Transfer Learning of Temporal Information for Driver Action Classification

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Learning Photography Aesthetics with Deep CNNs

Working Memory Concept Encoding Using Holographic Reduced Representations

SESSION: Security

Feature Selection for Malware Classification

Continuous Authentication on Smartphones Using Artificial Immune System

Context-Based Heuristics in Attribution

Semi-supervised Random Forest for Intrusion Detection Network

POSTER PRESENTATIONS

A Study of How People Infer Social Relationships from People's Behavior in Simple Economic Games

The Robot Mafia: A Test Environment for Deceptive Robots

Timetable Design from Even Headways to Even Loads with Dynamic Fuzzy Constraints

Weather Forecasting Using Artificial Neural Network

How Similar are the Twins? : Using Psycholinguistic Tests to Determine Similarity Among Near-Synonyms

Can AI Reason over Representational Systems?

Syntactic Differentiation in Oscar Wilde's "Dorian Gray"