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- 2: Relaxing Regression for a Heuristic GOLOG  
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- 3: Onto.PT: Automatic Construction of a Lexical Ontology for Portuguese  
Hugo Goncalo Oliveira, Paulo Gomes
- 4: Obligationes as Formal Dialogue Systems  
Sara L. Uckelman
- 5: Probabilistic Logic with Conditional Independence Formulae  
Magdalena Ivanovska, Martin Giese
- 7: A Comparison of Computer Game Behavior Control Systems for Background Characters in a Simulated Hospital Environment  
Colm Sloan, Brian Mac Namee, John D. Kelleher
- 8: Detection of Health Problems through Gait Patterns of Elderly  
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- 10: Difficulty Rating of Sokoban Puzzle  
Petr Jarusek, Radek Pelanek
- 11: Modal Access Control Logic: Axiomatization, Semantics and FOL Theorem Proving  
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- 12: Cancer Classification using SVM-boosted Multiobjective Differential Fuzzy Clustering  
Indrajit Saha, Ujjwal Maulik, Sanghamitra Bandyopadhyay, Dariusz Plewczynski
- 13: Towards Effective 'Any-Time' Music Tracking  
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- 15: Improving the efficiency of ontology engineering by introducing prototypicality  
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- 26: Generative structure learning for Markov Logic Networks  
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- 31: Learning Fuzzy Models of User Interests in a Semantic Information Retrieval System  
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