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Artificial Intelligence and Intelligent Agents
Research Group, Bangor University

Dr. Bill Teahan
Some current research projects

- Virtual Humans
- Virtual Creatures
- Novel evolutionary algorithms
- Simulation of natural and social phenomena using NetLogo
- NetLogo for E-learning
Virtual Humans Project

- Realistic animation of virtual humans
- Develop effective conversational agents (Chatbots)
- Chatbot interface to Question Answering and Information Retrieval systems

Many possible uses
- e.g. Avatars, Website Tour Guide, Computer Games, A.I. Research, E-learning etc.
Virtual Creatures Project

- Develop realistic virtual creatures (e.g. spiders)
- These creatures “exist” in a virtual environment
- They can sense and react to what they “see”, “feel” in that environment

Many possible uses
e.g. Phobia Therapy, Movies, Avatars, Computer Games, Artificial Life Research etc.
Simulations of natural & social phenomena & NetLogo

- Agent-oriented programming language for rapid prototyping of simulations of natural and social phenomena

W. Teahan, Artificial Intelligence and Intelligent Agents Research Group, University of Wales, Bangor
NetLogo for E-Learning

• Develop models to teach Maths and other subjects to school children:
NetLogo for E-Learning

- Develop models to teach Maths and other subjects to school children:
• Several NetLogo models have been developed to teach AI concepts and algorithms using basic animation techniques.
• These are available to use and download from files.bookboon.com/ai:

<table>
<thead>
<tr>
<th>NetLogo Models for Artificial Intelligence</th>
</tr>
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<tbody>
<tr>
<td>These models were produced for the book series &quot;Artificial Intelligence&quot;.</td>
</tr>
<tr>
<td>Author: W. J. Teahan; Email: <a href="mailto:wjteahan@gmail.com">wjteahan@gmail.com</a>; Publisher: Ventus Publishing Aps, Denmark.</td>
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<table>
<thead>
<tr>
<th>Model's name</th>
<th>Description</th>
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<tbody>
<tr>
<td>Agent Animation</td>
<td>This NetLogo model performs a simple animation of various turtle agent shapes to give the impression of movement.</td>
</tr>
<tr>
<td>ANZ Continental Drift</td>
<td>This NetLogo model shifts New Zealand back towards Australia in order to illustrate the processes the model is running time backwards in order to show where New Zealand was in relation to Australia.</td>
</tr>
<tr>
<td>Being Kevin Bacon</td>
<td>This NetLogo model implements various algorithms related to communication amongst agents, including a genetic algorithm, and communication via word-of-mouth or using blackboards. It also demonstrates some small-world phenomenon, degrees of separation, and super-nodes in peer to peer networks.</td>
</tr>
<tr>
<td>Cars Guessing Game</td>
<td>This NetLogo model plays a simple game trying to guess the colour of cars as they drive past the observer. Entropy and code length calculations are made given a probability distribution.</td>
</tr>
<tr>
<td>Central Park Events</td>
<td>This NetLogo model visualises a sequence of events that are necessary for going from the Zoo Park, New York.</td>
</tr>
<tr>
<td>Chatbot</td>
<td>This NetLogo model implements two basic chatbots - Liza and Harry - using regular expressions.</td>
</tr>
<tr>
<td>Chevening House Maze</td>
<td>This NetLogo model draws a schematic representation of the Chevening House garden maze.</td>
</tr>
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W. Teahan, Artificial Intelligence and Intelligent Agents Research Group, University of Wales, Bangor
Journal of Computer Science & Systems Biology

Related Journals

- Data Mining in Genomics & Proteomics
- Proteomics & Bioinformatics
- Current Synthetic and Systems Biology
W. Teahan, Artificial Intelligence and Intelligent Agents Research Group, University of Wales, Bangor

- International Conference and Expo on Computer Graphics & Animation
- International Conference on Big data analysis and Data Mining

Journal of Computer Science & Systems Biology
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