## **AAAI Workshops 2018**

**Technical Report WS-10** 

New Orleans, Louisiana, USA 2 – 3 February 2018

ISBN: 978-1-7138-2752-8

## Printed from e-media with permission by:

Curran Associates, Inc. 57 Morehouse Lane Red Hook, NY 12571



Some format issues inherent in the e-media version may also appear in this print version.

Copyright  $\ \, \ \,$  (2018) by Association for the Advancement of Artificial Intelligence All rights reserved.

Printed with permission by Curran Associates, Inc. (2021)

For permission requests, please contact Association for the Advancement of Artificial Intelligence at the address below.

Association for the Advancement of Artificial Intelligence 2275 East Bayshore Road Suite 160 Palo Alto, California 94303 USA

Phone: 1-650-328-3123 Fax: 1-650-321-4457

https://aaai.org/Press/press.php

## Additional copies of this publication are available from:

Curran Associates, Inc. 57 Morehouse Lane Red Hook, NY 12571 USA Phone: 845-758-0400

Fax: 845-758-2633

Email: curran@proceedings.com Web: www.proceedings.com

## TABLE OF CONTENTS

ROLES THAT PLAN, ACTIVITY, AND INTENT RECOGNITION WITH PLANNING CAN	5.45
PLAY IN GAMES  Richard Gabriel Freedman, Shlomo Zilberstein	547
THREAT, EXPLORE, BARTER, PUZZLE: A SEMANTICALLY-INFORMED ALGORITHM FOR EXTRACTING INTERACTION MODES	552
COMBINATORIAL CREATIVITY FOR PROCEDURAL CONTENT GENERATION VIA  MACHINE LEARNING	557
TOWARDS EXPLAINABLE NPCS: A RELATIONAL EXPLORATION LEARNING AGENT  Matthew Molineaux, Dustin Dannenhauer, David W. Aha	565
TOWARDS INDUCTIVE LOGIC PROGRAMMING FOR GAME ANALYSIS: LEDA	570
EXTRACTION OF INTERACTION EVENTS FOR LEARNING REASONABLE BEHAVIOR IN AN OPEN-WORLD SURVIVAL GAME	574
CONCEPT-AWARE FEATURE EXTRACTION FOR KNOWLEDGE TRANSFER IN REINFORCEMENT LEARNING	581
RETRIEVING GAME STATES WITH MOMENT VECTORS	586

**Author Index**