

CURRICULUM VITAE

Dr. Daniel Kudenko

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Research Interests

- Artificial Intelligence for Interactive Entertainment and Interactive Drama
- Machine Learning (specifically Reinforcement Learning)
- Multi-Agent Systems
- User Modeling

Education

1993-1998: Graduate study in computer science at Rutgers University, New Jersey.
Degree: Ph.D.

1987-1993: Undergraduate and graduate study in computer science at Saarland
University, Germany. Degree: Diplom Informatiker.

Professional Experience

- **Lecturer**, Artificial Intelligence Group, Department of Computer Science, University of York, 1998 – present.
- **Project Consultant**, QinetiQ, Adaptive Agents for Agile Teamwork Project, 2003-2006.
- **AI Consultant**, Core Design Studio, Eidos, 2005-2006.
- **Knowledge Transfer Champion**, Yorkshire Forward, 2006-2009.
- **Research/Teaching Assistant**, Rutgers University, 1993-1998.

Appointments

- Member of Management Committee of AgentLink II, European Network of Excellence on Agent Computing.
- Coordinator of the inter-network SIG on “Agents that Learn, Adapt, and Discover” (AgentLink II, ILPNet, EUnite).
- Coordinator of the Sensor Planning Research Challenge in cooperation with QinetiQ.
- Member of the AI Standards Committee of the International Games Developers Association (IGDA).

Honors:

- Invited Keynote Lecture at ADMI '09.
- Invited Lecture at Paris Game AI conference, June '09.
- Best paper award, SLS 2007.
- Best paper nomination, Gecco 2007.
- Johnson & Johnson Bioinformatics Fellowship, 1998.
- DIMACS Research Scholarship, Summer 1997.

Teaching Experience

- Extensive (over 12 years) experience in development of course curricula and teaching of courses on a wide range of computer science modules:
 - Logic Programming and Artificial Intelligence.
 - Artificial Intelligence for Games.
 - Introduction to Machine Learning (MSc Computational Biology).
 - Design of Information Systems
 - Theory of Computation
 - Discrete Mathematics.
- Member of the Departmental Teaching Committee at the University of York 1999-2004, and 2008-present.
- Member of the Graduate Students Committee at the University of York, 2002-2004.
- Secretary of Departmental Board of Examiners, 2005-2007.
- Fellow of the Higher Education Academy, UK.

Graduated PhD Students:

- Heather Barber (2008, now at IBM)
- Matthew Grounds (2007, now at Headstrong Games)
- Marek Grzes (2010, now at University of Waterloo, Canada)
- Rania Hodhod (2010, now at Ain Shams University, Egypt)
- Spiros Kapetanakis (2004, now at Absa Capital)
- Zoe Lock (2005, now at DTI)
- Enda Ridge (2008, now at Detica)
- Arturo Servin (2009, now at University of Southampton)
- I-Hsien Ting (2007, now at Chinese Culture University, Taipei, Taiwan)

External Funding and Industrial Collaboration:

- Yorkshire Forward Proof-of-Concept grant to found spin-out company on interactive drama (Jan-Dec 2011), £52,000.
- PI for Sensor Planning and Management (SIPAM) Project for QinetiQ/MoD (2006-2008), £90,000.
- Four doctoral students funded by QinetiQ (scholarship & tuition fees).
- Artificial Intelligence for Games, Industrial Secondment to Eidos (Core Design Studios), co-sponsored by Royal Academy of Engineering, 2004-2005, £30,000.
- Pump Priming Grant from University of York for the development of a robotic soccer team, 2001, £10,000.
- 3-year EMR consulting on A3T MoD project for QinetiQ/MoD (2003 – 2006).
- Collaboration with Beautiful Games Studios on AI for the Championship Manager game.
- Collaboration with NORTEL Networks on the application of ontologies for corporate memory systems.

Conference/Workshop Chairmanship

- Sponsorship Chair of the International Joint Conference on Autonomous Agents and Multi-Agent Systems (AAMAS), 2011.
- Industrial Liaison Chair for International Conference on User Modelling (UM) 2005.
- Chair and founder of the Symposia on Adaptive and Learning Agents and Multi-Agent Systems (ALAMAS), 2001 –2004 (still an ongoing annual event, renamed to Adaptive and Learning Agents, ALA).

Selected Program Committee Membership

- International Joint Conference on Autonomous Agents and Multi-Agent Systems (AAMAS) '05, '06, '07, '10, and '11.
- National Conference on Artificial Intelligence (AAAI) '11.
- IEEE/WIC International Conference on Intelligent Agent Technology (IAT) '03, '04, '05, '06, '07, '08, '09, and '10.
- International Conference on Interactive Digital Storytelling '10.
- European Conference on Artificial Intelligence (ECAI) '08.
- International Conference on Machine Learning (ICML) '00.
- International Workshop on Cooperative Information Agents (CIA) '02, '03, '04, '05 '06, and '07.
- KES International Symposium on Agent and Multi-Agent Systems : Technologies and Applications, '08, '09, and '10 .
- AAAI Symposium on Intelligent Narrative Technologies II, '09.
- International Conference of Information Resources Management Association (IRMA) '05.

- European Workshop on Multi-Agent Systems (EUMAS), '08, '09, and '10.
- European Workshop on Reinforcement Learning (EWRL) '08.
- International Workshop on Adaptive and Learning Agents (ALA), '07, '08, '09, and '10.
- Workshop on Integrating Technologies for Interactive Stories (ITIS), '08.
- International workshop on Interactions between Data Mining and Agents (ADMI) '06, '09 and '10.
- Workshop on “Autonomous Intelligent Systems: Agent and Data Mining” (AIS-ADM) '05 and '07.
- European Symposium on Adaptive and Learning Agents and Multi-Agent Systems (ALAMAS) '05, '06, and '07.
- German Conference on Multi-Agent System Technologies (MATES), '05, '06, '07, '08, and '09.
- International Workshop on Ubiquitous and Decentralized User Modelling (UbiDeUM) '07.
- Workshop on Decentralized, Agent-Based and Social Approaches to User Modelling (DASUM) '05
- Symposium on AI and Narrative Games for Education, '07.
- International Workshop on Web Mining for E-commerce and E-Services '07.

Journal Editing

- Co-editor of the special issue on “Nature-Inspired Systems for Parallel, Asynchronous, and Decentralized Environments”, Multi-Agent and Grid Systems Journal (MAGS), 2006.
- Co-editor of the special issue on “Agent Technology”, Artificial Intelligence and Simulation of Behaviour, 2001.

Journal Reviewing

- JAIR, AI Journal, ML Journal, AAMAS journal, JMLR, IEEE Transactions on Computational Intelligence for Games, AI Review, Journal of Robotics and Autonomous Systems, and many others.

References:

1. Prof. Dr. Haym Hirsh, Department of Computer Science, Rutgers University, Piscataway, NJ 08855, USA. Email: hirsh@cs.rutgers.edu. Phone: +1-732-445-4176. Fax: +1-732-445-0537.
2. Prof. Dr. William Cohen, Machine Learning Department, CMU, 5000 Forbes Avenue, Pittsburgh, PA 15213, USA. Phone: +1-412-268-7664. Fax: +1-412-268-3431, Email: wcohen@cs.cmu.edu.
3. Prof. Dr. Ann Nowe, Vrije Universiteit Brussel, Faculty of Sciences (WE), Department of Computer Science, Pleinlaan 2, B-1050 Brussels, Belgium. Phone: +32-2-6293861. Fax: +32-2-6291879. Email: asnowe@info.vub.ac.be.

Publications:

Books:

1. K. Tuyls, Z. Guessoum, A. Nowe, D. Kudenko (eds.) (2008). "Adaptive Agents and Multi-Agent Systems III", *Springer LNAI 4865*.
2. D. Kudenko, D. Kazakov, E. Alonso (eds.) (2005). "Adaptive Agents and Multi-Agent Systems II", *Springer LNAI 3394*.
3. E. Alonso, D. Kazakov, D. Kudenko (eds.) (2003). "Adaptive Agents and Multi-Agent Systems", *Springer LNAI 2636*.

Book Chapters :

1. E. Ridge, D. Kudenko (2008). "Determining whether a problem characteristic affects heuristic performance. A rigorous Design of Experiments approach", In: C. Cotta, J. van Hemert (eds.): *Recent Advances in Evolutionary Computation for Combinatorial Optimization*. Springer, Studies in Computational Intelligence Vol. 153.
2. H. Barber, D. Kudenko (2007). "Adaptive Generation of Dilemma-Based Interactive Narrative", In: N. Baba, L. C. Jain, H. Handa (eds.): *Advanced Intelligent Paradigms in Computer Games*, Springer.
3. D. Kudenko, D. Kazakov, E. Alonso (2002). "Machine Learning for Agents and Multi-Agent Systems", In: V. Plekhanova (ed.): *Intelligent Agent Software Engineering*, Idea Group Publishing.
4. D. Kazakov, D. Kudenko (2001). "Machine Learning and Inductive Logic Programming for Multi-Agent Systems", In: M. Luck, V. Marik, O. Stepankova, and R. Trappl (eds.): *Multi-Agent Systems and Applications*, Springer LNAI 2086.

Refereed Papers:

1. S. Devlin, M. Grzes, D. Kudenko (2011): "An Empirical Study of Potential-Based Reward Shaping and Advice in Complex, Multi-Agent Systems", *Advances in Complex Systems 14(2)*.
2. R. Hodhod, D. Kudenko, P. Cairns (2011): "Innovative Integrated Architecture for Educational Games: Challenges and Merits", *Transactions on Edutainment 5*.
3. S. Devlin, D. Kudenko (2011): "Theoretical Considerations of Reward Shaping for Multi-Agent Systems", *Tenth International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS)*.
4. S. Devlin, M. Grzes, D. Kudenko (2011): "Multi-Agent Potential-based Reward Shaping for RoboCup KeepAway", *Tenth International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS)*.
5. M. Grzes, D. Kudenko (2010): "PAC-MDP Learning with Knowledge-based Admissible Models", *Ninth International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS)*.
6. H. Barber, D. Kudenko (2010): "Generation of Adaptive Dilemma-based Interactive Narratives", *IEEE Transactions on Computational Intelligence in Games 1(4)*.

7. M. Grzes, D. Kudenko (2010): "Online Learning of Shaping Rewards in Reinforcement Learning", *Neural Networks*, 23(4).
8. M. Zheng, D. Kudenko (2010): "Automated Event Recognition for Football Commentary Generation", *International Journal of Gaming and Computer-Mediated Simulations* 2(4).
9. R. Hodhod, D. Kudenko, P. Cairns (2010): "Adaptive Interactive Narrative Model to teach Ethics", *International Journal of Gaming and Computer-Mediated Simulations* 2(4).
10. M. Arinbjarnar, D. Kudenko (2010): "Bayesian Networks: Real-Time Applicable Decision Mechanisms for Intelligent Agents", *IEEE Conference on Computational Intelligence and Games (CIG'10)*.
11. S. Devlin, M. Grzes, D. Kudenko (2010): "Multi-Agent Reinforcement Learning with Reward Shaping for KeepAway Takers", *AAMAS'10 Workshop on Adaptive and Learning Agents (ALA'10)*.
12. M. Arinbjarnar, D. Kudenko (2009): "Actors and Characters in Virtual Drama", *Ninth International Conference on Intelligent Virtual Agents (IVA)*.
13. R. Hodhod, D. Kudenko, P. Cairns (2010): "Character Education Using Pedagogical Agents and Socratic Voice", *The 23rd International FLAIRS Conference*.
14. R. Hodhod, D. Kudenko, P. Cairns (2009): "Educational Narrative and Student Modeling for Ill-Defined Domains.", *International Conference on Artificial Intelligence for Education (AIED)*.
15. S. Devlin, M. Grzes, D. Kudenko (2009): "Reinforcement Learning in RoboCup KeepAway with Partial Observability", *IEEE/WIC/ACM International Joint Conference on Intelligent Agent Technology (IAT)*.
16. M. Arinbjarnar, D. Kudenko (2009): "Directed Emergent Drama vs. Pen & Paper Role-Playing Games.", *AISB'09 Symposium: AI & Games*.
17. M. Arinbjarnar, H. Barber, D. Kudenko (2009): "A Critical Review of Interactive Drama Systems", *AISB'09 Symposium: AI & Games*.
18. M. Zheng, D. Kudenko (2009): "Automated Event Recognition for Football Commentary Generation", *AISB'09 Symposium: AI & Games*.
19. R. Hodhod, D. Kudenko, P. Cairns (2009): "Serious Games to Teach Ethics". *AISB'09 Symposium: AI & Games*.
20. R. Hodhod, D. Kudenko, P. Cairns. (2009). "AEINS: Adaptive Educational Interactive Narrative System to Teach Ethics". *AIED Workshop on Intelligent Educational Games*.
21. M. Grzes and D. Kudenko (2009). "Reinforcement Learning with Reward Shaping and Mixed Resolution Function Approximation". *International Journal of Agent Technologies and Systems (IJATS)*, 1(2):36-54.
22. M. Grzes and D. Kudenko (2009): "Improving Optimistic Exploration in Model-free Reinforcement Learning", *Proceedings of the 9th International Conference on Adaptive and Natural Computing Algorithms (ICANNGA'09)*.
23. M. Grzes and D. Kudenko (2009): "Learning Shaping Rewards in Model-based Reinforcement Learning", *AAMAS'09 Workshop on Adaptive and Learning Agents (ALA'09)*.
24. M. Arinbjarnar, D. Kudenko (2008): "Schemas in Directed Emergent Drama", *First Joint International Conference on Interactive Digital Storytelling (ICIDS)*, Springer LNCS 5334.

25. H. Barber, D. Kudenko (2008): "Generation of Dilemma-based Narratives: Method and Turing Test Evaluation", *First Joint International Conference on Interactive Digital Storytelling (ICIDS)*, Springer LNCS 5334.
26. R. Hodhod, D. Kudenko (2008): "Towards Intelligent Educational Interactive Narrative". *International Conference on Narrative in Interactive Learning Environments (NILE)*.
27. R. Hodhod, D. Kudenko (2008): "Interactive Narrative and Intelligent Tutoring for Ill Defined Domains". Workshop on Intelligent Tutoring Systems for Ill-Structured Domains at ITS'08.
28. A. Servin, D. Kudenko (2008): "Multi-Agent Reinforcement Learning for Intrusion Detection: A case study and evaluation", Sixth German Conference on Multi-Agent System Technologies (MATES).
29. M. Grzes, D. Kudenko (2008): "Plan-based reward shaping for reinforcement learning", *Fourth IEEE International Conference on Intelligent Systems (IS)*.
30. M. Grzes, D. Kudenko (2008): "Robustness Analysis of SARSA(lambda): Different Models of Reward and Initialisation", *13th International Conference on Artificial Intelligence: Methodology, Systems, Applications (AIMSA)*, Springer LNAI 5253.
31. M. Grzes, D. Kudenko (2008): "Multigrid reinforcement learning with reward shaping", *18th International Conference on Artificial Neural Networks (ICANN)*, Springer LNCS 5163.
32. M. Grzes, D. Kudenko (2008): "An Empirical Analysis of the Impact of Prioritised Sweeping on DynaQ", *International Conference on Artificial Intelligence and Soft Computing (ICAISC)*.
33. M. Grzes, D. Kudenko (2008): "Learning Potential for Reward Shaping in Reinforcement Learning with Tile Coding", *Eighth Workshop on Adaptive Agents and Multi-Agent Systems (ALAMAS-ALAg)*.
34. M. Grzes, D. Kudenko (2008): "Plan-based Reward Shaping for Reinforcement Learning", *Eighth Workshop on Adaptive Agents and Multi-Agent Systems (ALAMAS-ALAg)*.
35. A. Servin, D. Kudenko (2008): "Multi-Agent Reinforcement Learning for Intrusion Detection: A case study and evaluation", *Eighth Workshop on Adaptive Agents and Multi-Agent Systems (ALAMAS-ALAg)*.
36. H. Barber, D. Kudenko (2008): "Generation of Dilemma-based Interactive Narratives with a Changeable Story Goal", Second International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN).
37. E. Ridge, D. Kudenko (2007): "Tuning the Performance of the MMAS Heuristic", *Workshop on Engineering Stochastic Local Search Algorithms (SLS)*, Springer LNCS 4638 [Best Paper Award].
38. E. Ridge, D. Kudenko (2007): "Analyzing Heuristic Performance with Response Surface Models: Prediction, Optimization and Robustness", *Genetic and Evolutionary Computation Conference (GECCO)* [Best Paper Nomination]
39. E. Ridge, D. Kudenko (2007): "Screening and Tuning the Parameters Affecting Heuristic Performance", *Genetic and Evolutionary Computation Conference (GECCO)*.
40. H. Barber, D. Kudenko (2007). "Dynamic Generation of Dilemma-based Interactive Narratives", *Artificial Intelligence and Interactive Entertainment (AIIDE)*.

41. E. Ridge, D. Kudenko (2007). "An Analysis of Problem Difficulty for a Class of Optimisation Heuristics", *Seventh European Conference on Evolutionary Computation in Combinatorial Optimization (EvoCOP)*.
42. M. Grounds, D. Kudenko (2007). "Parallel Reinforcement Learning with Linear Function Approximation", *International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS)*.
43. H.Barber, D. Kudenko (2007). "A User Model for the Dynamic Generation of Dilemma-based Interactive Narratives", *AIIDE Workshop on Optimizing Player Satisfaction*.
44. A. Servin, D. Kudenko (2007). "Multi-Agent Reinforcement Learning for Intrusion Detection", *Seventh Symposium on Adaptive and Learning Agents and Multi-Agent Systems (ALAMAS)*, also in *Springer LNAI 4865*.
45. H. Barber, D. Kudenko (2007). "Interactive Generation of Dilemma-based Narratives", *Symposium on AI and Narrative Games for Education*.
46. Lillian Clark, I-Hsien Ting, Chris Kimble, Peter Wright, Daniel Kudenko (2006). "Combining Ethnographic and Clickstream Data to Identify Browsing Strategies" *Journal of Information Research 11 (2)*.
47. Z. Lock, D. Kudenko (2006). "Interactions between Stereotypes", *Adaptive Hypermedia and Adaptive Web-Based Systems (AH '06)*.
48. E. Ridge, D. Kudenko and D. Kazakov (2006). "A Study of Concurrency in the Ant Colony System Algorithm". *Annual IEEE Congress on Evolutionary Computation (CEC 2006)*.
49. M. Grounds, D. Kudenko (2006). "Parallel Reinforcement Learning by Merging Function Approximations", *Sixth European Workshop on Adaptive and Learning Agents and Multi-Agent Systems (ALAMAS'06)*, also in *Springer LNAI 4865*.
50. E. Ridge, D. Kudenko and D. Kazakov (2006). "Parallel, Asynchronous and Decentralised Ant Colony System", *The First International Symposium on Nature-Inspired Systems for Parallel, Asynchronous and Decentralised Environments (NISPADE)*.
51. I-Hsien Ting, C. Kimble, D. Kudenko (2005). "UBB Mining: Finding Unexpected Browsing Behaviour in Clickstream Data to Improve a Web Site's Design", *IEEE/WIC/ACM International Conference on Web Intelligence (WI 2005)*.
52. I-Hsien Ting, C. Kimble, D. Kudenko (2005) "A Pattern Restore Method for Restoring Missing Patterns in Server Side Clickstream Data", *Web Technologies Research and Development (APWeb 2005)*, Springer LNCS 3399.
53. Z. Lock, D. Kudenko (2005). "Combining Stereotypes for Robust Information Prioritization", *UM'05 Workshop on Decentralized Agent-Based and Social Approaches to User Modeling (DASUM)*.
54. M. Grounds, D. Kudenko (2005). "Combining Reinforcement Learning with Symbolic Planning", *Fifth European Workshop on Adaptive Agents and Multi-Agent Systems*, also in *Springer LNAI 4865*.
55. X.S. Lu and D. Kudenko (2005). "Reinforcement Learning in a Sensor-Evader Domain", *Fifth European Workshop on Adaptive Agents and Multi-Agent Systems*.
56. S. Kapetanakis, D. Kudenko, M. Strens (2004). "Learning of Coordination in Cooperative Multi-Agent Systems using Commitment Sequences", *Artificial Intelligence and the Simulation of Behavior 1(5)*.

57. T. Walker, D. Kudenko, M. Strens (2004). "Algorithms for Distributed Exploration", *Proceedings of the Sixteenth European Conference on Artificial Intelligence (ECAI '04)*.
58. S. Kapetanakis, D. Kudenko (2004). "Reinforcement Learning of Coordination in Heterogeneous Cooperative Multi-Agent Systems", *Proceedings of the Third International Joint Conference on Autonomous Agents and Multi-Agent Systems (AAMAS'04)*.
59. I-Hsien Ting, C. Kimble, D. Kudenko (2004). "Visualizing and Classifying the Pattern of User's Browsing Behaviour for Website Design Recommendation", *First International Workshop on Knowledge Discovery in Data Streams*.
60. M. Carpenter, D. Kudenko (2004). "Baselines for Joint-Action Reinforcement Learning of Coordination in Cooperative Multi-Agent Systems", *Fourth Symposium on Adaptive Agents and Multi-Agent Systems, also in Springer LNAI 3394*.
61. S. Kapetanakis, D. Kudenko (2004). "Reinforcement Learning of Coordination in Heterogeneous Cooperative Multi-Agent Systems", *Fourth Symposium on Adaptive Agents and Multi-Agent Systems, also in Springer LNAI 3394*.
62. I-Hsien Ting, Chris Kimble, Daniel Kudenko (2004). "Visualizing and Classifying the Pattern of user's Browsing Behavior for Website Design Recommendation", *First International Workshop on Knowledge Discovery in Data Streams*.
63. D. Kudenko, M. Bauer, D. Dengler (2003). "Group Decision Making Through Mediated Discussions", *Proceedings of the Ninth International Conference on User Modeling (UM '03)*, Springer LNAI 2702.
64. S. Baldes, M. Bauer, D. Dengler, A. Jameson, D. Kudenko, G. Paul, T. Rist, C. Schmitt (2003). "MIAU – Supporting Group Decisions in E-Commerce Applications", *Proceedings of the Tenth International Conference on Human-Computer Interaction (HCI '03)*.
65. Z. Lock, D. Kudenko (2003). "Multi-Component User Models of Team Members", *UM'03 Workshop on User and Group Models for Web-based Adaptive Collaborative Environments*.
66. S. Kapetanakis, D. Kudenko, M. Strens (2003). "Learning to Coordinate Using Commitment Sequences in Cooperative Multi-Agent Systems", *Third AISB Symposium on Adaptive Agents and Multi-Agent Systems, also in Springer LNAI 2636*.
67. S. Kapetanakis, D. Kudenko (2002). Reinforcement Learning of Coordination in Cooperative Multi-Agent Systems", *Proceedings of the Nineteenth National Conference on Artificial Intelligence (AAAI)*.
68. E. Alonso, M. d'Inverno, D. Kudenko, M. Luck, and J.Noble (2002). "Learning in Multi-Agent Systems", *Knowledge Engineering Review 16:3*.
69. S. Kapetanakis, D. Kudenko (2002). „Improving on Reinforcement Learning of Coordination in Cooperative Multi-Agent Systems“, *Second Symposium on Adaptive Agents and Multi-Agent Systems, also in Springer LNAI 2636*.
70. J. Vasconcelos, C. Kimble, F. Gouveia, D. Kudenko (2001). "Reasoning in Corporate Memory Systems: a Case Study of Group Competencies", *Eighth International Symposium on the Management of Industrial and Corporate Knowledge (ISMICK)*.
71. D. Kudenko, M. Bauer, D. Dengler (2001). "Assisting Joint Catalogue Purchases", *UKMAS*.

72. J. Vasconcelos, C. Kimble, F. Gouveia, D. Kudenko (2000). "A Group Memory System for Corporate Knowledge Management: An Ontological Approach", *First European Conference on Knowledge Management*.
73. E. Alonso, D.Kudenko (2000). "Logic-Based Multi-Agent Systems for Conflict Simulations", *UKMAS*.
74. D.Kudenko (2000): "Ontology-Based Constructive Induction", *Machine Intelligence 17*.
75. E.Alonso, D.Kudenko (2000): "Machine Learning for Logic-Based Multi-Agent Systems", *Proceedings of the First Goddard Workshop on Formal Methods for Multi-Agent Systems*, Springer LNAI 1871.
76. D.Kudenko, H.Hirsh (1999): "Feature-Based Learners for Description Logics", *Proceedings of the International Workshop on Description Logics*.
77. E.Alonso, D.Kudenko (1999): "Machine Learning Techniques for Logic-Based Multi-Agent Systems", *UKMAS*.
78. D.Kudenko, H.Hirsh (1998). "Feature Generation for Sequence Categorization", *Proceedings of the Fifteenth National Conference on Artificial Intelligence (AAAI)*.
79. W.Cohen, D.Kudenko (1997). "Transferring and Retraining Learned Information Filters", *Proceedings of the Fourteenth National Conference on Artificial Intelligence (AAAI)*.
80. H.Hirsh, D.Kudenko (1997). "Representing Sequences in Description Logics", *Proceedings of the Fourteenth National Conference on Artificial Intelligence (AAAI)*.
81. D.Kudenko, H.Hirsh (1996): "Representing Sequences in Description Logics using Suffix Trees", *Proceedings of the International Workshop on Description Logics*.
82. J.Heinsohn, B.Nebel, D.Kudenko, H.J.Profitlich (1994). "An Empirical Analysis of Terminological Representation Systems", *Artificial Intelligence 68:2*.
83. J.Heinsohn, B.Nebel, D.Kudenko, H.J.Profitlich (1992). "An Empirical Analysis of Terminological Representation Systems", *Proceedings of the Tenth National Conference on Artificial Intelligence (AAAI)*.
84. D.Kudenko (1992): "RAT: Representation of Actions using Terminological Logics", *Temporal Representation and Reasoning Workshop 92, Bolzano, Italy*.