

**THE EIGHTH WHITE HOUSE PAPERS**  
**Graduate Research in the Cognitive**  
**and Computing Sciences at Sussex**

**editors**

# **THE EIGHTH WHITEHOUSE PAPERS**

*Graduate Research in the Cognitive and  
Computing Sciences at Sussex*

**CSRP 390**

**editors:**

**A. Jonathan Howell & Joseph A. Wood**

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## **Preface**

Each year several hundred graduate students have been admitted to the University of California at Los Angeles. In order to ensure that these students are given the opportunity to give presentations on their work

In A Jonathan How ... Jos p A oo s E t t Hous ap rs Gra  
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o Co nt v Co put n n s Br ton K s ar a C

# From Genotype to Neural Network through Hierarchical Organisation

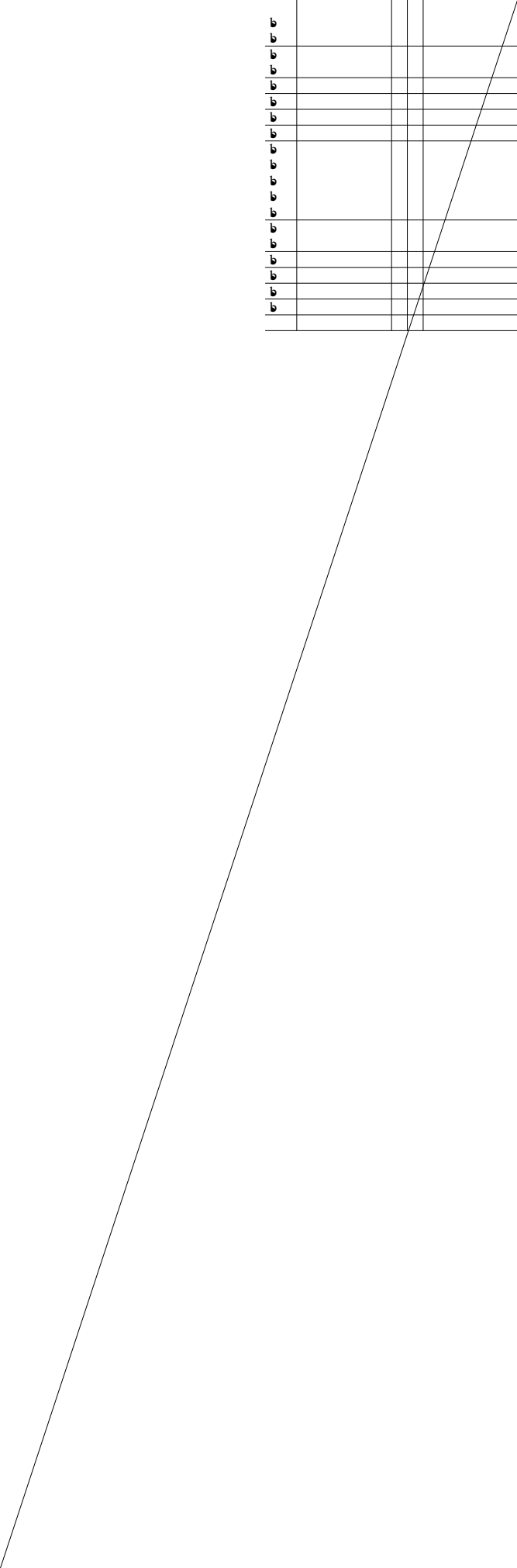
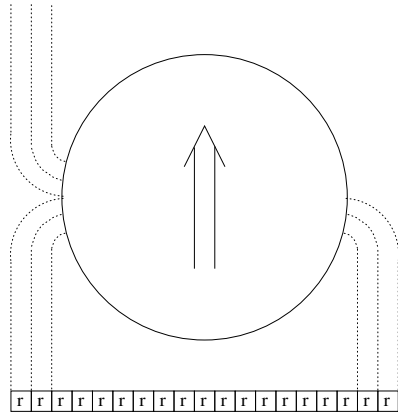
Guillaume Barreau  
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School of Cognitive & Computing Sciences  
University of Sussex  
Brighton  
BN1 9QH

**Abstract** ... now Artificial ... as pa v r -tt- att nt.on to t prob - s o f v -  
op nta - b o A t r -st.n so o t r asons w t s prob - s t b wort



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In addition to various other behavioural responses

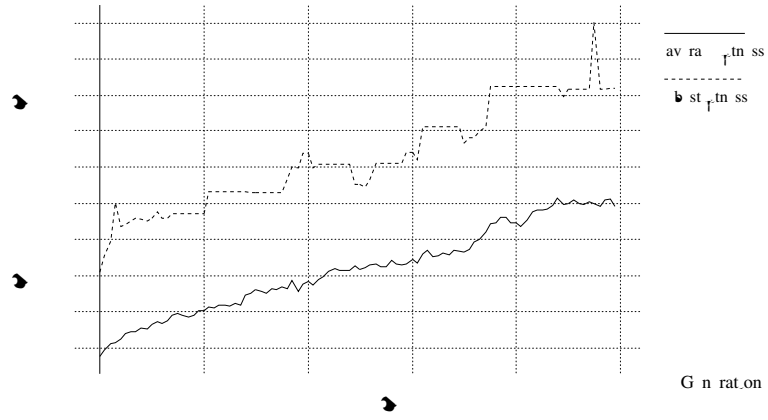
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## References

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In A Jonathan How ... Jos p A oo s E t t Hous ap rs Gra  
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a... s... to... b... on In... b... o... nv

## References

# Automatic Debugging of Multiple-Function Programs

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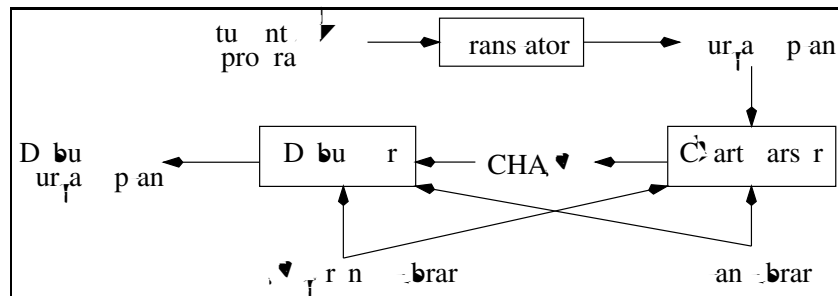
**Abstract** This paper reports on an intelligent debugging system based on plan analysis for a set of programs that are automatically generated from a set of high-level specifications. Its output presentation is a plan-based overview of the system's analysis of the program's execution. A set of options for debugging the program is also used to approach the user to the program's execution. Finally, future research work is pointed out.

## 1 Introduction

This paper reports on an intelligent debugging system based on plan analysis for a set of programs that are automatically generated from a set of high-level specifications. Its output presentation is a plan-based overview of the system's analysis of the program's execution. A set of options for debugging the program is also used to approach the user to the program's execution. Finally, future research work is pointed out.

## 2 The Overall Structure of EMILY

EMILY consists of two main parts: a translator and a debugger. The translator takes a set of high-level specifications and generates a set of programs. The debugger takes a program and generates a plan-based overview of the program's execution. A set of options for debugging the program is also used to approach the user to the program's execution.



For an overview of EMILY



↳ pro ra un rstan n o u a pts è sur a p an o



or the wrong functions are used. It is a common mistake to use the wrong function when the programmer is not sure of the correct one. In this paper we will discuss two aspects of the problem: the first is the identification of the wrong function and the second is the identification of the correct one. The first aspect is the identification of the wrong function. This is done by looking at the function name and the arguments. The second aspect is the identification of the correct one. This is done by looking at the function name and the arguments.

## 5.1 Identifying a Call to a Function

During the debugging process, we often find errors in the code. One of the most common errors is the use of the wrong function. This is often due to a typo in the function name or the arguments. In this section, we will discuss how to identify a call to a function. We will first look at the function name and then at the arguments.

### 5.3 The Activation of the New Call

In a new approach to a function's activation in EILY, the first step is to identify the function's parameters and their values. This involves identifying the function's name and its parameters, and then identifying the values of those parameters. The function's name is identified by the first token in the input stream, and the parameters are identified by the tokens that follow. The values of the parameters are identified by the tokens that follow the parameters. The function is then activated by calling the function with the identified parameters and values.

### 5.4 Dealing with a Wrong Function Call

The first step in dealing with a wrong function call is to identify the error. This involves identifying the function name and the parameters passed to the function. The error is then identified by comparing the function name and parameters to the function's definition. The error is then reported to the user, and the function call is terminated. The user is then prompted to correct the error and try again.

## 6 Experimenting with EMILY

Having identified the error in the function call, the next step is to experiment with the function. This involves identifying the function's name and parameters, and then identifying the values of those parameters. The function is then activated by calling the function with the identified parameters and values. The results of the function call are then displayed to the user, and the user is prompted to try again.

## 8 A sample program

```
val masc_fem_exc_list = [
("ambiente",    true), ("mano",        false),
("animale",     true), ("bestiame",    true),
("piazzale",   true), ("brioche",     false),
("comunista",  true), ("sale",        true),
("sole",       true), ("totale",      true),
("carne",      false), ("chiave",     false),
("mare",       true), ("radio",       false),
("mese",       true), ("pane",        true),
("nome",       true), ("turista",     true),
("paese",      true), ("fine",       false),
("legge",     false), ("ponte",      true),
("piede",     true),  ("camice",     true),
("moto",      false), ("automobile",  false),
("biro",      false), ("alce",       true),
("programma", true), ("crisi",      false),
("stazione",  false) ];

fun is_vowel char = member char (explode "aeiou");

fun fem_def string = if is_vowel(hd(explode string)) then
    "l'"^string
  else "la "^string;

fun masc_def string = if is_vowel(hd(explode string)) then
    "l'"^string
  else
    if "s" = hd(explode string) andalso
        not(is_vowel string) then
        "lo "^string
    else if "z" = hd(explode string) then
        "lo "^string
    else "il "^string;

exception Unknown_gender
fun sgender x = case last(explode x) of "o" => true
  | "a" => false
  | _   => raise Unknown_gender;

exception Unknown_word
fun except (word,x) = if (mem x (word,true)) then true
  else if (mem x (word,false)) then false
  else raise Unknown_word;

fun ggender (noun,excptlist)
  = except(noun,excptlist) handle ? => sgender noun;
```

```

fun gender noun = ggender (noun,masc_fem_exc_list);

fun singdef noun = if gender(noun) then masc_def(noun)
                    else fem_def(noun);

singdef "banca";

```

## 9 Summary

In this paper we study the overall structure of our intelligent banking system for student programs. We discuss its basic approach for solving a problem and its implementation. We also discuss how E-PROLOG is used to solve a problem and how it is implemented.

Our present work is based on the results of previous work. In this paper we have given a preliminary description of the program. We have also given a preliminary description of the program. We have also given a preliminary description of the program.









### **3.3 Incorporation of alternating learning modes**



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A omn...  
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o...  
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nt o...  
s r.at.on In

In A Jonathan How ... Jos p A oo s E t t Hous ap rs Gra  
uat s arc nt Co nt v Co put n c nc s at uss x n.v rs.t o f uss r o o  
o f Co n.t.v Co put.n n s.Br. ton. K s ar a C

# **An Application of Artificial Intelligence Techniques to a Consumer Software Product**

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**BN1 9QH**

**Abstract** An presentation s s uss w r t app at.on o f Art



## 6 Conclusions

It has been shown that the proposed algorithm is a practical one for an application to a consumer software applications problem. It is shown that the proposed algorithm is a practical one for an application to a consumer software applications problem.

## References

A. In *Control and Interactive Development Environment*

Bor an *International In*

B. *J. 09, p. 14, 04, 04, 14, J-*

*J. 1-4, 9-0, 04, 09, 44, 44*

## Multimedia interfaces and anaphora resolution

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**Abstract** In what follows we review the current state of research on anaphora resolution in natural language. We first discuss the theoretical background of anaphora resolution, and then we review the current state of research on anaphora resolution in multimedia interfaces. We conclude with a discussion of the challenges and opportunities for future research in this area.



For instance, in natural language, statistical hypotheses are associated with sentences in which the assumptions are a part of the natural language. Using a natural language hypothesis is not a problem.

When using tables:

For example, a statistical hypothesis or optimal arrangement of information in a table is a row structure into statistical objects, a row for part of the space, transition probabilities, and a further view of the statistical objects are able to be analyzed in structure.

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### 4 Conclusion

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Int' nc v w P.

u van J Intro ut.on In

# Reconstruction of the neuronal network underlying feeding behaviour in the pond snail *Lymnaea stagnalis*

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UK

## 1 Introduction

The pattern of neuronal activity underlying feeding behaviour in the pond snail *Lymnaea stagnalis* is an example of a simple neural network. It is composed of a few neurons that are interconnected in a way that allows them to coordinate the complex movements of the mouthparts and the digestive tract. This network is thought to be a good model for understanding the basic principles of neural organization and function. In this paper, we will describe the structure and function of this network, and discuss its implications for understanding the neural basis of feeding behaviour in other animals.

## 2 Feeding Behaviour

*Lymnaea* is a browser that feeds on submerged algae and plant material. During feeding, the snail uses its mouthparts to rasp and scrape the substrate, and then swallows the food. This process is controlled by a neural network that coordinates the movements of the mouthparts and the digestive tract. In this section, we will describe the feeding behaviour of *Lymnaea* and discuss the neural mechanisms that underlie it.

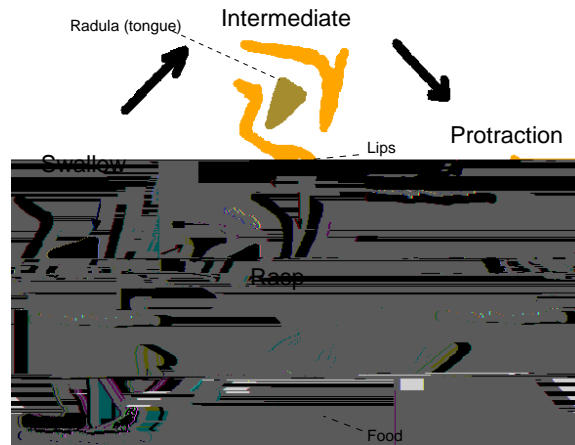


Figure 1. Cartoon cross-section pattern of buccal-assessment in the rat. A yellow rat head is shown with labels: Radula (tongue), Intermediate, Lips, and Protraction. Below this is a sequence of three panels showing the rat's mouth and tongue interacting with a piece of Food. The first panel is labeled Swallow, the second Bite, and the third Food.

### 3 Electrophysiology

Carroll and Lynda are the first to report on the neural control of the rat's feeding behavior. In a study published in 1968, they demonstrated that the rat's feeding behavior is controlled by a specific neural pathway. The authors reported that the rat's feeding behavior is controlled by a specific neural pathway, and that the rat's feeding behavior is controlled by a specific neural pathway.

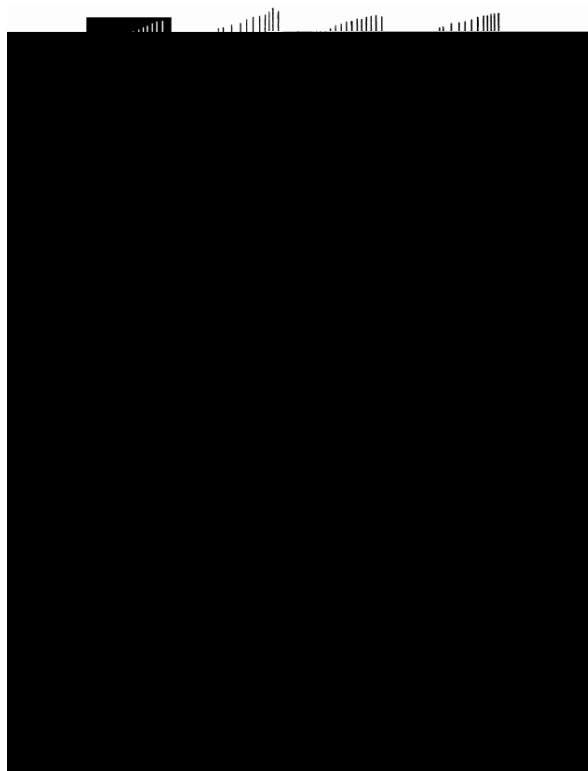


Figure C.6: A plot of the function  $f(x) = \sin(x)$  for  $x \in [0, 2\pi]$ .

The figure shows a plot of the function  $f(x) = \sin(x)$  for  $x \in [0, 2\pi]$ . The x-axis is labeled  $x$  and ranges from 0 to  $2\pi$ . The y-axis is labeled  $f(x)$  and ranges from -1 to 1. The plot shows a single cycle of a sine wave starting at (0,0), reaching a maximum at  $(\pi/2, 1)$ , crossing the x-axis at  $(\pi, 0)$ , reaching a minimum at  $(3\pi/2, -1)$ , and ending at  $(2\pi, 0)$ . Arrows on the x-axis indicate the direction of increasing  $x$ . The plot is titled "Figure C.6: A plot of the function  $f(x) = \sin(x)$  for  $x \in [0, 2\pi]$ ." The key information is that the function is  $f(x) = \sin(x)$  and the domain is  $[0, 2\pi]$ .

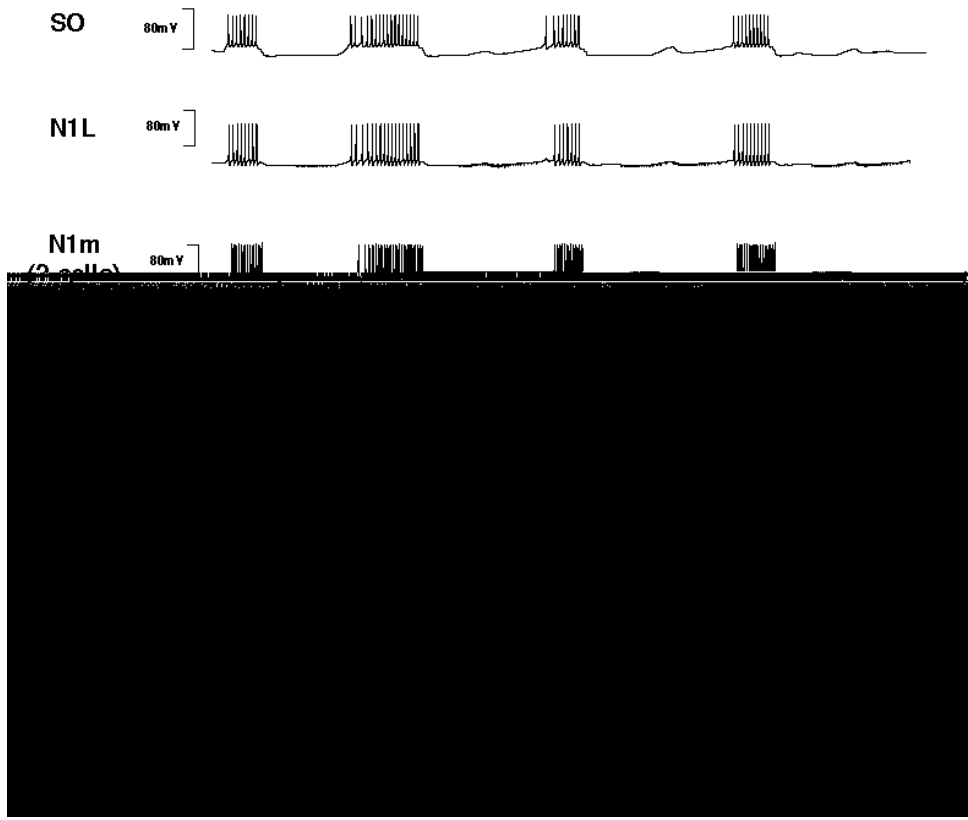


Figure 1. Output patterns of a two-layer network. The top trace (SO) shows the output of a single neuron. The middle trace (N1L) shows the output of a single neuron. The bottom trace (N1m) shows the output of two neurons. The traces are vertically offset for clarity. The scale bar indicates 80 mV.

an arbitrary number of spikes. The output of a neuron is a binary signal, which is either 0 or 1. The output of a neuron is determined by the weighted sum of its inputs, which is compared to a threshold. If the weighted sum is greater than the threshold, the neuron outputs a spike. The output of a neuron is a binary signal, which is either 0 or 1. The output of a neuron is determined by the weighted sum of its inputs, which is compared to a threshold. If the weighted sum is greater than the threshold, the neuron outputs a spike. The output of a neuron is a binary signal, which is either 0 or 1. The output of a neuron is determined by the weighted sum of its inputs, which is compared to a threshold. If the weighted sum is greater than the threshold, the neuron outputs a spike.





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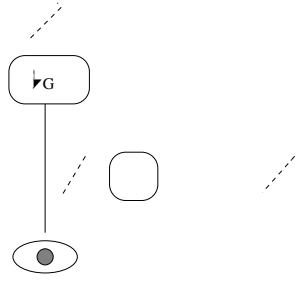
# **The Role of Neural Activity in the Development of the Cat Visual System**

**Stephen Egel**

**stephene@cogs.susx.ac.uk**









Date	Event
E	Initial data is received at the optical bus
E E	Correlation burst is detected on the personal union
E	First transmission rate is 1 Gbps. Duration is two weeks. The results are overlapping.
E	Functionality is transferred to the main union
E	The operation is transferred to the main bus
E	Loss of information is detected
E	Error
	Error in operation

Abstract of the report on the operation of the data

## References

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## References

- Ahmed, M. R. S. P. "Solutions to the synthesis of a transfer function." In Hanson, J., Cowan, J. D., & G. S. C. E. S. *A Vanc s n ura In or at on roc ss n yst s*.  
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## 2 Outline of the work

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## References

Davis, J. T. Instrum. Incorporation problems spin now into anti-trust suits



# Whole Cognizers, Phenomenology, and Artificial Life\*

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**Abstract** We will attempt to present a series of questions about Cartesian assumptions that are not addressed in the current literature. I will then attempt to provide a unified account of the issues that are currently being discussed in the literature. I will then attempt to provide a unified account of the issues that are currently being discussed in the literature.

## 1 Introduction

Computationalism is a philosophical position that is often contrasted with functionalism. I would like to address the issue of how computationalism is related to functionalism. I will then attempt to provide a unified account of the issues that are currently being discussed in the literature.

### 1.1 Representationalism is Cartesian

Cartesianism starts with the notion of a mental state.





### 3 Merleau-Ponty, Embodiment, and Experience

#### 3.1 The Mind-Body Unity

There is no mind-body problem. Mind and body are not two mutually exclusive entities with which we have to be brought to terms. Cartesian dualism, but are two aspects of a single unit of existence. The former is subjective or purposive, the latter as an abstract concept. The unity is not union of body and mind, but a present presence of the mind in the body and that of the body in the mind. The mind is not an entity so with the body, but the body is the actuality of a being. The body is a subject, a being in the world with an anonymous or impersonal

perhaps a better word is 'rotation point' where the entire sub-turbine is pivoted on a base on an axle. It is a bit of a technical description.

### 3.3 Taking Experience Seriously

Even if the turbine is not a serious or an interesting design, when it is used in a way that is not in a way that is not intended, it is a serious or a *quirky* design. It is a serious or a *quirky* design. It is a serious or a *quirky* design.

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# Creativity in Writing

Rafael Perez y Perez  
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School of Cognitive & Computing Sciences  
University of Sussex  
Brighton  
BN1 9QH

## 1 Introduction

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## 2 Hypothesis and Research Questions

### **3 Antecedents**

rapport sur les problèmes soulevés au sujet de G



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#### 4 Discussion

In this study, raw data were not reported statistically without any assumptions about the data sets, with the exception of assumptions on the normality of the results. In reporting with the above-mentioned results shown above to the previous work, it is important to note that the results are not statistically significant. How-

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# **An Evolved Dynamical Electronic Robot Control System**

**Adrian Thompson**

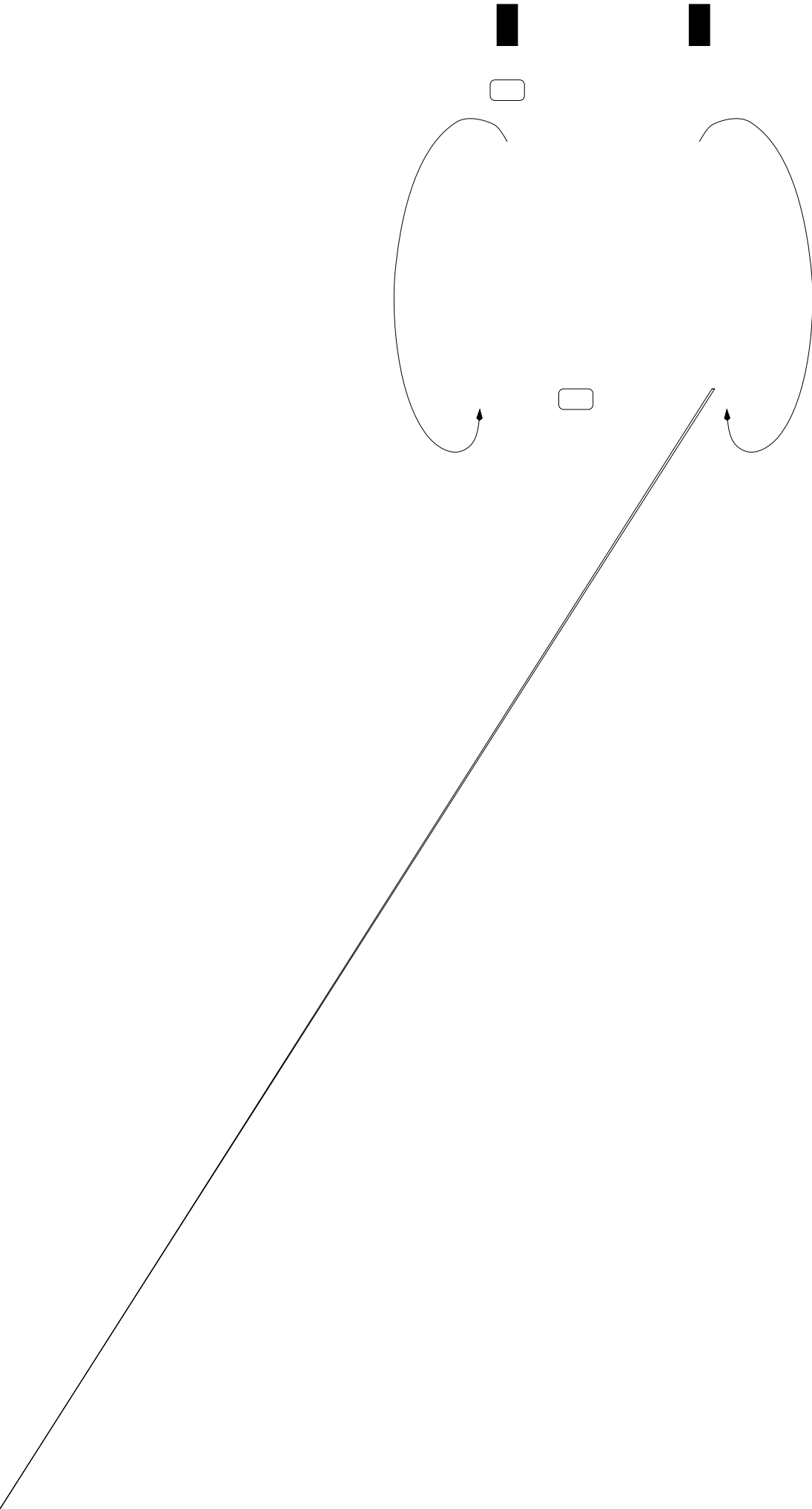
**adrianth@cogs.susx.ac.uk**

**School of Cognitive & Computing Sciences**

**University of Sussex**

**Brighton**

**BN1 9QH**





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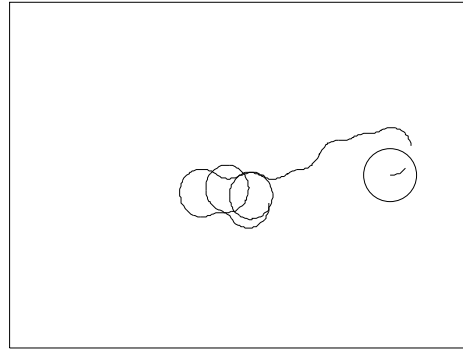
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### Acknowledgements

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# Showtree, the Next Generation

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**Abstract** Showtree is provided as a tool for displaying and manipulating tree structures. This paper proposes an alternative to the current Showtree implementation. Having shown that the current implementation is not suitable for the task, we propose a new implementation. The new implementation is based on the Showtree API and is designed to be more efficient and easier to use.

## 1 Introduction

Let  $G(\mathcal{N}, \mathcal{E})$  be a graph with nodes  $\mathcal{N}$  and edges  $\mathcal{E}$ . A tree is a connected graph with no cycles. A rooted tree is a tree with a designated root node. A search tree is a tree where each node represents a state in a search space. The Showtree API provides a way to represent and manipulate search trees. The current implementation of Showtree is based on a linked list representation of nodes. This implementation is inefficient and difficult to use. In this paper, we propose a new implementation based on a more efficient data structure. The new implementation is designed to be more efficient and easier to use.



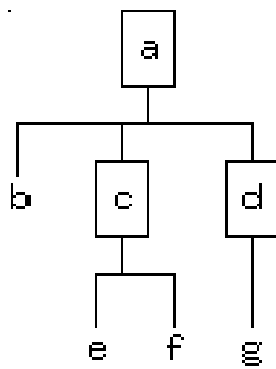


Figure 1: A tree structure with root node 'a' and children 'b', 'c', and 'd'. Node 'c' has children 'e' and 'f', and node 'd' has child 'g'.

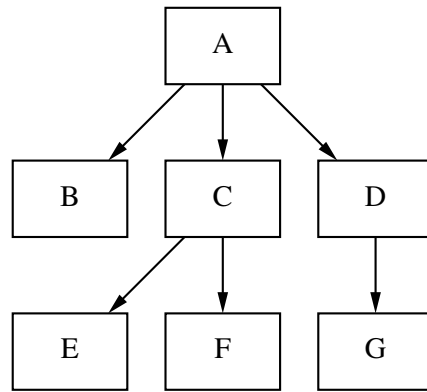


Figure 1: Directed graph

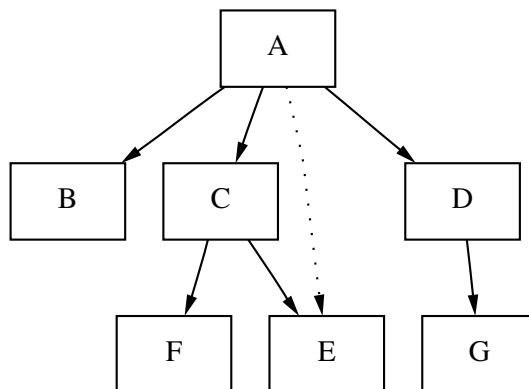


Figure 2: Directed graph

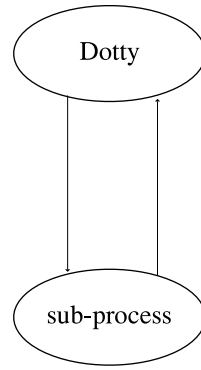
Figure 1 shows the directed graph as Figure 2. In Figure 2, the dotted arrow from A to E is a result of a topological sort, but it is not a directed edge in the original graph.

But this is not the case. The dotted arrow from A to E is a result of a topological sort, but it is not a directed edge in the original graph.

- The topological sort algorithm is a greedy algorithm that works on a directed graph.
- The topological sort algorithm is a greedy algorithm that works on a directed graph.
- The topological sort algorithm is a greedy algorithm that works on a directed graph.
- An arbitrary topological sort cannot be represented on a partially ordered set.

As supposed by A, the topological sort is a partial order on a set of nodes.

X-wind



### **3.1 Commands to Dotty**

```

define showtree_to_dotty ( list ) -> name ;
;;; This procedure takes input in the form of
;;; showtree, and converts it to a series of
;;; output statements, that model the input to
;;; dotty. Preamble and postamble are ignored.

;;; list is the input list
;;; name is named head of the list
lvars list, name ;

;;; declare head and tail of list
;;; and loop iterator
lvars _hd, _tl, item ;

;;; if input is just an element, use this as the name
if atom ( list ) then
  list -> name ;
else

;;; split the list into head and tail
dest ( list ) -> _tl -> _hd ;

;;; if head is an element, then
if atom ( _hd ) then
;;; name the head as given
_hd -> name ;
else
;;; generate a new node for the unnamed element
gensym ( "void" ) -> name ;
;;; and use the list as the list's tail
list -> _tl ;
endif ;

for item in _tl do
;;; find the name of the element, and print it
lvars name2 = showtree_to_dotty ( item ) ;
printf ( '%P -> %P\n', [% name, name2 %] ) ;
endfor ;

endif ;

enddefine ;

```