Context Aware Music Recommender Systems Unibz

Ambient Intelligence lies at the confluence of several trends: the continued decrease in cost and size of computing technology; the increasing availability of networking and communication infrastructure; the growing public familiarity/comfort with computing artifacts; and practical advances in artificial intelligence. These developments make it possible to contemplate the ubiquitous deployment of intelligent systems - prototypically in smart homes, but more broadly in public spaces, private automobiles and on individual appliances and hand-held devices - in applications ranging from entertainment through eldercare, to safety critical device control. Ambient Intelligence is a young field. As a result, it has been natural to wonder what the technology can do to improve the way we live. At the same time, it is becoming increasingly important to ask: "What do we want?" since the intent is to embed technology in new and pervasive ways. The contributions in this volume provide a window into the visions and trends currently dominating the area of Ambient Intelligence. This publication is divided into three sections. The first describes visions for the future of Ambient Intelligence, the second addresses core technology of the field and the third provides an analysis of elements of the area which will demand special consideration during the future development of the area.

Providing a complete review of existing work in music emotion developed in psychology and engineering, Music Emotion Recognition explains how to account for the subjective nature of emotion perception in the development of automatic music emotion recognition (MER) systems. Among the first publications dedicated to automatic MER, it begins with

Seminar paper from the year 2017 in the subject Musicology, grade: 1,O, , language: English, abstract: With the ubiquitous availability and rapid travelling of information, networked media environments confront consumers with an abundance of information, which they can not handle by themselves. As consequence of that, digital media platforms (such as Spotify) make use of recommender systems, that suggest items based on anticipated user preferences. Thereby, algorithms assist users to navigate huge databases of items. Recommender systems turn out to be one of the most powerful tools to cope with information overload. On the other hand, digital music platforms afford user with new opportunities to add, share, comment or rank items and, thus, facilitate the formation of participatory music communities. However, very little is known about the socio-cultural consequences of computer mediated decision-making processes.

"Rapid advances in mobile devices and cloud-based music services have brought about a fundamental change in the way people consume music. Cloud-based music streaming platforms like Pandora and Last.fm host an increasing huge volume of music contents. Meanwhile, the ubiquity of wireless infrastructure and advanced mobile devices enable users to access such abundant music

content anytime and anywhere. Consequently, there has been an increasing demand for the development of intelligent techniques to facilitate personalized and context-aware music retrieval and recommendation. Most of existing music retrieval systems have not considered users' music preferences, and traditional music recommender systems have not considered the influence of local contexts. As a result, search and recommendation results may not best suit users' music preference influenced by the dynamically changed contexts, when users listen to music using mobile devices on the move. Current mobile devices are equipped with various sensors and typically for personal use. Thus, rich user information (e.g., age, gender, listening logs) and various types of contexts (e.g., time. location) can be obtained and detected with the mobile devices, which provide an opportunity to develop personalized and context-aware music retrieval and recommender systems."-- Author's abstract.

Music and AI
An Introduction
Distributed Computing and Artificial Intelligence, 17th International Conference
Location and Context Awareness
17th International Conference, Shanghai, China, November 8-10, 2016, Proceedings, Part I
Emergent Semantics
MultiMedia Modeling

This book constitutes the refereed proceedings of the 7th International Conference on Information Management and Big Data, SIMBig 2020, held in Lima, Peru, in October 2020.* The 32 revised full papers and 7 revised short papers presented were carefully reviewed and selected from 122 submissions. The papers address topics such as natural language processing and text mining; machine learning; image processing; social networks; data-driven software engineering; graph mining; and Semantic Web, repositories, and visualization. *The conference was held virtually.

This book constitutes the thoroughly refereed proceedings of the 21st International Conference on User Modeling, Adaption, and Personalization, held in Rome, Italy, in June 2013. The 21 long and 7 short papers of the research paper track were carefully reviewed and selected from numerous submissions. The papers cover the following topics: recommender systems, student modeling, social media and teams, human cognition, personality, privacy, web curation and user profiles, travel and mobile applications, and systems for elderly and disabled individuals.

The two-volume set LNCS 10271 and 10272 constitutes the refereed proceedings of the 19th International Conference on Human-Computer Interaction, HCII 2017, held in Vancouver, BC, Canada, in July 2017. The total of 1228 papers presented at the 15 colocated HCII 2017 conferences was carefully reviewed and selected from 4340 submissions. The papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. They cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The papers included in this volume cover

the following topics: games in HCI; mobile and wearable interaction; HCI, children and learning; and HCI in complex human environments.

The Brethren is the first detailed behind-the-scenes account of the Supreme Court in action. Bob Woodward and Scott Armstrong have pierced its secrecy to give us an unprecedented view of the Chief and Associate Justices—maneuvering, arguing, politicking, compromising, and making decisions that affect every major area of American life.

Advances in Artificial Intelligence

21th International Conference, UMAP 2013, Rome, Italy, June 10-14, 2013. Proceedings

Recommender Systems for Learning

Context-Aware Systems and Applications, and Nature of Computation and Communication

Social Computing and Social Media. Participation, User Experience, Consumer Experience, and Applications of Social Computing

Recommender Systems Handbook

Semantic Technology

This book constitutes the refereed proceedings of the Workshops held at the 8th IFIP WG 12.5 International Conference on Artificial Intelligence Applications and Innovations, AIAI 2012, in Halkidiki, Greece, in September 2012. The book includes a total of 66 interesting and innovative research papers from the following 8 workshops: the Second Artificial Intelligence Applications in Biomedicine Workshop (AIAB 2012), the First AI in Education Workshop: Innovations and Applications (AIeIA 2012), the Second International Workshop on Computational Intelligence in Software Engineering (CISE 2012), the First Conformal Prediction and Its Applications Workshop (COPA 2012), the First Intelligent Innovative Ways for Video-to-Video Communiccation in Modern Smart Cities Workshop (IIVC 2012), the Third Intelligent Systems for Quality of Life Information Services Workshop (ISQL 2012), the First Mining Humanistic Data Workshop (MHDW 2012), and the First Workshop on Algorithms for Data and Text Mining in Bioinformatics (WADTMB 2012).

E-Commerce and Web Technologies12th International Conference, EC-Web 2011, Toulouse, France, August 30 - September 1, 2011, ProceedingsSpringer Science & Business Media

This book constitutes the refereed proceedings of the Third International Conference on Fuzzy Systems and Knowledge Discovery, FSKD 2006, held in federation with the Second International Conference on Natural Computation ICNC 2006. The book presents 115 revised full papers and 50 revised short papers. Coverage includes neural computation, quantum computation, evolutionary computation, DNA computation, fuzzy computation, granular computation, artificial life, innovative applications to knowledge discovery, finance, operations research, and more.

These proceedings contain the papers presented at the 4th International S- posium on Location and Context Awareness (LoCA) during May 7–8, 2009 in Tokyo,Japan.Locationandcontextawarenessarefundamentstonext-generation mobile and pervasive computing systems. Pervasive computing is a model of computing in which computation is everywhere and computer functions are - tegrated into

everything. The ultimate aim is to make information, applications and services available anywhere and at anytime in the human environment in a ?uid manner appropriate to our current context. Once away from the desktop, we ?nd ourselves in a wide variety of contexts and hence situations. For computing to be relevant and useful in these emerging situations we must rely on a range of contextual cues. Context includes phys- logical, environmental, and computational data, whether sensed or inferred. In addition, context includes details of a user's activities, goals, abilities, pref- ences, a?ordances, and surroundings. With location and context awareness we can expect computers to deliver information, services, and entertainment in a way that maximizes convenience and minimizes intrusion.

Highlights in Practical Applications of Agents, Multi-Agent Systems, and Social Good. The PAAMS Collection

21st International Conference, MMM 2015, Sydney, Australia, January 5-7, 2015, Proceedings, Part II

The Brethren

Group Recommender Systems

The Textbook

Ubiquitous Computing Systems

International Workshops of PAAMS 2021, Salamanca, Spain, October 6-9, 2021, Proceedings

This two-volume set LNCS 12194 and 12195 constitutes the refereed proceedings of the 12th International Conference on Social Computing and Social Media, SCSM 2020, held as part of the 22nd International Conference, HCI International 2020, which was planned to be held in Copenhagen, Denmark, in July 2020. The conference was held virtually due to the COVID-19 pandemic. The total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings from a total of 6326 submissions. SCSM 2020 includes a total of 93 papers which are organized in topical sections named: Design Issues in Social Computing, Ethics and Misinformation in Social Media, User Behavior and Social Network Analysis, Participation and Collaboration in Online Communities, Social Computing and User Experience, Social Media Marketing and Consumer Experience, Social Computing for Well-Being, Learning, and Entertainment.

This book constitutes the thoroughly refereed proceedings of the 7th International Congress on Telematics and Computing, WITCOM 2018, held in Mazatlán, Mexico in November 2018. The 23 full papers presented in this volume were carefully reviewed and selected from 57 submissions. They present and organize the knowledge from within the field of telematics and security, data analytics and Machine Learning, IoT and mobile computing.

This book constitutes the proceedings of the third annual conference under the UMAP title, aptation, which resulted from the merger in 2009 of the successful biannual User Modeling (UM) and Adaptive Hypermedia (AH) conference series, held on Girona, Spain, in July 2011. The 27 long papers and 6 short papers presented together with15 doctoral consortium papers, 2 invited talks, and 3 industry panel papers were carefully reviewed and selected from 164 submissions. The tutorials and workshops were organized in topical sections on designing adaptive social applications, semantic adaptive social Web, and designing and evaluating new generation user modeling.

Recommender systems are very popular nowadays, as both an academic research field and services provided by numerous companies for e-commerce, multimedia and Web content. Collaborative-based methods have been the focus of recommender systems research for more than two decades.The unique feature of the compendium is the technical details of collaborative recommenders. The book chapters include algorithm implementations, elaborate on practical issues faced when deploying these algorithms in large-scale systems, describe various optimizations and decisions made, and list parameters of the algorithms.This must-have title is a useful reference materials for researchers, IT professionals and those keen to incorporate recommendation technologies into their systems and services.

ACM-WIR 2018

Information Management and Big Data

4th International Symposium, LoCA 2009 Tokyo, Japan, May 7-8, 2009 Proceedings

16th IFIP WG 8.1 International Conference on Informatics and Semiotics in Organisations, ICISO 2015, Toulouse, France, March 19-20, 2015, Proceedings

23rd International Conference, DASFAA 2018, Gold Coast, QLD, Australia, May 21-24, 2018, Proceedings, Part II

7th EAI International Conference, ICCASA 2018, and 4th EAI International Conference, ICTCC 2018, Viet Tri City, Vietnam, November 22-23, 2018, Proceedings

Data Visualization and Knowledge Engineering

Music recommendation systems are becoming more and more popular. The increasing amount of personal data left by users on social media contributes to more accurate inference of the user' s musical preferences and the same to quality of personalized systems. Health recommendation systems have become

indispensable tools in decision making processes in the healthcare sector. Their main objective is to ensure the availability of valuable information at the right time by ensuring information quality, trustworthiness, authentication, and privacy concerns. Medical doctors deal with various kinds of diseases in which the music therapy helps to improve symptoms. Listening to music may improve heart rate, respiratory rate, and blood pressure in people with heart disease. Sound healing therapy uses aspects of music to improve physical and emotional health and well-being. The book presents a variety of approaches useful to create recommendation systems in healthcare, music, and in music therapy.

In this age of information overload, people use a variety of strategies to make choices about what to buy, how to spend their leisure time, and even whom to date. Recommender systems automate some of these strategies with the goal of providing affordable, personal, and high-quality recommendations. This book offers an overview of approaches to developing state-of-the-art recommender systems. The authors present current algorithmic approaches for generating personalized buying proposals, such as collaborative and content-based filtering, as well as more interactive and knowledge-based approaches. They also discuss how to measure the effectiveness of recommender systems and illustrate the methods with practical case studies. The final chapters cover emerging topics such as recommender systems in the social web and consumer buying behavior theory. Suitable for computer science researchers and students interested in getting an overview of the field, this book will also be useful for professionals looking for the right technology to build real-world recommender systems.

This book constitutes the refereed post-conference proceedings of the International Conferences ICCASA and ICTCC 2018, held in November 2018 in Viet Tri City, Vietnam. The 20 revised full papers presented were carefully selected from 30 submissions. The papers of ICCASA cover a wide spectrum in the area of context-aware-systems. CAS is characterized by its self- facets such as self-organization, self-configuration, self-healing, self-optimization, self-protection used to dynamically control computing and networking functions. The papers of ICTCC cover formal methods for self-adaptive systems and discuss natural approaches and techniques for computation and communication.

This book constitutes the refereed proceedings of the 16th IFIP WG 8.1 International Conference on Informatics and Semiotics in Organisations, ICISO 2015, held in Toulouse, France, in March 2015. The 21 revised papers presented were carefully reviewed and selected from 46 submissions. The papers are organized in the following topical sections: organisational semiotics: theory and concepts; organisational semiotics and applications; information systems and services; complex system modeling and simulation; and innovation and organisational learning.

7th International Congress, WITCOM 2018, Mazatlán, Mexico, November 5-9, 2018, Proceedings

7th Annual International Conference, SIMBig 2020, Lima, Peru, October 1-3,

2020, Proceedings
Personalized and context-aware music retrieval and recommendation
Web Information Systems Engineering – WISE 2016
Context-Aware Collaborative Prediction
12th International Conference, SCSM 2020, Held as Part of the 22nd HCI
International Conference, HCII 2020, Copenhagen, Denmark, July 19–24, 2020,
Proceedings, Part II
Telematics and Computing

This book presents selected and extended papers from the largest conference on artificial intelligence in Japan, which was expanded into an internationalized event for the first time in 2019: the 33rd Annual Conference of the Japanese Society for Artificial Intelligence (JSAI 2019), held on June 4–June 7, 2019 at TOKI MESSE in Niigata, Japan. The book's content has been divided into six major sections, on (I) knowledge engineering, (II) agents, (III) education and culture, (IV) natural language processing, (V) machine learning and data mining, and (VI) cyber physics. Given its scope, the book offers a valuable reference guide for professionals, undergraduate and graduate students engaged in disciplines, fields, technologies, or philosophies relevant to AI, e.g., computer/data science, robotics, linguistics, and physics, introducing them to recent advances in this area and discussing the human society of tomorrow.

This book constitutes the refereed proceedings of the 12th International Conference on Electronic Commerce and Web Technologies (EC-Web) held in Toulouse, France, in August/September 2011. The 25 papers accepted for EC-Web, selected from 60 submissions, are organized into eight topical sections on semantic services, business processes and services, context-aware recommender systems, intelligent agents and e-negotiation systems, collaborative filtering and preference learning, social recommender systems, agent interaction and trust management, and innovative strategies for preference elicitation and profiling.

Technology enhanced learning (TEL) aims to design, develop and test sociotechnical innovations that will support and enhance learning practices of both individuals and organisations. It is therefore an application domain that generally covers technologies that support all forms of teaching and learning activities. Since information retrieval (in terms of searching for relevant learning resources to support teachers or learners) is a pivotal activity in TEL, the deployment of recommender systems has attracted increased interest. This brief attempts to provide an introduction to recommender systems for TEL settings, as well as to highlight their particularities compared to recommender systems for other application domains.

The two-volume set LNCS 8935 and 8936 constitutes the thoroughly refereed proceedings of the 21st International Conference on Multimedia Modeling, MMM 2015, held in Sydney, Australia, in January 2015. The 49 revised regular papers, 24 poster presentations, were carefully reviewed and selected from 189 submissions. For the three special session, a total of 18 papers were accepted for MMM 2015. The three special sessions are Personal (Big) Data Modeling for Information Access and Retrieval, Social Geo-Media Analytics and Retrieval and Image or video processing, semantic analysis and understanding. In addition, 9 demonstrations and 9 video showcase papers were accepted for MMM 2015. The accepted contributions included in these two volumes represent the state-of-the-art in multimedia modeling research and cover a diverse range of topics including: Image

and Video Processing, Multimedia encoding and streaming, applications of multimedia modelling and 3D and augmented reality.
4th International Symposium, UCS 2007, Tokyo, Japan, November 25-28, 2007, Proceedings
User Modeling, Adaptation and Personalization
Spotting Data Points with Artificial Intelligence
12th International Conference, EC-Web 2011, Toulouse, France, August 30 - September 1, 2011, Proceedings

Recommender Systems for Medicine and Music
19th International Conference, UMAP 2011, Girona, Spain, July 11-15, 2011
This book presents two collaborative prediction approaches based on contextual representation and hierarchical representation, and their applications including context-aware recommendation, latent collaborative retrieval and click-through rate prediction. The proposed techniques offer significant improvements over current methods, the key determinants being the incorporated contextual representation and hierarchical representation. To provide a background to the core ideas presented, it offers an overview of contextual modeling and the theory of contextual representation and hierarchical representation, which are constructed for the joint interaction of entities and contextual information. The book offers a rich blend of theory and practice, making it a valuable resource for students, researchers and practitioners who need to construct systems of information retrieval, data mining and recommendation systems with contextual information. This two-volume set LNCS 10827 and LNCS 10828 constitutes the refereed proceedings of the 23rd International Conference on Database Systems for Advanced Applications, DASFAA 2018, held in Gold Coast, QLD, Australia, in May 2018. The 83 full papers, 21 short papers, 6 industry papers, and 8 demo papers were carefully selected from a total of 360 submissions. The papers are organized around the following topics: network embedding; recommendation; graph and network processing; social network analytics; sequence and temporal data processing; trajectory and streaming data; RDF and knowledge graphs; text and data mining; medical data mining; security and privacy; search and information retrieval; query processing and optimizations; data quality and crowdsourcing; learning models; multimedia data processing; and distributed computing.
This book presents the fundamentals and advances in the field of data visualization and knowledge engineering, supported by case studies and practical examples. Data visualization and engineering has been instrumental in the development of many data-driven products and processes. As such the book promotes basic research on data visualization and knowledge engineering toward data engineering and knowledge. Visual data exploration focuses on perception of information and manipulation of data to enable even non-expert users to extract knowledge. A number of visualization techniques are used in a variety of systems that provide users with innovative ways to interact with data and reveal patterns. A variety of scalable data visualization techniques are required to deal with constantly increasing volume of data in different formats. Knowledge engineering deals with the simulation of the exchange of ideas and the development of smart information systems in which reasoning and knowledge play an important role. Presenting research in areas like data visualization and knowledge engineering, this book is a valuable resource for students, scholars and researchers in the field. Each chapter is self-contained and offers an in-depth analysis of real-world applications. It discusses topics including (but not limited to) spatial data visualization; biomedical visualization and applications; image/video summarization and visualization; perception and cognition in visualization; visualization taxonomies and models; abstract data visualization; information and graph visualization; knowledge engineering; human–machine cooperation;

metamodeling; natural language processing; architectures of database, expert and knowledge-based systems; knowledge acquisition methods; applications, case studies and management issues: data administration issues and knowledge; tools for specifying and developing data and knowledge bases using tools based on communication aspects involved in implementing, designing and using KBSs in cyberspace; Semantic Web.

This book presents conjectural advances in big data analysis, machine learning and computational intelligence, as well as their potential applications in scientific computing. It discusses major issues pertaining to big data analysis using computational intelligence techniques, and the conjectural elements are supported by simulation and modelling applications to help address real-world problems. An extensive bibliography is provided at the end of each chapter. Further, the main content is supplemented by a wealth of figures, graphs, and tables, offering a valuable guide for researchers in the field of big data analytics and computational intelligence.

23rd International Symposium, ISMIS 2017, Warsaw, Poland, June 26-29, 2017, Proceedings
Music Emotion Recognition
Information and Knowledge Management in Complex Systems
Database Systems for Advanced Applications
Inside the Supreme Court
Data Science and Big Data Analytics
Recommender Systems

This book constitutes the proceedings of the 23rd International Symposium on Foundations of Intelligent Systems, ISMIS 2017, held in Warsaw, Poland, in June 2017. The 56 regular and 15 short papers presented in this volume were carefully reviewed and selected from 118 submissions. The papers include both theoretical and practical aspects of machine learning, data mining methods, deep learning, bioinformatics and health informatics, intelligent information systems, knowledge-based systems, mining temporal, spatial and spatio-temporal data, text and Web mining. In addition, four special sessions were organized; namely, Special Session on Big Data Analytics and Stream Data Mining, Special Session on Granular and Soft Clustering for Data Science, Special Session on Knowledge Discovery with Formal Concept Analysis and Related Formalisms, and Special Session devoted to ISMIS 2017 Data Mining Competition on Trading Based on Recommendations, which was launched as a part of the conference.
The two-volume set LNCS 11961 and 11962 constitutes the thoroughly refereed proceedings of the 25th International Conference on MultiMedia Modeling, MMM 2020, held in Daejeon, South Korea, in January 2020. Of the 171 submitted full research papers, 40 papers were selected for oral presentation and 46 for poster presentation; 28 special session papers were selected for oral presentation and 8 for poster presentation; in addition, 9 demonstration

papers and 6 papers for the Video Browser Showdown 2020 were accepted. The papers of LNCS 11961 are organized in the following topical sections: audio and signal processing; coding and HVS; color processing and art; detection and classification; face; image processing; learning and knowledge representation; video processing; poster papers; the papers of LNCS 11962 are organized in the following topical sections: poster papers; AI-powered 3D vision; multimedia analytics: perspectives, tools and applications; multimedia datasets for repeatable experimentation; multi-modal affective computing of large-scale multimedia data; multimedia and multimodal analytics in the medical domain and pervasive environments; intelligent multimedia security; demo papers; and VBS papers.

This book brings together past experience, current work and promising future trends associated with distributed computing, artificial intelligence and their application in order to provide efficient solutions to real problems. DCAI 2020 is a forum to present applications of innovative techniques for studying and solving complex problems in artificial intelligence and computing areas. This year's technical program will present both high quality and diversity, with contributions in well-established and evolving areas of research. Specifically, 83 papers were submitted to main track and special sessions, by authors from 26 different countries representing a truly "wide area network" of research activity. The DCAI'20 technical program has selected 35 papers and, as in past editions, it will be special issues in ranked journals. This symposium is organized by the University of L'Aquila (Italy). We would like to thank all the contributing authors, the members of the Program Committee and the sponsors (IBM, Armundia Group, EurAI, AEPIA, APPIA, CINI, OIT, UGR, HU, SCU, USAL, AIR Institute and UNIVAQ).

This book comprehensively covers the topic of recommender systems, which provide personalized recommendations of products or services to users based on their previous searches or purchases. Recommender system methods have been adapted to diverse applications including query log mining, social networking, news recommendations, and computational advertising. This book synthesizes both fundamental and advanced topics of a research area that has now reached

maturity. The chapters of this book are organized into three categories: Algorithms and evaluation: These chapters discuss the fundamental algorithms in recommender systems, including collaborative filtering methods, content-based methods, knowledge-based methods, ensemble-based methods, and evaluation. Recommendations in specific domains and contexts: the context of a recommendation can be viewed as important side information that affects the recommendation goals. Different types of context such as temporal data, spatial data, social data, tagging data, and trustworthiness are explored. Advanced topics and applications: Various robustness aspects of recommender systems, such as shilling systems, attack models, and their defenses are discussed. In addition, recent topics, such as learning to rank, multi-armed bandits, group systems, multi-criteria systems, and active learning systems, are introduced together with applications. Although this book primarily serves as a textbook, it will also appeal to industrial practitioners and researchers due to its focus on applications and references. Numerous examples and exercises have been provided, and a solution manual is available for instructors.
Artificial Intelligence Applications and Innovations
Foundations of Intelligent Systems
Third International Conference, FSKD 2006, Xi'an, China, September 24-28, 2006, Proceedings
AIAI 2012 International Workshops: AIAB, AIeIA, CISE, COPA, IIVC, ISQL, MHDW, and WADTMB, Halkidiki, Greece, September 27-30, 2012, Proceedings, Part II
Fuzzy Systems and Knowledge Discovery
E-Commerce and Web Technologies
Impact of context-aware recommender systems on habitual listening patterns
PAAMS Workshops 2021 Proceedings on distributed computing models, multi-agent systems, Deep Learning Applications.
Peer-to-peer systems are evolving with new information-system architectures, leading to the idea that the principles of decentralization and self-organization will offer new approaches in informatics, especially for systems that scale with the number of users or for which central authorities do not prevail. This book describes a new way of building global agreements (semantic interoperability) based only on decentralized, self-organizing interactions.
This book presents group recommender systems, which focus on the determination of recommendations for groups of users. The authors summarize different technologies and applications of group recommender systems. They

include an in-depth discussion of state-of-the-art algorithms, an overview of industrial applications, an inclusion of the aspects of decision biases in groups, and corresponding de-biasing approaches. The book includes a discussion of basic group recommendation methods, aspects of human decision making in groups, and related applications. A discussion of open research issues is included to inspire new related research. The book serves as a reference for researchers and practitioners working on group recommendation related topics.

This book constitutes the proceedings of the Third Joint International Semantic Technology Conference, JIST 2013, held in Seoul, South Korea, in November 2013. The 32 papers, included four tutorials and 5 workshop papers, in this volume were carefully reviewed and selected from numerous submissions. The contributions are organized in topical sections on semantic Web services, multilingual issues, biomedical applications, ontology construction, semantic reasoning, semantic search and query, ontology mapping, and learning and discovery.

Selected Papers from the Annual Conference of Japanese Society of Artificial Intelligence (JSAI 2019)

Advances in Ambient Intelligence

Collaborative Recommendations: Algorithms, Practical Challenges And Applications

19th International Conference, HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings, Part II

Third Joint International Conference, JIST 2013, Seoul, South Korea, November 28--30, 2013, Revised Selected Papers

26th International Conference, MMM 2020, Daejeon, South Korea, January 5–8, 2020, Proceedings, Part I

Human-Computer Interaction. Interaction Contexts

This book constitutes the refereed proceedings of the 4th International Symposium on Ubiquitous Computing Systems, UCS 2007, held in Tokyo, Japan, in November 2007. The 16 revised full papers and eight revised short papers presented were carefully reviewed and selected from 96 submissions. The papers are organized in topical sections on security and privacy, context awareness, sensing systems and sensor network, middleware, modeling and social aspects, smart devices, and network.

This two volume set LNCS 10041 and LNCS 10042 constitutes the proceedings of the 17th International Conference on Web Information Systems Engineering, WISE 2016, held in Shanghai, China, in November 2016. The 39 full papers and 31 short papers presented in these proceedings were carefully reviewed and selected from 233 submissions. The papers cover a wide range of topics such as Social Network Data Analysis; Recommender Systems; Topic Modeling; Data Diversity; Data Similarity; Context-Aware Recommendation; Prediction; Big Data Processing; Cloud Computing; Event Detection; Data Mining; Sentiment Analysis; Ranking in Social Networks; Microblog Data Analysis; Query Processing; Spatial and Temporal Data; Graph Theory; Non-Traditional Environments; and Special Session on Data Quality

and Trust in Big Data.

This second edition of a well-received text, with 20 new chapters, presents a coherent and unified repository of recommender systems' major concepts, theories, methodologies, trends, and challenges. A variety of real-world applications and detailed case studies are included. In addition to wholesale revision of the existing chapters, this edition includes new topics including: decision making and recommender systems, reciprocal recommender systems, recommender systems in social networks, mobile recommender systems, explanations for recommender systems, music recommender systems, cross-domain recommendations, privacy in recommender systems, and semantic-based recommender systems. This multi-disciplinary handbook involves world-wide experts from diverse fields such as artificial intelligence, human-computer interaction, information retrieval, data mining, mathematics, statistics, adaptive user interfaces, decision support systems, psychology, marketing, and consumer behavior. Theoreticians and practitioners from these fields will find this reference to be an invaluable source of ideas, methods and techniques for developing more efficient, cost-effective and accurate recommender systems.

User Modeling, Adaption, and Personalization