Theory of Science (VIT)
Deliverables 1-6

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1 Deliverable 1

Summary: Our project will focus on the area of evolutionary computations, which is a subfield of artificial intelligence based on biological evolution. Our project will more precisely focus on genetic algorithms. The purpose of our project will be to build a generic game playing system and compare different gene crossover techniques.

Conferences: IEEE Conference on Computational Intelligence in Games
Acronym: CIG 2014
Link: www.cib2014.de
Submission deadline: 1st April, 2014

European Conference on Artificial Intelligence
Acronym: ECAI 2014
Link: www.ecai2014.org
Submission deadline: 1st March, 2014

Workshops: International Workshop on Game Theory and Economic Applications of the Game Theory Society
Acronym: IWGTS 2014
Link: www.iwgts.fea.usp.br
Submission deadline: 15th March, 2014

Workshops on Semantic Computing for Computational Intelligence and Creativity
Acronym: SCCIC 2014
Link: www.pa.icar.cnr.it/sccic14
Submission deadline: 15th March, 2014

2 Deliverable 2

Automated Number Plate Identification

Group: Elias Khazen Obeid, Simon Buus Jensen, Niels Sonnich Poulsen, Kent Munthe Caspersen, Sebastian Wahl

Abstract

We describe an automated system to identify the number plates of Danish vehicles in images. Haar Features are weak classifiers used to capture characteristics of number plates. The best weak classifiers are boosted into a single strong classifier by the AdaBoost algorithm. The strong classifier is used for detecting the position of the number plate. We train a neural network to recognize the symbols of the number plate.

Overall the system needs improvement. As individual systems the subsystems mostly function satisfyingly. The results of the systems are as following: numberplate detectino gave a 16 % detection rate and 0.07 % false negatives. Corner detection found the right corners 80 % of the time. The segmentation system segmented 75 % of the images correct. Character recognition identified 95.83 % characters correct.

3 Deliverable 3

Summary

Communicate key ideas. Use repetition: tell them what you will tell them. Tell them. Tell them what you told them. Don't be bogged down i details. Remind the audience, don't just assume that the know. Structure the talk. Separate talk into sections: introduction, the body, technicalities, and the conclusion. Don't over-run the schedule. During question time, always be polite and don't be afraid of saying "I don't know."

My major weaknesses

1. Be concise and precise
2. Keep eye contact with audience
3. Control my voice and movement
4. Use the presentation method carefully
5. Be confident that the presentation is going well