

Editorial

Topics of interest in Artificial Intelligence are reflected in this volume of “Research in Computing Science”. Applications and technique improvements in machine learning, evolutionary algorithms, fuzzy systems, multi-agent systems, wavelets, and Bayesian networks can be found in this volume. The applications domains are also diverse.

Machine learning techniques are used to identify songs as a cover version by Silva-Reyes et al. Pérez-Espinosa et al. developed an age and gender classifier for children using convolutional neural network. Musawenkosi et al. present a model to determine the propensity of a student to succeed.

Giusti et al. presented a multi-agent system applied to Virtual Learning Environments to assist distance education managers. Another application in learning domain can be found in Yannibelli, where a hybrid evolutionary algorithm to solve collaborative learning team formation problem in higher education is developed.

Bayesian Networks were used to consider contextualized preferences in a recommender system by González et al. Sánchez-Fleitas et al. presented a case based system to develop a model for the management of geospatial data.

A fuzzy speed controller was implemented in brushless DC motor drives by García-López et al, showing how the life time cycle of the power electronic converter is affected in a fuzzy speed controller. Siega described a method of automatic segmentation of the encephalon by MRI with relaxation time (T1), gradient echoes (GRE) and inversion recovery (IR).

Feature extraction improved methodology from images was presented in Barajas-García et al. They developed a wavelet local feature pattern recognition methodology in order to identify and locate key points that represent relevant information of an image. Moré et al. introduced a pure Multi-Objective Optimization approach with automatic contrast enhancement for color images.

The paper by Uribe et al. develops signal timing model for traffic intersection using agents technology. Jerónimo and Sossa describe a system for recognition of quasi-plane objects and discuss its specific implementation.

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Guest Editor

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