

SUBJECT INDEX

- 2-opt improvement, 430
- A* search, 429
- abstraction, 65, 82, 151, 359
 - blast furnace, 96
- abstraction space, 63
- action automatization, 70
- action control, development, 36
- action features, 42
 - codes, 43
 - overlap, 45
- action plan
 - instantiation, 63
 - sensimotor loops, 50
- action planning, 35
 - prepared reflex, 45
- action plans, integrated
 - assemblies, 40
- action selection strategies, 316
- action control, two-stage model, 31
- action-effect associations, 33
- actions
 - effects, 28
 - intelligent systems, 329
- active support, 245
- actor plan, 163
- actors, 142, 501
 - intelligent systems, 329
- adapting to circumstances, 88
- adjusting plans, 74
- advanced logic, generalization/
instantiation, 337
- Advanced Planning and Scheduling
systems (APS), 199
- adversarial planning, 310
- adversarial planning domain, 304
- adversary, 307
- affordance, 64
- agency theory, 170
- agent model, 395
- aggregation, 10, 224
 - generalization, 226, 359
 - hierarchical planning, 229
- air traffic control, 77
- algorithm design, 217
- algorithm of information
organization, 334
- algorithms, 220
 - adversarial planning, 312
 - bleuprint, 445
 - closed world assumption, 14
 - design, 486

- algorithms (*Continued*)
 ERN, 356
 matching, 422, 449
 mathematical models, 258
 searching routes, 428
 subtasks, 236
 usage, 477
 anesthesia, 79
 anticipation, 65, 89
 blast furnace, 96
 anticipatory system, 2
 approximation algorithm, 440
 architecture, 15
 cognitive, 71, 105
 architecture of intelligence, 354
 architectures, MRA, 338
 association
 ideomotor, 31
 psychological refractory period (PRP), 49
 augmentative cooperation, 153
 automatic generation of plans, 217, 245 e.v.
 automatization, Rasmussen's step
 ladder, 70
 autonomous agent, 350
 autonomy
 actors, 142
 operator, 188

 backward dynamic programming, 462
 behavior generation, 332, 516
 behavior modeling, 37
 behavior rule systems, 159
 binding problem, 41
 blackboard, 113, 297
 blast furnace, 75
 blueprint, 445
 body-related action, 32
 bottom-up algorithmic planning
 support, 479
 bottom-up approach, cognition, 102

 capacity check, 126, 130
 capacity reservoirs, 401
 children, action planning, 36
 closed world algorithm, 236
 closed world, 12
 closure, 332
 ELF, 333
 semiotic systems, 345
 clustering, 447
 cognitive architecture, 15, 71
 cognitive models, 503
 cognitive process, 101, 125 e.v.

 cognitive psychology, 63, 101
 cognitive task analysis, 116, 379
 cognitive task analysis approach, 102
 column generation, 426
 command, management, 156
 commitment abstraction, 152
 CommonKADS, see: KADS
 communication, 16
 human and system, 236
 multisite scheduling, 296
 representation types, 148
 communication model, 396
 complete state-action table, 309
 composition based reuse, 211
 computational complexity, 4, 256, 465
 computational equivalence, 144
 concept/concept abstraction, 151
 concept/individual abstraction, 152
 conceptual representations, 150
 conflict, multi-actor system, 166
 connectionism, 15
 constraint propagation, 396
 constraint relaxation, 127
 Constraint Satisfaction Programming (CSP), 394
 constraints, 6, 225
 levels of description, 105
 planning environment, 17
 shunting, 386, 403
 constraints-based scheduling, 284
 content, representation, 106
 content constraints, 6
 context conditions, 47
 contracts, 159
 control, 16
 controller, 388
 cooperation, 141, 153
 benefits and costs, 167
 coordinated action, 141, 154
 coordination, 16
 multisite scheduling, 296
 coordination efforts, 168
 coordinative structures, 42
 cost functions, 167 e.v., 358
 crisis management, 80, 87
 cultural differences, 125 e.v.

 data model of scheduling system, 233
 debative cooperation, 153
 decentralized planning, 139 e.v.
 decision aids, 480
 decision making, 5, 108
 air-traffic control, 90
 decomposition, 184

- evolution of intelligence, 362
 - naturalistic, 64
 - rational-comprehensive planning, 164
 - somatic markers, 38
 - task-performance, 46, 101
- decision support system, 237
- decision variables, 248, 399
- decisions, 7
- decomposition, 10, 184, 225
 - air traffic control, 86
 - Dynamic Programming, 460
 - GFACS, 357
 - multi-actor system, 164
 - shunting problem, 420, 442
 - structure abstraction, 151
 - subproblems, 238
- DÉJÀ VU framework, 216
- delegating control, 55
- design model, 396
- desynchronization, 73, 95
- deterministic optimization models, 255
- direct representations, language and
 - conceptual representations, 149
- discrete event (DE), 331
- distributed plan, 163
- distributed planning, 54, 281
- distributed problem solving, 285
- domain, 115, 132, 224
 - KADS, 380
 - shunting, 381
- domain entities, 224
- domain model specification, 232
- domain oriented algorithm design, 217
- domain reduction, 396
- domain specific modeling languages
 - (DSL), 222
- doorway domain, 308, 322
- dummy trains, 452
- Dutch railway network, 371 e.v.
- Dynamic Programming (DP), 441, 459
- Dynamic Situation Management
 - architecture (DSM), 71
- dynamic situation management, 69
- dynamic situations, 50, 61, 66
 - functional organizational
 - interconnections, 193
- dynamical scheduling problems, 251
- editor, 388
- effect-based planning, 53
- effects, 28
- elementary information processes (EIP), 238
- elementary loop of functioning
 - (ELF), 332
 - two levels of resolution, 348
- emotions, 38
- empirical research, 209
- empirical studies, simulation
 - studies, 515
- empirical study, 119
- engineering groups, 198
- entity-relation network (ERN), 356
- environment agent, 310
- environment, 17, 520
 - scheduling, 180
- equilibria, multi-agent planning, 319
- evaluator, 388
- evaluation of solution, 261
- events, ELF, 333
- execution path, 310
- expectation, see: anticipation
- experimental evaluation, 316
- expert systems, 218
- feedback, semiotic closure, 355
- feedback loops, plan execution, 72
- fighter aircraft piloting, 78
- finalized domain approach, 211
- finance departement, 196
- firefighters (NEWFIRE), 80
- focussed factories, 189
- focussing attention, 522
- formal organization, 160
- forward dynamic programming, 463
- frontal cortex, 39
- function space, 262
- functional organizational
 - interconnections, 184, 190 e.v.
- functional stance, 104
- fuzzy techniques, 284
 - global predictive scheduling, 293
- galvanic skin conductance response
 - (GSCR's), 39
- General Problem Solver (GPS), 503
- general purpose solver, 258
- generalization, 359
 - GFACS, 336
 - of object models, 226
 - of task models, 228
- generator, 388
- generation based reuse, 211
- generic nondeterministic planning
 - algorithm, 315
- generic tasks, 102
- GFACS, 336

- global scheduling problems, 290
- global semiotics, 343
- goal activation, 55
- goal functions, 225
- goal state (GS), 516
- goals
 - and constraints, 6
 - overlap, 307
 - planning environment, 17
 - shunting, 386
 - response, 30
- habit of action, 158
- heuristic scheduling, 284, 394
- heuristics, 259
 - global predictive scheduling, 291
 - shunting problem, 443
 - somatic markers, 38
- hierarchical command structures, 42
- hierarchical planning, 6, 107, 112, 235
 - DSL, 223
- hierarchical production planning (HPP), 186 e.v.
 - uncertainty, 180
- hierarchical schedule generation, 236
- hierarchy, abstraction levels, 65, 226, 359
- human action planning, integrated
 - assemblies, 40
- human emulation approach, 479
- human information processing, stage
 - model, 28
- human information processing
 - system, 103
- human resources, 197
- human understanding, 146
- hunter and prey domain, 318
- ideomotor approach, 31
- implementation, mathematical
 - solution, 378
- implementation delegation, 87
- improvement strategies, 284
- individual/individual abstraction, 151
- induced execution structure, 309
- infants, action planning, 35
- inferences, KADS, 380
- information, scheduling, 183
- information gathering, air-traffic
 - control, 90
- information processing characteristics, 12
- information processing mechanism, 14
- information processing system,
 - representation, 106
- information situation, 184
- information technology, 198
- infrastructure, modeling, 426
- inhibiting response, 36
- instantiation, 63
 - GFACS, 336
- instrumental scripts, 114
- Integer Programming, 249
- integrated assemblies, 40
- integrated planning, 68
- integration, action features and plans, 43
- integrative cooperation, 153
- intelligence, 351
 - evolution, 362
- intelligent shunting, 391
- intelligent systems, 329 e.v., 516
 - planning methods, 19, 527
 - testing performance, 339
- intended actions, action-effect
 - associations, 33
- intentional control, ideomotor
 - approach, 31
- intentional logic, 335
- intentional stance, 104
- interaction
 - algorithms, 221
 - human and system, 220
 - multi-actor simulation, 145
 - scheduling, 282
- interactive scheduling, 205 e.v., 486
- interactive scheduling systems, 207
- interpretation, 16
- joint state-action table, 309
- KADS, 101, 224, 379, 395
- kinematics, effect-based planning, 53
- knowledge creation, 150
- knowledge model, 396
- knowledge modeling, 379
- knowledge representation, 350
- knowledge space (KS), 525
- knowledge, scripts, 113
- knowledge-based decision support
 - (KB-DSS), 116, 219
- K-shortest-path algorithm, 488
- language expressions, 149
- language, 148
- Law of Closure, 332
- learning, 524
 - ELF, 360
- levels of description, 103

- levels of resolution and intentionality, 334
- LIFO tracks, 424
- local scheduling problems, 290
- local scheduling tasks, 296

- makespan, 248
- management control, 506
- management process, 155
- mapping rules, 30
- matching arrivals to departures, 422
- mathematical modeling process, 251
- mathematical models, 245 e.v., 254
 - application, 269
 - disadvantages, 377, 478
- meaning, 16
- mechanisms of intelligence, 362
- meta-knowledge, 92
- methodological issues, 514
- methods, 19
- micro-world (NEWFIRE), 80
- mirror neurons, 37
- mission planning, 79
- mixed initiative planning support, 236
- mixed integer programming, 394
- modal abstraction, 152
- model formulation, 252
- model implementation, 253
- model of human information
 - processing, 28
- model solution, 253
- model validation, 253
- modeling scheduling problems, 248
- modeling systems, 267
- models, social constructs, 159
- models of planning, 5
- multi-actor planning, 162
- multi-actor systems, 139 e.v.
- multi-actor theory, 142 e.v.
- multi-agent planning, 304 e.v.
 - equilibria, 319
- multi-agent planning domain, 307
- multi-agent planning problem, 320
- multi-agent systems, 145
- multi-company organization
 - network, 143
- Multi-Criteria optimization theory, 262
- multimodal worlds, 345
- multi-period heuristic, dynamic
 - programming, 465
- multiple-period heuristic, 451
- multiresolutional analysis (MRA), 334
- multiresolutional combinatorial
 - search, 338
- multiresolutional metrics, 342
- multiresolutional planning, 523
- multiresolutional representation,
 - 329 e.v., 359
- multiresolutional worlds, 347
- multi-site organization network, 143
- multisite scheduling problems, 281, 286
- multisite scheduling, tasks, 288
- MUST system, 296
- mutual adjustment, 164

- Naturalistic Decision-Making, 64
- nesting, ELF, 360
- nesting planning, 107
- neural networks, 284
- nondeterministic plan, 304
- nondeterministic polynomially solvable
 - problems (NP), 257
- nonredundant systems, 520

- objective functions, shunting, 403
- object-oriented modeling language, 224
- off-line recognition, 51
- ONA* search, 430
- one-period heuristic, 444
- on-line sensimotor processing, 51
- open world, 12
- operational control, 506
- operations research (OR), 255, 477
- opportunistic planning, 64, 112
- optimization models, 254
- optimization programming language
 - (OPL), 398
- Ordered Binary Decisions Diagrams
 - (OBDDs), 312
- organization, 160
 - scheduler, 182
 - semantics, 351
- organization culture, 160
- organizational interconnectivity, 177 e.v.
- organization model, 395
- organization networks, 143
- organizational planning, 506
- organizations, 139, 512
- organize, management, 155
- overconstraining, 262
- overlapping goals, 307
- overview, 108
- OZONE, 216

- Pareto-optimal points, 263
- parking, 416, 425
 - train categories, 440

- parking problem, 438
- partial control, 67
- partial global planning, 165
- performance, intelligent systems, 339
- performance indicators of planning, 172
- personal scripts, 114
- physical world, 145
- plan adjustment, 74
- plan execution, 16
 - feedback loops, 72
- plan generation, 508
- plan, 18
 - social construct, 163
 - weak and strong (cyclic), 313
- planning, 1, 63
 - benefits and costs, 166
 - execution and control, 16
 - for yourself or others, 109, 529
 - organizational interconnectivity, 177
 - management, 156
- planning approaches, 510
- planning characteristics, 12
- planning decisions, 7
- planning domain, 115, 132, 224
- planning elements, 498
- planning entities, 4, 18, 500
 - multi-actor system, 141
- planning environment, 17
- planning features, 3, 10 e.v.
- planning horizon, 442
- planning methods, 19
- planning models, 5
- planning problem, 8
 - mathematical models, 246
- planning proces, shunting, 484
- planning support, see: support
- planning task, 507
- plan-related stimuli, 47
- polynomially solvable problems (P), 257
- predicate abstraction, 151
- predictive scheduling, 291
- prepared reflex, 45
- pre-planning, 74
 - meta-knowledge, 92
- pre-processing steps, multi-period
 - heuristic, 452
- present state (PS), 516
- proactive planning, 264
- problem analysis, 184
- problem formulation, 251
- problem solving, 108, 164, 503
 - multi-actor planning, 141
- problem solving processes, 107
- problem solving-oriented algorithm
 - design, 218
- problem space, 108
- process constraints, 6
- process control, 79
- process speed, synchronization, 91
- process supervision, 67
- processing models, 30
- processing time, 73
- production departement, 193
- production processes, 287
- production system, representation, 106
- program abstraction, 152
- property rights theory, 170
- protocols, 122
- prototyping, 254
- psychological refractory period (PRP), 48
- purchasing departement, 192

- quality departement, 195
- quality of planning, 172
- quality of solution, 408

- rational-comprehensive planning, 164
- reaction-time task, 29
- reactive planning, 264
- reactive scheduling, 295
- reactive strategies, versus anticipation, 89
- real time-planning, 74, 78
- reasoning on goals, 87
- recursion, Dynamic Programming, 460
- recursive human computer task division
 - matrix, 239
- recursive searching, 484
- reduction of complexity, 353
- redundancy, 352
- reformulation problem, 14
- remote action effects, 32
- replanning, 74
- representation, 15, 140, 520
 - abstraction, 82
 - cognitive, 105
 - distributed planning, 54
 - multiresolutional, 329
 - visual aids, 128
- representation types, 148
 - multi-actor system, 140
- resolution, 150, 358
 - multiple levels, 522
- resource dependency theory, 170
- response-effect associations, 35
- restriction, type abstraction, 152
- reusable library, 230

- reuse, 211
- robotics, representation, 140
- robots, 505
- rock-paper-scissors, 322
- routes, algorithms, 428
- routing, 383, 417
- routing algorithm, 487
- routing problem, 392
- routinized procedures, 62

- sales departement, 193
- schedule generation, 217
- scheduled shift, 225
- scheduler traits, 181
- scheduling algorithms, 245
- scheduling elements, 498
- scheduling models, reusable library, 230
- scheduling objects, 401
- scheduling problems, 205
 - components, 283
 - intelligent shunting, 391
 - modeling, 248
 - shunting, 481
 - solving strategies, 116
- scheduling system
 - architecture, 232
 - development, 211, 222
 - features, 285
- scheduling in practice, 179
- scientific fields, 107
- script-based planning, 113, 504
- search strategy, shunting, 407
- secondary tasks, 48
- self-representation, 15
- semiotic agents, 349
- semiotic closure, 346, 354
- semiotic Umwelt, 146
 - organization, 161
- semiotic world, 145
- semiotics, 344
 - multi-actor systems, 143, 145
- sensitivity analysis, 253
- sensorimotor loops, 50
- sensors, 332
 - closure, 346
- sequential planning, 44
- shared knowledge, 158
- shared plan, 163
- shortest path algorithm, 488
- shunt yard, 416
- shunting, 372
- shunting planning, 381
- shunting problem, 437 e.v.

- shunting scheduling, 481
- Simon effect, 30
- simulation, 343, 505
- simulation model, 254
 - multi-actor system, 144
- simulation studies, empirical
 - studies, 515
- situated action, 15, 157
- situated cognition, 64
- situational scripts, 114
- soccer domain, 305, 323
- social construct, 141, 157
- software systems, 115
- solution
 - evaluation, 261
 - quality, 408
- somatic markers, 38
- special purpose solver, 258
- staff scheduling, 120
- stakeholder costs, 169
- standard knowledge, 113
- state-action table, 308
- state space, 108, 358
- static situations, 68
- statistical closure, ELF, 333
- Rasmussen's step ladder, 69
- stimulus processing, 28
- stimulus-response mapping, 29
- stimulus-response translation, 48
- stochastic models, 254
- strategic planning, 506
- strategy layer, KADS, 380
- strong cyclic adversarial precomponent (SCAP), 313
- structure abstraction, 151
- subalgorithms, 237
- subplans, 10, 224
- subproblem, 229
- subtasks, shunting, 383
- supervisory control, 61
- support, 115
 - algorithm, 479
 - for anticipation, 93
 - mathematical models, 245 e.v.
 - shunting, 377, 387
- support approaches, 212
- support groups, 197
- support systems, implementation, 132
- symbolic representation, 64, 106
- synchronization, 42, 73
 - process speed, 91
- system agent, 310
- system behavior, 104

- task, 143
 - KADS, 380
 - shunting, 383
- task allocation, 228
- task closure, 350
- task decomposition, 227
- task environment, 146
- task model, 227, 395
- task space, 350
- task strategy, 228
- task support paradox, 390
- task-oriented algorithm design, 218, 480
- task-oriented scheduling, 238
- testing, intelligent systems, 339
- theory-practice gap, 178, 205,
209 e.v., 478
- time interval, proactive planning, 264
- time management, 73
- top-down approach, cognition, 102
- Track Assignment Problem (TAP), 425
- track assignment problem, 392
- track types, 418
- track-finding algorithm, 489
- train shunting, 372
- train units, 422
 - mathematical models, 271
 - types, 416
- transaction cost economy, 169
- transcomputational problems, 4
- transfer, effect-based planning, 53
- transfer view, 218, 509
- translation
 - algorithms, 220
 - ideomotor approach, 40
 - stimulus-response, 30
- Two-Machine Flow/Job Shop
Problem, 250
- two-pathway model, 51
- type abstraction, 152
- uncertainty
 - autonomy, 188
 - hierarchical production planning
(HPP), 180
- uncontrolled environments, 119
- uncontrolled factors, 67
- Utopic point, 263
- validity, planning support, 377
- value chain, 177
- value judgement (VJ), 343
- virtual agents, 343
- work organization, 160
- working memory, 29
- world model, 332
 - development, 147
- world representation, 350
- worlds, semiotics, 344
- ZKR system, 116