

Table of Contents

1	Learning Visual Landmarks for Mobile Robot Topological Navigation	1
	<i>Mario Mata, Jose Maria Armingol, and Arturo de la Escalera</i>	
2	Foveated Vision Sensor and Image Processing – A Review	57
	<i>Mohammed Yeasin and Rajeev Sharma</i>	
3	On-line Model Learning for Mobile Manipulations	99
	<i>Yu Sun, Ning Xi, and Jindong Tan</i>	
4	Continuous Reinforcement Learning Algorithm for Skills Learning in an Autonomous Mobile Robot	137
	<i>M^o Jesús López Boada, Ramón Barber, Verónica Egido, and Miguel Ángel Salichs</i>	
5	Efficient Incorporation of Optical Flow into Visual Motion Estimation in Tracking	167
	<i>Gozde Unal, Anthony Yezzi, and Hamid Krim</i>	
6	3-D Modeling of Real-World Objects Using Range and Intensity Images	203
	<i>Johnny Park and Guilherme N. DeSouza</i>	
7	Perception for Human Motion Understanding	265
	<i>Christopher R. Wren</i>	
8	Cognitive User Modeling Computed by a Proposed Dialogue Strategy Based on an Inductive Game Theory	325
	<i>Hiroataka Asai, Takamasa Koshizen, Masataka Watanabe, Hiroshi Tsujin and Kazuyuki Aihara</i>	