



*SEVENTH FRAMEWORK PROGRAMME
INFORMATION AND COMMUNICATION TECHNOLOGIES
Cognitive Systems, Interaction, and Robotics*

Grant agreement for: Collaborative Project

Deliverable: D9.1

Project acronym: DIPLECS

Project full title: Dynamic Interactive Perception-action Learning in Cognitive Systems

Grant agreement no.: 215078

Date of preparation: 2008-02-29

Revised version: 2008-12-02

CONTENTS

Table 1: Deliverables List: list all deliverables, giving date of submission and any proposed revision to plans.

Del. no.	Deliverable name	Workpackage no.	Date due	Actual/Forecast delivery date	Estimated indicative person-months	Used indicative person-months	Lead contractor
D9.1	DIPLECS Website	9	2008-02-29	2008-02-29	4	4	1

DIPLECS - deliverable 9.1

The following services are implemented to serve both the project-internal and external communication:

1. Central repository
2. Central web-based data storage
3. Official project web-site

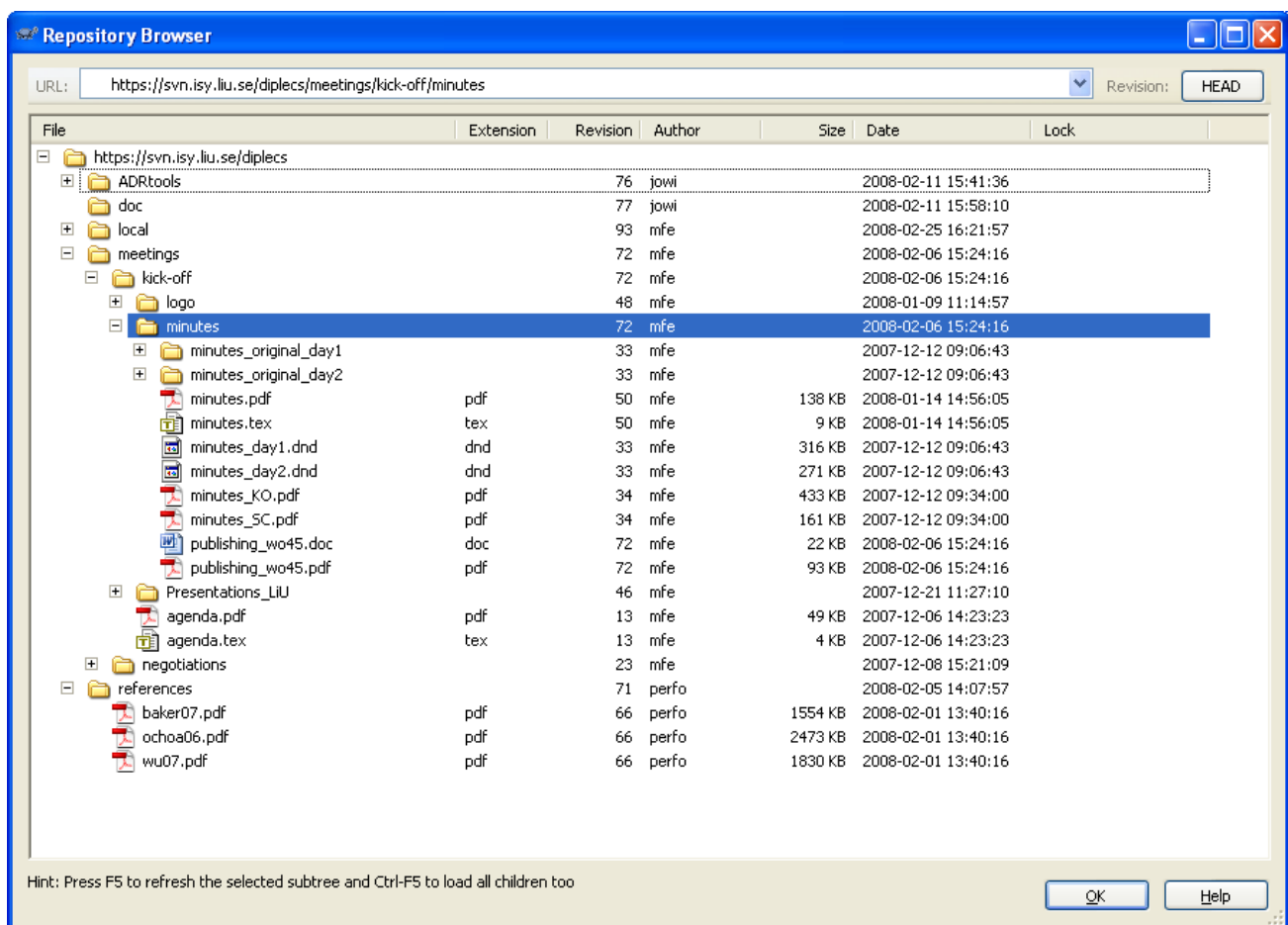
1. Central repository

A subversion repository is used to manage internal and external documents, reports, code, etc among the project partners. Certain parts of the repository will be made readable for external people, i.e. reviewers. All partners, reviewers, etc. will be given appropriate access rights to the content. The content can easily be accessed via an ordinary web browser, or special client software. The repository can safely be accessed from any computer at any location.

The Subversion repository is located at ISY, LiU, Sweden.

General information page: <https://svn.isy.liu.se/>

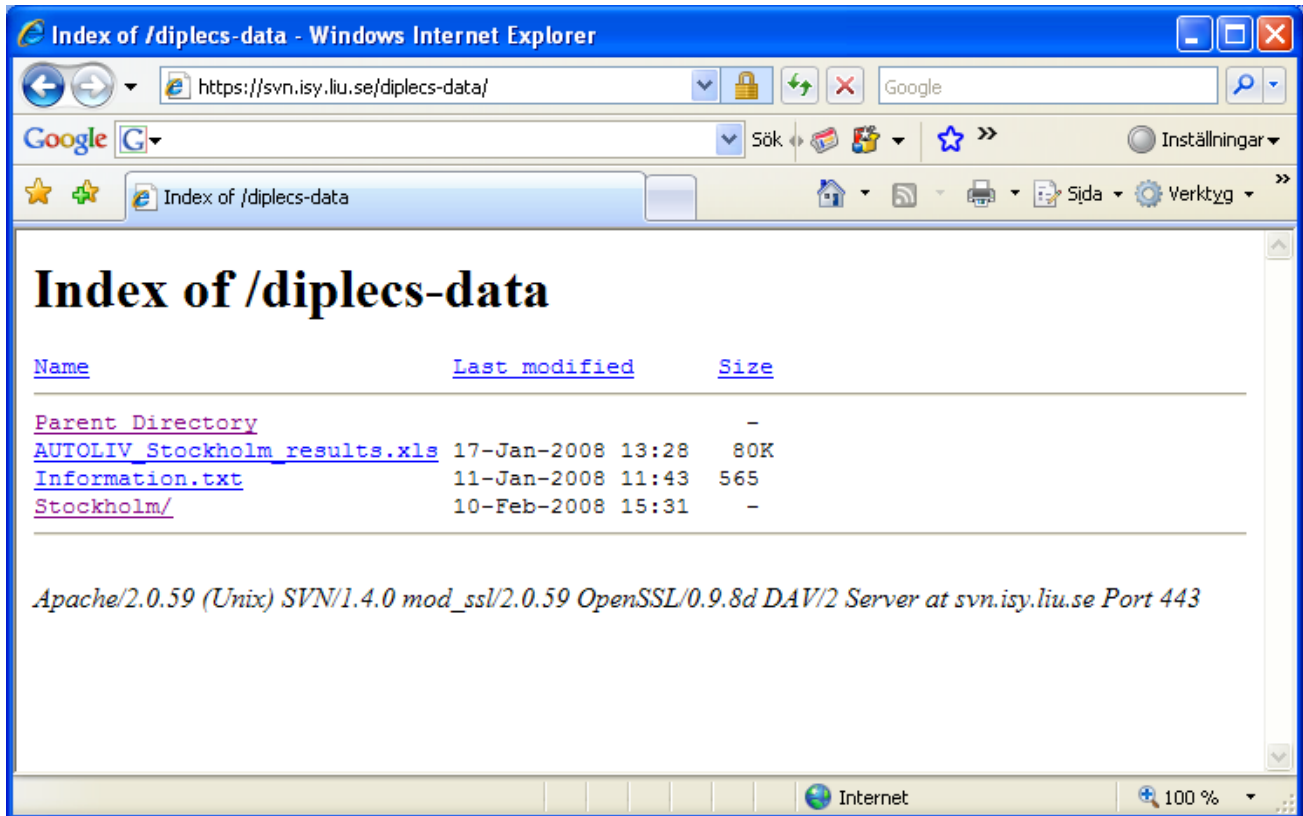
DIPLECS repository address: <https://svn.isy.liu.se/diplecs/>



2. Central web-based data storage

Large data-sets and other files of more static nature are available to the project partners via the same secure web-site as the repository. This web site is used for project-internal purposes only.

DIPLECS data storage address: <https://svn.isy.liu.se/diplecs-data/>



Index of /diplecs-data - Windows Internet Explorer

Address bar: <https://svn.isy.liu.se/diplecs-data/>

Search: Google

Index of /diplecs-data

Index of /diplecs-data

<u>Name</u>	<u>Last modified</u>	<u>Size</u>
Parent Directory		-
AUTOLIV_Stockholm_results.xls	17-Jan-2008 13:28	80K
Information.txt	11-Jan-2008 11:43	565
Stockholm/	10-Feb-2008 15:31	-

Apache/2.0.59 (Unix) SVN/1.4.0 mod_ssl/2.0.59 OpenSSL/0.9.8d DAV/2 Server at svn.isy.liu.se Port 443

Internet 100 %

3. Official project web-site

A content management system (CMS) is used to implement the public web, see below for more details.

DIPLECS official web site address: <http://www.diplecs.eu/>

Dynamic Interactive Perception-action LEarning in Cognitive Systems — DIPLECS - Windows Internet Explorer

http://www.diplecs.eu/

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Dynamic Interactive Perception-action LEarning in Cognitive Systems

A short overview of the DIPLECS project, funded by the European Community's Seventh Framework Programme.

 **FP 7 ICT project no. 215078**

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December 2007 - November 2010

To make progress toward the goal of reducing fatalities and accidents on our roads, designers of safety systems have focused on the prevention or mitigation of accidents. Due to the complexity of real environments and since human drivers play an important role in the pre-crash phase, systems that protect occupants and pedestrians must be seen as distributed, cognitive systems rather than as isolated engineered systems.

The DIPLECS project aims to design an Artificial Cognitive System capable of learning and adapting to respond in the everyday situations humans take for granted. The primary demonstration of its capability will be providing assistance and advice to the driver of a car. The system will learn by watching humans, how they act and react while driving, building models of their behaviour and predicting what a driver would do when presented with a specific driving scenario. The end goal of which is to provide a flexible cognitive system architecture demonstrated within the domain of a driver assistance system, thus potentially increasing future road safety.

In order to achieve these goals, the DIPLECS architecture must allow for learning and adaptation in dynamic, real-time and real-world scenarios. Starting from a basic, rudimentary capability, it must constantly refine and improve its capability by observing a human driver, the car data and the surrounding environment. The architecture applies a hierarchical design principle, where adjacent levels are connected by feedback-loops. Learning occurs in two ways, either by analysing human-car-environment interaction or by (cognitive) bootstrapping of its own capabilities.

The architecture and its components will be evaluated in three different settings: off-line with data recorded in a real vehicle, on-line in the real vehicle, and on-line for a model car. The three settings allow for evaluating different assistance capabilities: general, passive real-time, and active real-time in a safe environment.

 **CogSys**
Cognitive Systems

 **This project has received funding from the European Community's Seventh Framework Programme (FP7/2007-2013) under grant agreement no 215078.**

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Internet 100%

Among other, the following information is available on the official web-site:

Presentation of Partners. Links to the partner's web pages, short bios, and statements of research interests.

List of publications. All project sponsored publications will be listed, wherever possible with links to their downloadable electronic preprint version.

Deliverables. A list of all deliverables and their due dates. All published deliverables will be available here.

List of awards. All awards regarding work, presentations, papers, etc related to the project will be listed.

Relevant links. Links to relevant information will be collected.

Information about events. Announcement of conferences and workshops (and possibly other events) where project partners will be present. Information about media coverage.

To enhance and add functionality to the web-site, the following actions have been carried out:

- Installation and configuration of Plone on the central web-server at ISY, LiU. Plone is a free, open source, content management system (CMS). It is a web application designed to make it easy for users to add, edit and manage a website. See <http://plone.org/> for more details.
- Using Plone makes it possible for all partners in the project to add and edit information directly on the web-site, which is a prerequisite to keep the web-site up-to-date. Plone also has a lot of functionality built-in: RSS feeds, Full-text searching, calendar support, etc.
- Design of a DIPLECS project template (logotype, CSS, etc) to be used on the web-site.
- Further additions of plug-in products, i.e. add-ons that enables the handling of references to various types of publications, and that lets organise bibliographical references into selection lists and have them printed in a "ready to publish" style.
- Configuration of a restricted area, only available for project partners. One example of usage is distribution of submitted papers among partners for review (and IPR management).