



Foreword

Soft computing (computational intelligence) is the fusion/combination of methodologies, such as fuzzy logic (FL) including rough set theory (RST), neural networks (NN), evolutionary computation (EC), chaos computing (CC), fractal theory (FT), wavelet transformation (WT), cellular automata, percolation model (PM) and artificial immune networks (AIN). It is able to construct intelligent hybrid systems. It provides novel additional computing capabilities. It can solve problems (complex system problems), which have been unable to be solved by traditional analytic methods. In addition, it yields rich knowledge representation (symbol and pattern), flexible knowledge acquisition (by machine learning from data and by interviewing experts), and flexible knowledge processing (inference by interfacing between symbolic and pattern knowledge), which enable intelligent systems to be constructed at low cost (cognitive and reactive distributed artificial intelligences).

This conference puts emphasis on the design and application of intelligent systems. The conference proceedings include many papers, which deal with the design and application of intelligent systems solving the real world problems. This proceeding will remove the gap between theory and practice. I expect all participants will learn how to apply soft computing (computational intelligence) practically to real world problems.

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