

1-port network, I-64
2 1/2-D sketch, II-44, II-50
2-port network, I-64

A

A-KIND-OF (AKO), I-185, I-270
acceleration profile, II-329
acceleration, II-291
achromatic mondrian, II-85
actor transmission, II-442
address space, II-340
address space, small, II-349
address space, virtual, II-349
AKO links, multiple, I-274
albedo map, II-13
albedo, II-136
algebraic syntax, II-407
algorithm, I-44
aligning images, II-131
alpha-conversion, II-411
ambiguity, lexical, I-228
ambiguity, structural, I-228
AMORD, I-96
analogy destination, I-373
analogy source, I-373
anaphors, I-236
anchor pointing, II-426
angular acceleration, II-287
annotated derivation tree, I-322
annotated surface structures, I-197
anonymous functions, II-402
anonymous object, I-162
antecedent reasoning, I-35
areas, I-399
array, II-356

articulate problem solving, I-319
assembly description, II-255
assembly operation, II-252
assembly plan, II-251, II-256
assumed states, method of, I-49
asynchronous processes, II-368
attachment, I-386
augmented transition network, I-180
automatic hill-shading, II-135
average illumination, II-92

B

backdrivable torque motors, II-313
backtracking, dependency-directed, I-37, I-124, I-127
behavior, II-435
beta-conversion, II-411, II-420
bin-of-parts problem, II-178
binding, II-377
biological vision, II-6
blocks world, I-105
bottom-up parser, I-202
boundary, II-29
branches, II-363
brightness, II-33
British Museum Algorithm, I-98
brute force algebra, I-65

C

cache scheme, II-385
cache, II-350
calculus, I-105
calling conventions, uniform, II-353
canonical coordinate system, II-55
causal relationships, II-435

CDR-code, II-355
changing views, II-33
CHARACTERIZATION, I-389
chess, I-4
choice, I-52
closure, II-365
code generation, II-260
coherence, depth, II-194
coherence, frame, II-194
coincidence, I-43
collisions, II-261
combinations, I-384
communication mechanism, universal, II-422
complex constraints, I-303
complexity barrier, I-139
computation, theory of, I-446, II-440
conceptual cases, I-440
connective tissue, I-166
cons-counter, II-392
constituent buffer, I-203
constraint, I-267, I-301
constraints, complex, I-303
constraints, propagation of, I-39
contact situation, II-234
context, I-367
continuation, II-419, II-445
continuation-passing, II-401
contour generator, II-65
contours, linear, II-112
contours, occluding, II-110
contours, subjective, II-52
contours, surface, II-110
contradiction assertions, I-58
contrast, II-91
control assertions, explicit, I-97
control structure, iterative, II-453

cooperative algorithm, II-19
coordinate system, canonical, II-55
coordinate system, generalized, II-287
coordinate system, II-48
coordinate system, sensor, II-226
coordinate transformation, II-146
coordinate, hand, II-223
coordinate, wrist, II-223
coreference of personal pronouns, I-248
coreference, I-238
coreference, sentential, I-249
corner types, II-329
corner shape, II-318
correlation, II-147
costly searches, I-457

D

data abstractions, I-147
de-emphasis, I-59
deep binding, II-377
deep plan, I-146
default information, I-266
defaulting, user-controlled, II-353
definite noun phrases, I-236
deliberate miss, II-234
deliberately constructed systems, I-87
demons, I-83
DENDRAL, I-5
density gradient, II-119
dependency-directed backtracking, I-37, I-124, I-127
depth coherence, II-194
derivation tree, annotated, I-322
description, assembly, II-255
description, schematic, II-254
descriptions, multiple, I-400

destination frame, I-354
determination hypothesis, I-196
determined, I-52
Deutch-Waite-Schorr marking algorithm, II-382
developmental processes, I-428
difference, II-147
differentiation, I-430
diffuser, II-136
diode model, exponential, I-61
dipole statics, II-25
disambiguation, I-448
disambiguation, reference, I-233
disconnected discourse, I-240
discourse purposes, I-243
discourse, disconnected, I-240
discourse, I-235
discrimination, texture, II-24
domain specific heuristics, I-113
domain-specific meta-knowledge, I-460
doubly curved, II-174
dynamic binding, II-377
dynamic model, I-289
dynamic scoping, II-402
dynamically scoped, II-366
dynamics, II-276, II-287, II-299

E

eclectic magnifying glass, II-446
elementary rotations, II-304
emitter-coupled-pair, I-60
equivalences, I-63
error prediction, II-253
evolutionary process, II-462
EXEMPLAR, I-389
explanatory theory, I-198

explicit control assertions, I-97
explicit dependencies, I-100
exponential diode model, I-61
extension, I-379
exterior tensor product, II-304
external slots, I-303

F

fabrication process, II-171
facet, I-368
fact garbage collector, I-55
feature density, II-204
feedback loops, I-296
filtering methods, I-369
finite-state, II-454
fixed-instruction programs, I-211
Floyd-Hoare method, I-146
focus shift, I-240, I-244
focus stack, I-248
focus, I-238
force sensor, II-223
forces, II-283
foreshortened, II-113
foreshortening, II-171
Fourier transform, II-19
frame coherence, II-194
frame gestalt, I-262
frame problem, I-301
frames, I-183, I-353
friction, II-316
fringe, II-459
funarg, full, II-365, II-402
function calls, II-403
function entry frames, II-358
functions, representation of, II-412

G

garbage collection, II-391
garbage collector, II-370
generalized cone, II-176, II-56
generalized coordinate system, II-287
generalized momentum, II-288
generators, II-458
global matching, II-203
global variables, I-426
glossiness, II-28
good system programming, II-353
gradient ratio, II-96
gradient space, II-165, II-52
gradient, II-133
grammar rule action, I-210
grammar rule syntax, I-209
grammatical constituent, I-205
grasp point, II-252, II-257
gravity, II-286
GUS, I-246

H

hand coordinate, II-223
handwriting, II-322
HASHTABLE, I-152
Hessian matrix, image, II-169
heuristics, domain specific, I-113
hierarchical refinement process, I-324
hill-climbing, II-150
hill-shading, automatic, II-135
homeostatic mechanism, II-43
homogeneity of type, I-442
human stereopsis, II-43

human visual system, II-123
hypothesis driven parser, I-201
hypothesis methods, I-369
hypothetical fact, I-102
hypothetical situations, I-97

I

identification within history, I-395
identified wires, I-71
identifying descriptions, I-393
if-needed methods, I-270
illumination, average, II-92
image Hessian matrix, II-169
image projection, II-166
imperative programming constructs, II-404
implementation parts, I-153
in, I-54
incoherent knowledge sources, I-95
indexed data base, I-82
indirection, I-268
inferential triggers, I-302
informal specification, I-257
inheritance, I-265
input-output behavior, II-445
input-output specifications, I-145
INSTANCE, I-270
intension, I-379
intensity, II-89
intention of the speaker, I-245
INTERLISP, II-372
intermediate vision, II-47
internal slots, I-303
intersection of a set, I-464
invisible pointer, II-370
IS-A hierarchy, I-456

iterative control structure, II-453

J

joint activation, synchronous, II-314
joint independent position-control, II-277
joint orthogonality, II-313
joint torque, II-284
justifications, non-monotonic, I-122

K

kinematics, II-293
knowledge of others, I-405
knowledge sources, incoherent, I-95

L

Lagrangian, II-288, II-301
laminar hypothesis, I-432
LANDSTAT, II-145
learning competence, I-351
learning, I-349
lexical ambiguity, I-228
lexical binding, II-377
lexical scoping, II-407
lexically scoped, II-366
light sources, multiple, II-177
lightness, II-93
linear contours, II-112
LINEAR-PLAN, I-112
linguistic universals, I-446
LISP control programs, II-227
LISP machine, II-347
local computation, II-118
local model of computation, II-435

locality, II-370
LOGO programming environment, I-320
look-ahead parser, I-203
luster, surface, II-28
LVDT, II-223

M

Mach bands, II-31
macro, II-413
macrocode, II-358
macroinstruction, II-360
macros, II-410
MACSYMA, I-28
manipulator program, II-251, II-260
maps, shaded relief, II-10
matching problem, stereo, II-37
matching, II-193
means-ends analysis, I-441
mechanical assembly language, II-245
messenger, II-444
meta specializers, I-411
meta-language, II-414
method of assumed states, I-49
microinstructions, II-340
moment of inertia, II-288
mondrian, achromatic, II-85
morphological extensions, I-384
motor torque, II-283
movie, II-188
multiple AKO links, I-274
multiple descriptions, I-400
multiple light sources, II-177
multiple-value return, II-353
MYCIN, I-5

N

- near miss, I-350
- Necker cube, II-105
- NETL facilities, I-466
- NEWTON, I-14
- nogood, I-129, I-58
- non-iterative, II-446
- non-monotonic justifications, I-122
- nonorthogonal disposition, II-325
- normalization, II-149
- normalized texture gradient 123

O

- occasional shallow binding, II-383
- occluding contours, II-110
- Ohm's law, I-47
- one-step deductions, I-43
- opaque operator, I-402
- open-loop, II-277
- orientation generator, II-293
- orientation, spatial, II-107
- orthographic projection, II-165
- oscillation, II-314

P

- packets, rule, I-206
- paging, II-353
- parallel processing, I-461
- parser, hypothesis driven, I-201
- parser, look-ahead, I-203
- PART-OF hierarchies, I-460
- partitioned semantic networks, I-398
- passing messages, pattern of, II-449

path, straight line, II-266
pattern of passing messages, II-449
pattern/action rules, I-205
pdl buffer, II-350
peg-into-hole, II-229
personal computer, II-348
personal pronouns, coreference of, I-248
perspective projection, II-165
perspective, II-117
photometric stereo, II-176
photometry, II-163
PIDGIN, I-206
place-token, II-21
plan library, I-168
plan representation, I-145
plan, assembly, II-251
planar, II-174
plans, II-246
position generator, II-275, II-282
position, II-277
position-control, joint independent, II-277
perceived depth, II-106
primal sketch, II-21
primitive plan, I-25
primitives, shape, II-48
principal radius of curvature, II-174
procedural attachment, I-269
procedural embedding of knowledge, I-95
procedural net, I-278
processes, asynchronous, II-368
production system, I-78
production-rule, II-413
productions, I-5
program maintenance, I-169
programmer's apprentice, I-140
programming constructs, imperative, II-404

programming, good system, II-353
projection, orthographic, II-165
projection, perspective, II-165
propagation of constraints, I-39
propagation, I-44
PROSPECTOR, I-6
purpose links, I-164
push-down list, II-350

Q

qualitative ambiguity, I-18
qualitative and quantitative knowledge, I-13
quantification, restricted universal, I-162

R

radius of curvature, principal, II-174
random-dot interference pattern, II-21
reassurance, I-329
recognition, I-459
recognition, II-54
recursive, II-456
reference context, I-247
reference disambiguation, I-233
referent, I-379
refinement planning, I-108
reflectance map, II-132, II-163, II-8
reflectance ratio, II-95
reflectance, surface, II-132
registration experiments, II-152
relative identification, I-395
relaxation labelling, II-19
representation for time, I-275
representation of functions, II-412
representation, I-234, I-341, II-20

rerooting, II-379
resource-driven, I-280
restricted universal quantification, I-162
restrictive modifiers, I-412
retinex theory, II-31
retrieval problem, I-86
robot arm, II-223
rotations, elementary, II-304
rule packets, I-206

S

S-operator, II-97
schematic description, II-254
SCIHEME, II-401
scientific society, II-463
scoping, dynamic, II-402
scoping, lexical, II-407
screwing, II-239
segmentation, II-45
segments, I-146
semantic networks, partitioned, I-398
sensitivity matrix, II-291
sensor coordinate system, II-226
sentential coreference, I-249
servo control, II-227
shaded relief maps, II-10
shallow binding, II-377
shallow binding, occasional, II-383
shape primitives, II-48
shape representation, II-54
short term memory, I-427
side effects, I-158
silhouette, II-110, II-63
simple constraint, I-301
singly curved, II-174

situation-action rules, I-5
situational calculus, I-105
situational data base, I-159
situational tags, I-106
skeleton, II-66
slant, II-108
slices, I-61
slot value combinations, I-354
small address space, II-349
society of minds, I-424
society, II-463
source frame, I-354
spatial orientation, II-107
specialization, I-379, I-381
specialized knowledge, II-45
species/stereotype distinction, I-415
specification of context, I-397
specification, informal, I-257
specification-lists, I-425
specifications, input-output, I-145
specified subject constraint, I-227
specs application, I-158
stack group, II-368
statics, II-276, II-282, II-296
stereo matching problem, II-37
stereo, photometric, II-176
stereopsis, human, II-43
stereotypes, I-414
stimulus-response theory, II-106
straight line path, II-266
strategic game, I-290
stress-strain matrix, II-226
strictly deterministic, I-198
string-processing, II-356
structural ambiguity, I-228
structure of computation, II-441

structure sharing, I-158
structure-from-motion, II-70
structured data objects, I-145
subgoals, I-99
subjective contours, II-52
substitution of equals, I-404
surface contours, II-110
surface curvature, II-170
surface flow analysis, I-149
surface luster, II-28
surface photometry, II-167
surface plan, I-146
surface reflectance, II-132
surface structures, annotated, I-197
synchronous joint activation, II-314
syntagma, I-385
synthetic image, II-138
system functions, II-352

T

tail-recursion, II-401, II-418
tensor product, exterior, II-304
testbed world, I-291
texture discrimination, II-24
texture gradient, II-120
texture measure, II-121
theory of computation, I-446
theory of computation, II-440
thrashing, II-348
tilt, II-108
time predicates, I-276
time quantum, II-313
time, representation for, I-275
time-labelling mechanisms, I-299
time-varying model, I-299

timesharing, II-347
timing measurements, I-86
top-down parser, I-201
torque motors, backdrivable, II-313
torque, joint, II-284
torque, motor, II-283
trace, I-227
transfer frame, I-354
transformation matrix, II-305
transistor states, I-51
trigger slots, I-83
triggering criteria, II-113
triggers, inferential, I-302
truth maintenance, I-121
type-checking, II-354
typical instance, I-365

U

UNCOL, II-406
uniform calling conventions, II-353
universal communication mechanism, II-422
universal computer-oriented languages, II-406
unsatisfiable circularity, I-132
user-controlled defaulting, II-353

V

value cells, II-377
velocity-product, II-291
virtual address space, II-349
vision, biological, II-6
vision, intermediate, II-47
visual system, human, II-123
voltage divider, I-39

W-X-Y-Z

- wait and see, II-461
- well-founded support, I-54, I-97, I-121
- work space, II-281
- wrist coordinate, II-223
- yes/no question, I-226