FOSS4G 2006 - Free And Open Source Softwa

Contribution ID : 142

Evolutionary Objects for Pattern Recognition in Glacials based in Grass Possibilities

Friday 15 Sep 2006 at 11:30 (00h30')

This study extends the possibilities of a general application model, which has been successfully applied to natural complex systems simulation, this model is obtained merging elements from evolutionary computing and object-oriented paradigms. The extended model, which in before papers was called Object-Oriented Genetic Model (OOGM), takes advantage of new features in evolutionary computing modeling. This model shows a novel representation method of the objects composing the studied system and their evolution rules. These objects become evolvable, in the meaning that they possess the ability to depict dynamics or evolutionary processes in the system. Besides, it is shown that this integration let us take advantage of the holistic and evolutionary paradigms, simulating static and dynamic complexity, respectively. Basically it ist shown in this paper the initial phase of a extended application of this model for the recognition of geoforms in glacials, mainly moraines, with a support of Grass 6.0.2 possibilities. The model allows additionally a expansion to others very complex dynamic problems in glaciology which are also discussed.

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Session classification : Session 11 : GRASS-DEV

Track classification : --not yet classified--

Type : Conference