Title (en)

METHOD, SYSTEM AND COMPUTER PROGRAM PRODUCT FOR PROVIDING A SIMULATION WITH ADVANCE NOTIFICATION OF EVENTS

Title (de)

VERFAHREN, SYSTEM UND COMPUTERPROGRAMMPRODUKT ZUR BEREITSTELLUNG EINER SIMULATION MIT VORAUSBENACHRICHTIGUNG ÜBER EREIGNISSE

Title (fr)

PROCÉDÉ, SYSTÈME ET PRODUIT DE PROGRAMME D'ORDINATEUR POUR FOURNIR UNE SIMULATION AVEC UNE NOTIFICATION À L'AVANCE D'ÉVÈNEMENTS

Publication

EP 2250613 A2 20101117 (EN)

Application

EP 09701229 A 20090112

Priority

• NO 2009000015 W 20090112
• NO 20080264 A 20080111
• US 2062908 P 20080111

Abstract (en)

[origin: WO2009088308A2] A method, computer system and computer program product for providing a computer simulation that provides advance notification of expected events or states, comprising running a first computer simulation; running a second computer simulation corresponding to said first simulation, said second simulation having progressed further than said first simulation; and using said second computer simulation to provide information representing expected future events in said first simulation. A first computer simulation may be based on a model of a simulated system, said model having a plurality of state variables. Input data from a first user input interface may represent user interaction with said first computer simulation, while input data from a second user input interface may represent the extent to which a condition should be present in said simulation. Input from the said second user input interface is translated to values for one or more state variables in said first computer simulation consistent with a description of said condition in terms of rules embodied in the model. The representation of expected future events allows interactive fine tuning of the condition in the model.

IPC 8 full level

G06N 7/00 (2006.01)

CPC (source: EP)

G09B 9/00 (2013.01); G09B 23/28 (2013.01)

Citation (search report)

See references of WO 2009088308A2

Citation (examination)

LAIRD J E ET AL: "HUMAN-LEVEL AI'S KILLER APPLICATION: INTERACTIVE COMPUTER GAMES", PROCEEDINGS AAAI, NATIONAL CONFERENCE ON ARTIFICIAL INTELLIGENCE, XX, XX, 3 November 2000 (2000-11-03), pages 80 - 87, XP008015245

Designated contracting state (EPC)

AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO SE SI SK TR

Designated extension state (EPC)

AL BA RS

DOCDB simple family (publication)

WO 2009088308 A2 20090716; **WO 2009088308 A3 20100408**; AU 2009203227 A1 20090716; AU 2009203227 B2 20140731; EP 2250613 A2 20101117

DOCDB simple family (application)

NO 2009000015 W 20090112; AU 2009203227 A 20090112; EP 09701229 A 20090112