Discovering the preference hypervolume: an interactive model for real world computational co-creativity
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About the Author

Alexander Hagg, born 1979 in Delft, The Netherlands, received his Master degree of Autonomous Systems at Bonn-Rhein-Sieg University of Applied Sciences (BRSU), Sankt Augustin, Germany in 2016. He has received scholarships from the German Academic Scholarship Foundation as well as from the Institute of Technology, Resource and Energy-Efficient Engineering (TREE) in Sankt Augustin, Germany. He worked at BRSU in the AErOmAt project, which was funded by the German Federal Ministry of Education and Research. During this time he developed most of his doctoral work, while he was supervised by Prof. Dr. Thomas Bäck from the Leiden Institute of Advanced Computer Science (LIACS) and Prof. Dr. Alexander Asteroth from the TREE institute in Sankt Augustin. His research interests are evolutionary computation, especially those algorithms that promote solution diversity, as well as efficient statistical machine learning methods and generative models. He aims to combine state-of-the-art algorithms to create artificial intelligence systems that extend, not replace, human capabilities to understand complex problems.