

Save the Date! July 11–15, 2010

AAAI-10 will be held in Atlanta, Georgia! The Twenty-Fourth AAAI Conference on Artificial Intelligence (AAAI-10) and the Twenty-Second Conference on Innovative Applications of Artificial Intelligence (IAAI-10) will be held in Atlanta at the Westin Peachtree Plaza Hotel, July 11-15, 2010. Please mark your calendars, and visit www.aaai.org/Conferences/AAAI/aaai10.php for updates later this year!

Inaugural Member Event Great Success

AAAI recently launched a series of AAAI Member Events with an inaugural evening in Palo Alto on February 21, 2008. Member events allow members of a local community to gather for an evening of lively discussion and networking surrounding a presentation by a preeminent AI researcher or industry representative. Events are open to all AAAI members and members of the AI community who would like to find out more about AAAI. The first event featured Sebastian Thrun of Stanford University and William "Red" Whittaker of Carnegie Mellon University, who gave brief presentations on "Autonomous Robots Coming of Age: Directions and Futures" and answered questions from the capacity crowd of almost 100 local members and guests. Future events for Pittsburgh, Boston, and other national and international venues are in the planning stages, so please watch your e-mail for announcements.

Join us for AAAI-08 and IAAI-08, in Chicago, July 13–17!

The Twenty-Third AAAI Conference on Artificial Intelligence (AAAI-08) and the Twentieth Conference on Innovative Applications of Artificial Intelligence (IAAI-08) will be held in Chicago, Illinois at the Hyatt Regency McCormick Place, July 13–17, 2008.

The AAAI presidential address will be given by Eric Horvitz, Microsoft Corporation, on Tuesday, July 15.

IAAI-08 and *AI Magazine* are pleased to announce that Kenneth M. Ford, Director of the Florida Institute for Human and Machine Cognition (IHMC), is the sixth recipient of the Robert S. Engelmore Award. He will present his lecture during the IAAI-08 conference in Atlanta. The full slate of AAAI-08 and IAAI-08 speakers is available at the AAAI-08 website.

Several new programs initiated in 2006 and 2007 will continue in 2008, including the special tracks on AI & the web and integrated intelligence, senior member papers, nectar papers, and the AAAI video competition. AAAI-08 will also feature a new special track on physically grounded artificial intelligence and the innovative AAAI teaching forum. The AAAI-08 program will also include 15 half-day tutorials, 15 workshops, the AAAI mobile robot Exhibition, the general game playing competition, the AAAI poker competition, the trading agent competition, the intelligent systems demonstration program, student abstract posters, and the AAAI/SIGART doctoral consortium.

Registration, hotel, and student housing information and forms are available on the AAAI-08 conference web site (www.aaai.org/Conferences/AAAI/aaai08.php). The early registration deadline is May 16, 2008.

Chicago

Chicago is one of the world's greatest cities, centrally located and easily accessible from both national and international points. Called "the pulse of America" by Sarah Bernhardt, Chicago has been a crucible of innovation. With its beautiful lakefront, incredible

architecture and cosmopolitan culture, Chicago has something for everyone. For more information on Chicago, please visit www.choosechicago.com.

AAAI Launches Teaching Forum at AAAI-08

The AAAI 2008 Teaching Forum aims to provide a means for researchers and educators to share ideas, strategies, and resources related to education in AI. Through the events in the forum, AAAI seeks to broaden its scope beyond research results presented in the technical program to also address educational issues in AI, which are critical to the future of the field. The forum has four components, which are integrated into the AAAI 2008 conference events: a colloquium focused on AI-themed educational resources, a track in the video program, a panel during the main technical program and invited posters presented in the Teaching Forum display area. For more information, please see www.aaai.org/Conferences/AAAI/2008/aaai08teaching.php. To submit to the colloquium or video competition, please see the workshop and video competition information and deadlines included elsewhere in the AAAI News.

AAAI-08 Workshop Program

AAAI invites your participation in the AAAI-08 Workshop Program, to be held Sunday and Monday, July 13–14, in Chicago. The submission deadline

is Monday, April 7, 2008. The program includes the following fifteen workshops:

- W1: Advancements in POMDP Solvers
- W2: AI Education Colloquium
- W3: Coordination, Organization, Institutions and Norms in Agent Systems
- W4: Enhanced Messaging
- W5: Human Implications of Human-Robot Interaction
- W6: Intelligent Techniques for Web Personalization and Recommender Systems
- W7: Metareasoning: Thinking about Thinking
- W8: Mobile Robot Workshop
- W9: Multidisciplinary Workshop on Advances in Preference Handling
- W10: Search in Artificial Intelligence and Robotics
- W11: Spatial and Temporal Reasoning
- W12: Trading Agent Design and Analysis
- W13: Transfer Learning for Complex Tasks
- W14: What Went Wrong and Why: Lessons from AI Research and Applications
- W15: Wikipedia and Artificial Intelligence: An Evolving Synergy

Submission requirements vary for each workshop. For complete descriptions and submission information about each of the workshops, please see www.aaai.org/Workshops/ws08.php.

Showcase Your Video at AAAI-08!

AAAI solicits your submission for the second annual AAAI Video Competition. The submission deadline is Friday, April 4, 2008. The goal of the program is to demonstrate how much fun AI is by documenting exciting artificial intelligence advances in research, education, and application. Accepted videos will be screened in the AAAI-08 registration area on Tuesday, July 15. During that evening's session, the developers of the best videos will be for-

mally presented with awards. We strongly encourage student participation! For complete information about the program and how to submit, please see www.aaai.org/Conferences/AAAI/2008/aaai08videos.php.

Participate in AAAI-08's Extensive Competition and Exhibition Program

AAAI-08 offers several different venues for individuals who want to participate at the competition level. This ever-expanding component of the conference program is a great way for attendees to capture the excitement of AI through hands-on competition. The competition and exhibition program will include venues in general game playing, poker, robotics, and trading agents.

AAAI Fourth Annual General Game Playing Competition

This year's AAAI competition is designed to test the abilities of general game players by comparing their performance on a variety of previously unseen games. The 2008 competition will consist of three rounds of competition held during May and June 2008, with a final championship round to be held in Chicago at the AAAI. Scores accumulated over the course of those three rounds will be used to determine player rankings and the top 8 scoring players will be invited to compete at AAAI where the winner will be crowned champion. The team that programs this year's champion will be awarded a \$10,000 prize.

Registration is ongoing. For further information, see www.aaai.org/Conferences/AAAI/2008/aaai08generalgame.php.

The Seventeenth Annual AAAI Robot Exhibition and Workshop

The Robot Exhibition and Workshop committee seeks proposals that demonstrate "Robotics and Creativity" or "Mobility and Manipulation." Exhibits in the "Robotics and Creativity" category would exhibit research

that often employs cognitive models and computation to explain or simulate creativity, and where creativity is combined with design and engineering to stimulate robotics research. Exhibits in the "Mobility and Manipulation" category would demonstrate advanced perception and cognition that significantly advances and/or speeds robot mobility and/or manipulation. Technical prizes and blue ribbons will be awarded in various categories.

Proposals are due March 23, 2008. For further information, write to Paul Oh (paul@coe.drexel.edu) or Chad Jenkins (cjenkins@cs.brown.edu).

AAAI Third Annual Computer Poker Competition

The AAAI Computer Poker Competition showcases state-of-the-art intelligent programs for playing poker. This is the premiere venue for demonstrating poker-playing software systems, as exemplified by the previous years' competitions. The 2007 competition featured 43 poker-playing programs submitted from 7 countries. The poker variant considered in the 2008 competition will be Texas Hold'em poker, and new this year will be a multiplayer competition.

To participate, you must register by April 1, 2008. For further information, write to the competition chair, Andrew Gilpin (gilpin@cs.cmu.edu) or visit www.aaai.org/Conferences/AAAI/2008/aaai08poker.php

The Ninth Annual Trading Agent Competition

Building on the success of previous Trading Agent Competition events, this year's event is designed to spur research on common problems, promote definitions of benchmarks and standard problem descriptions, and showcase current technologies. The competition will pit software agents—developed by research groups, students, and others from all over the world—against each other in challenging market games.

This year, there will be two games, including TAC Supply Chain Management and TAC Market Design, and two related challenge events. An entry fee may apply. The associated AAAI

Workshop on Trading Agent Analysis and Design will be held July 14.

Registration is ongoing. For further information, write to tac-support@sics.se or see the competition website (www.sics.se/tac).

Student Scholar and Volunteer Program

AAAI is pleased to announce the continuation of its student scholar and volunteer programs. The Student Scholar Program provides partial travel support for students who are full-time undergraduate or graduate students at colleges and universities; are members of AAAI; submit papers to the conference program or letters of recommendation from their faculty advisor; and submit scholarship applications to AAAI by April 15, 2008. In addition, repeat scholarship applicants must have fulfilled the volunteer and reporting requirements for previous awards. In the event that scholarship applications exceed available funds, preference will be given to students who have an accepted technical paper, and then to students who are actively participating in the conference in some way. However, all eligible students are encouraged to apply.

After the conference, an expense report will be required to account for the funds awarded. For further information about the Scholarship Program, or to obtain an application, please contact AAAI at scholarships08@aaai.org, or 445 Burgess Drive, Suite 100, Menlo Park, CA, 94025. (650) 328-3123.

The Student Volunteer Program is an essential part of the conference and student participation is a valuable contribution. Volunteers will support AAAI organizers in Chicago. In 2008, a limited number of complimentary technical program registrations will be available for students who volunteer during the conference. Preference will be given to student scholars for the volunteer positions. Local students or students not requiring travel assistance can apply for the Volunteer Program if openings are available. AAAI membership is required for eligibility. For further information regarding the Student Volunteer Program, please

contact AAAI at volunteers08@aaai.org. The deadline for volunteer applications is April 15, 2008.

Fourth Annual Artificial Intelligence for Interactive Digital Entertainment Conference (AIIDE-08)

AIIDE returns to Stanford University this coming October 22–24, 2008 for the fourth meeting of the Artificial Intelligence for Interactive Digital Entertainment conference.

In preparation for the meeting, AIIDE-08 organizers are currently accepting submissions for the Fourth Annual Artificial Intelligence and Interactive Digital Entertainment Conference, intended to be the definitive point of interaction between entertainment software developers interested in AI and academic and industrial AI researchers. While traditionally emphasizing commercial computer and video games, researchers and developers are invited to share their insights and cutting-edge results on all topics at the interface of entertainment and artificial intelligence, including serious games, entertainment robotics, and beyond. Because AIIDE-08 crosses disciplinary boundaries, submissions will be evaluated based on their accessibility to both commercial game developers and researchers in addition to their technical merit.

AIIDE-08 will consist of two tracks, including the Research Track, where papers describe AI research results that make advances towards solving known game AI problems or enabling a new form of interactive digital entertainment, and the Industry Track, developed for individuals that have game development experience but lack the time or need for publishing rigorous academic papers. This track will include presentations of AI techniques, issues, or case studies from the perspective of implementing a product in the current commercial environment.

The complete call for papers and other information can be found at www.aaai.org/Conferences/AIIDE/aiide08.php.

AAAI Executive Council Elections

Please watch your mail for your AAAI Ballot, which will be mailed to all regular AAAI members in April. The membership will vote for four new councilors, who will each serve three-year terms. Ballots will be due back at the AAAI office no later than June 6. The Annual Business meeting for AAAI will be held this summer during AAAI-08 in Chicago. The exact day and time will be announced on the ballot, in the summer issue of the magazine, and in the conference program.

2008 Fall Symposium Series

The 2008 AAAI Fall Symposium Series will be held Friday through Sunday, November 7–9, at the Westin Arlington Gateway in Arlington, Virginia, adjacent to Washington, DC. The symposium series will be preceded on Thursday, November 6 by a one-day AI funding seminar, which will be open to all registered attendees of the Fall Symposium Series. Please watch the fall symposia website (www.aaai.org/Symposia/Fall/fss08.php) for the full list of accepted proposals and the call for participation. The deadline for submissions is May 15, 2008.

2009 Spring Symposium Series

AAAI is currently accepting proposals for the 2009 Spring Symposium Series, to be held at Stanford University, California, March 23–25, 2009.

Approximately eight symposia on a broad range of topics within and around AI will be selected for the 2009 Spring Symposium Series. All proposals will be reviewed by the AAAI Symposium Committee, (chaired by Marjorie Skubic, University of Missouri with associate chair Holly Yanco, University of Massachusetts Lowell). Symposium proposals should be submitted as soon as possible, but no later than April 18, 2008. The call for proposals is available at www.aaai.org/Symposia/Spring/sss09.php.

Please submit your symposium proposals by electronic mail (no postal submissions), and inquiries concerning symposia, to Marjorie Skubic, University of Missouri, Columbia, Missouri, skubicm@missouri.edu.

AAAI Members in the News

Several AAAI members have been featured in the national news media during the past quarter.

Grosz Elected to NAE

AAAI congratulates Barbara J. Grosz, AAAI fellow and past president, on her recent election to the National Academy of Engineering (NAE). Grosz, interim dean, Radcliffe Institute for Advanced Study, and Higgins Professor of Natural Sciences, School of Engineering and Applied Sciences, Harvard University, is being honored for pioneering research in natural language communication between humans and computers and its application to human-computer interaction.

Election to the National Academy of Engineering is among the highest professional distinctions accorded to an engineer. Academy membership honors those who have made outstanding contributions to "engineering research, practice, or education, including, where appropriate, significant contributions to the engineering literature," and to the "pioneering of new and developing fields of technology, making major advancements in traditional fields of engineering, or developing/implementing innovative approaches to engineering education."

For more information and a full list, please see www8.nationalacademies.org/onpinews/newsitem.aspx?RecordID=02082008.

Kahn Receives Japan Prize

AAAI also congratulates Robert Elliot Kahn, AAAI fellow, who was recently named as a laureate of the 2008 Japan Prize in the 2008 category of "Information Communication Theory and Technology." Kahn, chairman, CEO & president of Corporation for National Research Initiatives (CNRI), and his corecipient, Vinton G. Cerf, are being honored for their contributions to the

creation of network architecture and communication protocol for the Internet.

The Japan Prize is awarded to world-class scientists and technologists who were credited with original and outstanding achievements and contributed to the advancement of science and technology, thereby furthering the cause of peace and the prosperity of mankind. In principle, original achievements in science and technology are given priority during the selection process.

For more information, please see www.japanprize.jp/prize/prize_e1.htm

In Memoriam

AAAI notes with great regret the death of Henry Kyburg, Jr., AAAI fellow. Kyburg was Professor of Computer Science and Burbank Professor of Moral and Intellectual Philosophy at the University of Rochester and a senior research scientist at the Institute for Human and Machine Cognition (IHMC) in Pensacola, Florida. After undergraduate studies in Chemical Engineering, he obtained a Ph.D. in Philosophy from Columbia University. He joined Wesleyan University as an assistant professor of mathematics in 1958, spent 1961-2 as a research associate at Rockefeller University, followed by a year as associate professor of mathematics and philosophy at the University of Denver and two years as associate professor of philosophy at Wayne State University. From 1965 onward he was a professor of philosophy at the University of Rochester, chairing the department from 1969-1982, and subsequently holding the Burbank Professorship. As well, in 1986 he was appointed professor of computer science. He held both Rochester professorships until his death, and in addition from 1999 onward spent part of each year as a Senior Research Scientist and Pace Eminent Scholar at the Institute for Human and Machine Intelligence in Florida.

Kyburg was eminent both as a philosopher of science and epistemology, and as an AI researcher in uncertain and nonmonotonic reasoning. He developed in great depth an approach to uncertain inference founded on the

Stay Informed with AAAI Member Announcements!

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You can also register for the semimonthly *AI Alert* in two different formats by following the same process for the *AIAlert-Link* or *AIAlert-Text* lists.

use of interval-valued evidential probabilities, and on a probabilistic principle of acceptance. His goals were not only theoretical, but also thoroughly practical, for example in his efforts towards building an assistant that would learn from samples and would be capable of both statistical computations and uncertain inference based on general knowledge. Among his numerous books and other scholarly writings, many are standard references and indispensable to scholars and researchers in philosophy of science, epistemology and uncertain inference. Examples of his best-known titles are *Probability and Inductive Logic* (1970), *The Logical Foundations of Statistical Inference* (1974), *Epistemology and Inference* (1983), and *Uncertain Inference* (with Choh Man Teng, 2001). Among his many honors, besides AAAI fellowship, are a Guggenheim Fellowship, a Nicholas Murray Butler Medal in Silver for Philosophy, and election as Fellow of the American Association for the Advancement of Science, and the American Academy of Arts and Science.