

# Modeling Decision for Artificial Intelligence (MDAI 2006)

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■ In this document we report on the MDAI 2006 conference that was held in Tarragona (Catalonia, Spain) in April 2006.

The aim of the Modeling Decision for Artificial Intelligence (MDAI 2006) conference was the integration of decision models and information-fusion tools (aggregation operators) in AI applications. MDAI 2006, the third in this series of conferences, was held in Tarragona (Catalonia, Spain) from April 3–5. The conference was hosted by the Universitat Rovira i Virgili and chaired by Aida Valls and Josep Domingo-Ferrer (Universitat Rovira i Virgili). The program chairs were Vicenç Torra (IIIA-CSIC, Catalonia, Spain) and Yasuo Narukawa (Toho Gakuen, Japan).

The conference consisted of four plenary talks and about 40 presentations. Regular papers were devoted to the different aspects related to decision: theory, tools, and applications. In relation to theory, results on particular information-fusion techniques

(such as fuzzy integrals, probabilistic models) and on some particular kinds of model parameters (such as fuzzy measures) were presented and discussed. The papers on tools described methods for model construction (selection of the operators and of their parameters using, for example, analytic hierarchy process [AHP] techniques) as well as measures and indices for evaluating operators (such as orness). Applications included information retrieval, risk assessment, agents, analysis of medical data, and classification problems.

The first plenary talk was given by Jozo Dujmovic (San Francisco State University). He discussed some formal aspects of aggregation operators from the point of view of a practitioner. He showed how such aspects as orness or asymmetry are relevant in practical applications and how they can help in the process of selecting aggregation operators. The second talk was given by Jordi Sabater (Artificial Intelligence Research Council, Catalonia, Spain). The talk was centered on trust and reputation systems. These systems are

used in several real-world applications. Sabater described current research in the area, presenting some of the current research lines and the shortcomings of present approaches. He also outlined some of the topics in which information-fusion and aggregation operators can play a role. The third plenary talk was given by Michio Sugeno (Doshisha University, Japan). Sugeno, who, in 1974, introduced the fuzzy integral that bears his name (a tool widely used for aggregating information), presented his current research in the area of brain-style computing. He presented results showing the influence of the language in the way the brain processes the information. The last plenary talk of the conference was given by Salvatore Greco, on the application of rough sets to case-based reasoning.

The conference papers were published in Springer Verlag's Lecture Notes in Artificial Intelligence series (volume 3885). Further information on the series is available at [mdai.cat](http://mdai.cat).

The next MDAI conference will be held August 16–18, 2007, in Kitakyushu, Japan.



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# AIIDE'07

## Artificial Intelligence and Interactive Digital Entertainment

Early June 2007  
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AIIDE'07 — the Third Conference on Artificial Intelligence and Interactive Entertainment — is the definitive point of interaction between entertainment software developers interested in AI and academic and industrial AI researchers. Sponsored by the American Association for Artificial Intelligence (AAAI), the conference is targeted at both the research and commercial communities, promoting AI research and practice in the context of interactive digital entertainment systems with an emphasis on commercial computer and video games. AIIDE'07 will include invited speaker sessions, paper presentation sessions, demonstration sessions, posters, exhibits, game programming competitions, and other activities. We invite researchers and developers to share insights and cutting-edge results from a wide range of AI-related problems, and encourage the presentation of (1) results from core AI research areas applicable to interactive digital entertainment and (2) AI approaches developed and fielded in commercial systems.

Because AIIDE'07 crosses disciplinary boundaries, all submissions will be evaluated for their technical merit and for their accessibility both to commercial game developers and to researchers. Work that spans both research and commercialization is especially appropriate. All accepted paper submissions will be published in the proceedings, and also available on CD. For a paper to appear in the proceedings, at least one author must register for the conference by the deadline for camera-ready copy submission.

Electronic paper submission is required. Instructions are available at the AIIDE web site. Full paper authors must submit their papers by January 16, 2007.

Please see [www.aiide.org](http://www.aiide.org) for additional information or e-mail the conference organizers at [aiide07@aaai.org](mailto:aiide07@aaai.org).