The Twenty-Second AAAI Conference: Continuing the Content-Rich Tradition in Beautiful Vancouver, British Columbia

Sara Reese Hedberg

■ The Twenty Second AAAI-07 and the Nineteenth IAAI-07 Conferences will be held in Vancouver, British Columbia, Canada, from July 22–26, 2007. The conferences will be held at the Hyatt Regency Vancouver. The outstanding multidimensional program slated for the AAAI conference, and the content-rich applica- tions-oriented IAAI conference will showcase the latest in research and applications in AI.

More than 1,000 dedicated volunteers have organized what promises to be an outstanding, multidimensional program for the AAAI Conference on Artificial Intelligence (AAAI-07), and the collocated Innovative Applications of AI Conference (IAAI-07). When not ensconced in conference sessions, attendees can also explore Vancouver, which is nestled in the mountains, waterways and rainforests of British Columbia.

Keynote Presidential Address and Invited Speakers

Careful thought was put into inviting world class speakers to this year's conference. The Keynote Presidential Address will be given by AAAI President Alan Mackworth (University of British Columbia). For the technical AAAI-07 conference, speakers include Alan Schultz, Toby Walsh, Michael Wooldridge, and Lise Getoor.

Alan Schultz (Naval Research Labo-ratory, Navy Center for Applied Research in Artificial Intelligence) is well known for his work in robots using multisensory modalities. At AAAI-07, Schultz will speak on moving toward peer-to-peer human-robot interaction. His talk will describe recent multidisciplinary approaches in the emerging field of human-robot interaction.

Toby Walsh (NICTA and University of New South Wales), distinguished for his work in automated reasoning, will speak on representing and reasoning about preferences. Automated reasoning is a research area that experienced unusually high increases in submissions for this year's conference.
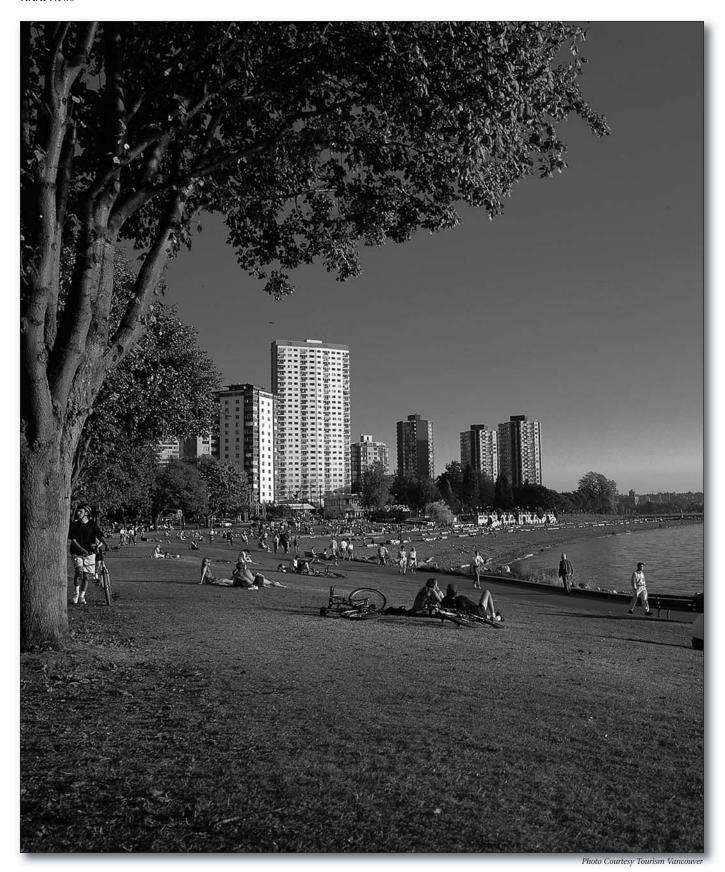
Michael Wooldridge (University of Liverpool, UK), known for his work in intelligent agents, will deliver a progress report on logic for automated mechanism design. In particular, he will focus on joint work in cooperation logics with Thomas Agotnes (Bergen), Wiebe van der Hoek (Liverpool), Marc Pauly (Stanford), and Paul E. Dunne (Liverpool). Intelligent agents is another research area that experienced an unusually high increase in submissions for this year's conference.

Lise Getoor (University of Maryland, College Park) is a prominent young researcher working in the exciting new area of statistical relational learning. Getoor will speak on graph identification, specifically methods that transform an observed input graph into an inferred output graph. She will discuss algorithms, integrating the results into the larger solution space, and show how these methods are relevant to foundational problems in AI such as knowledge representation, reformulation, and reasoning.

The Innovative Applications of Artificial Intelligence Conference (IAAI-07) will also feature an impressive array of invited speakers, including Oren Etzioni, Matt Brown, and Geoffrey S. F. Ling.

Oren Etzioni (University of Washington and Farecast) is known for his technical work in intelligent agents, data mining and web search. Etzioni has also founded three companies, including most recently, Farecast, a company that utilizes data mining to inform consumers about the right time to buy air tickets. Farecast has won numerous awards, including *TIME's* "50 Coolest Web Sites" and *PC World's* "20 Most Innovative Products." Etzioni will give this year's Robert S. Engelmore Memorial Award Lecture, entitled "AI in a Moore's Law World: the Stories of Farecast and KnowItAll."

Matt Brown (Maxis / Electronic Arts) was the technical director and designer for Electronic Art's FIFA franchise for many years and later for *The Sims 2* at Maxis. He is now the creative and design director for future versions of *The Sims* and *SimCity*. He is obsessed with creating the illusion of life through simplification, scale, and slight of hand as well as the practical application of AI. In his talk, entitled "Big 'A,' Small 'I': Smart Ends from Simple Means," Brown will cover various elements of the game design, behavioral AI, and structure behind *The Sims 2* as well as future efforts in products such as *The Sims* and *SimCity*.

English Bay, Early Evening in Vancouver.