

Heads Up!! AAAI-15 Call for Participation

Plans are already underway for AAAI-15, which will be held January 25–29, 2015 in Austin, Texas, USA. AAAI-15 program chairs Blai Bonet and Sven Koenig are busy developing some exciting new features for AAAI's first wintertime conference! Technical papers will be due in September. Please consult the AAAI-15 website for breaking news about the Call for Papers and important deadlines (www.aaai.org/Conferences/AAAI/aaai15.php). Austin, the Live Music Capital of the World, and the state capital of Texas, is home to one of the largest and oldest communities of artificial intelligence researchers in the world, with more than a dozen AI-related labs at the University of Texas at Austin. We hope to see you there!

Join Us July 27–31 for AAAI in Québec City, Québec, Canada!

The Twenty-Eighth AAAI Conference on Artificial Intelligence (AAAI-14) and the Twenty-Sixth Conference on Innovative Applications of Artificial Intelligence (IAAI-14) will be held in Québec City, Canada at the Québec City Convention Centre, July 27–31, 2014. AAAI will be colocated with a number of other AI conferences, including the 36th Annual Conference of the Cognitive Science Society, July 23–26, 2014; the Conference on Uncertainty in Artificial Intelligence, July 23–27, 2014; the Computational Neuroscience Meeting, July 26–31, 2014; and Artificial General Intelligence 2014, August 1–4, 2014.

AAAI-14 Program Cochairs Carla Brodley (Tufts University) and Peter Stone (University of Texas at Austin) are pleased to continue the outstanding program components of past AAAI conferences, as well as introduce many innovations of their own. The special tracks, due to their increasing visibility, have been folded into the main conference track, which will be complemented by the very successful Spotlights Track, highlighting significant AI results presented at our sister confer-

ences in the past two years, and the Senior Member Track. AAAI and IAAI programs will also feature a joint invited talk, entitled Siri: Back to the Future, to be presented by Adam Cheyer, as well as the Robert S. Englemore Award Lecture by Craig Knoblock (University of Southern California), entitled From Virtual Museums to Peacebuilding: Creating and Using Linked Knowledge, and a full line-up of invited speakers.

The fifth iteration of the AAAI Symposium on Educational Advances on AI will be colocated with AAAI (see below for details), and the AAAI program will also include 14 half-day tutorials, 16 workshops, AAAI Robotics events, the General Game Playing Competition, the AAAI Poker Competition, the Video Competition, Student Abstract Posters, the AAAI/SIGART Doctoral Consortium, and more! The Conference Fete will be held at the beautiful Le Theatre and Cabaret du Capitole de Québec and will be open to all attendees! Other special events are planned, including an update to the 2013 Puzzle Hunt, so stay tuned for more!

Hotel information is available on the AAAI-14 conference web site at www.aaai.org/Conferences/AAAI/2014/aaai14hotel.php; the cut-off to qualify for the discounted AAAI rate is June 25, 2014. A special student rate has also been arranged at the hotel. Information about this will be sent directly to all student registrants, or please inquire by writing to aaai14@aaai.org. Conference registration information and forms will be available in April. The early registration deadline is May 23, 2014.

AAAI News

Spring News from the Association for the Advancement of Artificial Intelligence

Québec City

Québec City, a UNESCO World Heritage Treasure, is North America's most European city, filled with museums and other historic attractions. Québec's beautiful Old Town (Vieux-Québec) is the only North American fortified city north of Mexico whose walls still exist. The convention center and conference hotel are only steps away from the historic section of Québec. For local information, please visit the Québec City Tourism site at www.quebecregion.com/en.

CRA-W/CDC Broadening Participation in AI

Colocated with AAAI-14 in Québec City
The CRA-W/CDC Broadening Participation in AI program will be held in conjunction with AAAI-14. The main goal of this program is to increase participation of women and members of underrepresented groups in Artificial Intelligence by providing community building and networking sessions as well as career mentoring advice. Any student who is a US citizen or a permanent resident may apply. Priority will be given to women and members of underrepresented groups. For more information, please visit the workshop website at www-users.cs.umn.edu/~gini/aaai14/ or contact Maria Gini (University of Minnesota) at gini@cs.umn.edu. Co-organizers include Monica Anderson (University of Alabama), Andrea Danyluk (Williams College), and Adele Howe (Colorado State University).

AAAI-14 Tutorial Forum

The AAAI-14 Tutorial Forum will take place Sunday and Monday, July 27–28, just prior to the main conference. Attendance at the tutorials is included in the technical program registration. The tutorial program will include one full-day and 13 half-day tutorials on the following topics. For more details, please visit the AAAI-14 website.

Bayesian Mechanism Design

Jason Hartline

A Concise Introduction to Planning Models and Methods

Hector Geffner and Blai Bonet

From Deep Blue to Monte Carlo: An Update on Game Tree Research (full day)

Akihiro Kishimoto and Martin Mueller

Education & AI/Machine Learning

Ken Koedinger and John Stamper

Game Theory for Security

Bo An, Manish Jain, and Albert Jiang

Latent Tree Models

Nevin L. Zhang

Lifted Approximate Inference: Methods and Theory

Hung Bui, Fabian Hadiji, Kristian Kersting, Martin Mladenov, and Sriraam Natarajan

Programming by Optimization: A Practical Paradigm for Computer-Aided Algorithm Design

Holger H. Hoos and Frank Hutter

Representing and Reasoning with Qualitative Preferences: Tools and Applications

Ganesh Ram Santhanam, Samik Basu, and Vasant Honavar

SAT in AI: High Performance Search Methods with Applications

Jussi Rintanen

Sentiment Mining from User Generated Content

Ronen Feldman and Lyle Ungar

Tensor Decompositions for Learning Latent Variable Models

Anima Anandkumar, Daniel Hsu, and Sham Kakade

(Title TBD)

Alex Smola and Amr Ahmed

Invited Tutorial by *Maria Fox*

student participation is a valuable contribution. Volunteers will support AAAI organizers in Québec City. In 2014, a limited number of complimentary technical program registrations will be available for students who volunteer during the conference. Preference will be given to participating students 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 volunteer14@aaai.org. The deadline for volunteer applications is May 5, 2014.

Symposium on Educational Advances in Artificial Intelligence (EAAI)

The fifth AAAI Symposium on Educational Advances in Artificial Intelligence (EAAI) will be held in conjunction with AAAI-14 in Québec City. The EAAI symposium provides a venue for researchers and educators to discuss pedagogical issues and share resources related to teaching AI and using AI in education across a variety of curricular levels (K–12 through postgraduate training), with an emphasis on undergraduate and graduate teaching and learning. The EAAI symposium comprises several components, including a program of high-quality refereed papers and posters; a Model AI Assignments session highlighting innovative, ready-to-adopt materials; a workshop for mentoring new faculty, instructors, and graduate students on teaching and an Educational Video Track within the AAAI-14 Video program. For more information about the symposium, please visit the AAAI-14 website or write to us at aaai14@aaai.org.

Showcase Your Video at AAAI-14!

The organizers of the eighth annual AAAI Video Competition invite you to compose a short video about an exciting AI project, and narrate it so that it

AAAI-14 Student Scholar and Volunteer Program

AAAI is pleased to announce the continuation of its Student Scholarship Program for 2014, which is sponsored by the AI Journal. 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 May 5, 2014. 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, please contact AAAI at scholarships14@aaai.org.

The Student Volunteer Program is an essential part of the conference and

is accessible to a broad online audience. The goal of the Video Competition is to demonstrate how much fun AI is by documenting exciting artificial intelligence advances in research, education, and application. Accepted videos will be screened at AAAI-14, and the developers of the best videos will be formally presented with awards. We strongly encourage student participation! For complete information about the program and how to submit, please consult the AAAI-14 conference website. The submission deadline is April 15, 2014. For more information, contact Mauro Birattari and Sabine Hauert (info@aaaivideos.org)

Eighth Annual AAAI Computer Poker Competition

The AAAI Computer Poker Competition showcases state-of-the-art intelligent programs for playing poker. Several important features differentiate poker from other games, including the presence of imperfect information (due to hidden cards) and stochastic events. The AAAI Computer Poker Competition is the premiere venue for demonstrating poker-playing software systems, as exemplified by the previous years' competitions. The 2013 competition featured 35 poker-playing programs submitted from 14 countries. The games played in the 2014 competition will be variants of Texas Hold'em. There will be divisions for two-player limit, three-player limit, and two-player no-limit. For the first time, the competition will also feature a three player Kuhn poker bankroll tournament. Please see the AAAI-14 conference website and www.computerpokercompetition.org/ for complete information. Register by May 1, 2014. For more information, contact Neil Burch and Kevin Waugh (chair@computerpokercompetition.org)

Please Join Us for ICWSM-14, June 1–4!

The Eighth International AAAI Conference on Weblogs and Social Media will be held in Ann Arbor, Michigan, June 1–4. This interdisciplinary conference

AAAI-14 Workshop Program

Submission Deadline: Wednesday, April 10, 2014! AAAI invites your participation in the AAAI-14 Workshop Program, to be held Sunday and Monday, July 27–28, 2014. The program includes the following sixteen workshops:

W1: AI and Robotics

Chair: Alessandro Saffiotti

W2: Artificial Intelligence Applied to Assistive Technologies and Smart Environments

Chair: Bruno Bouchard

W3: Cognitive Computing for Augmented Human Intelligence

Chair: Biplav Srivastava

W4: Computer Poker and Imperfect Information

Chair: Sam Ganzfried

W5: Discovery Informatics

Chairs: Yolanda Gil and Lawrence Hunter

W6: Incentives and Trust in Electronic Communities

Chairs: Stephen Marsh, Jie Zhang, Christian Jensen, and Zeinab Noorian

W7: Intelligent Cinematography and Editing

Chair: Rémi Ronfard

W8: Intelligent Techniques for Web Personalization and Recommendation

Chairs: Dietmar Jannach and Bamshad Mobasher

W9: Machine Learning for Interactive Systems: Bridging the Gap between Perception, Action and Communication

Chairs: Heriberto Cuayáhuatl, Lutz Frommberger, Nina Dethlefs, and Martijn van Otterlo

W10: Modern Artificial Intelligence for Health Analytics

Chairs: Byron Wallace, Jenna Wiens, Finale Doshi-Velez, and David Kale

W11: Multiagent Interaction without Prior Coordination

Chairs: Stefano Albrecht, Samuel Barrett, Somchaya Liemhetcharat, Jacob Crandall, Subramanian Ramamoorthy, Peter Stone, and Manuela Veloso

W12: Multidisciplinary Workshop on Advances in Preference Handling

Chairs: Darius Braziunas, Markus Endres, K. Brent Venable, Paul Weng, and Lirong Xia

Chairs: Semantic Cities — Beyond Open Data to Models, Standards and Reasoning

Chairs: Mark Fox and Freddy Lecue

W14: Sequential Decision Making with Big Data

Chairs: Amir-massoud Farahmand

W15: Statistical Relational AI

Chairs: Guy Van den Broeck, Kristian Kersting, Sriraam Nataraja, and David Poole

W16: The World Wide Web and Public Health Intelligence

Chairs: David L. Buckeridge, Arash Shaban-Nejad, and John S. Brownstein

Submission requirements vary for each workshop. For complete descriptions and submission information about each of the workshops, please see www.aaai.org/Workshops/ws14.php.

Visit the New AAAI Member Site and Download the App!

If you haven't already logged into the new AAAI member website, please take a moment to update your profile now! You can now renew your membership in AAAI and update your contact information directly via this site (aaai.memberclicks.net). In addition, you will be automatically connected with other members of the largest worldwide AI community via the AAAI online directory and other social media features. Direct links are available for new *AI Magazine* features, including the online version. Finally, you will receive announcements about all AAAI upcoming events, publications, and other exciting initiatives. Be sure to spread the word to your colleagues about this unique opportunity to tap into the premier AI society!

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sions, and a doctoral consortium. 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 a) results from core AI research areas applicable to interactive digital entertainment and b) AI approaches developed and fielded in commercial systems.

The program also includes a workshop program, which will be held on the first two days of the conference, October 3–4. The complete call for papers and other information is available at the AIIDE-14 web site, aiide.org

HCOMP 2013 to be Held in Pittsburgh!

The Second AAAI Conference on Human Computation and Crowdsourcing (HCOMP-2014) will be held November 2–4 in Pittsburgh, Pennsylvania, USA. The HCOMP conference is cross-disciplinary, and invites submissions across the broad spectrum of crowdsourcing and human computation work. Human computation and crowdsourcing is unique in its direct engagement and reliance on both human-centered studies and traditional computer science. The HCOMP conference is thus aimed at promoting the scientific exchange of advances in human computation and crowdsourcing among researchers, engineers, and practitioners across a spectrum of disciplines who may otherwise not have the opportunity to hear from one another.

The conference was created by researchers from diverse fields to serve as a key focal point and scholarly venue for the review and presentation of the highest quality work on principles, studies, and applications of human computation and crowdsourcing. The meeting seeks and embraces work on human computation and crowdsourcing in multiple fields, including human-centered fields like human-computer interaction, cognitive psychology, economics, management science, and social computing, and technical fields like databases, systems, information retrieval, optimization, vision, speech, robotics, machine learning, and planning.

is a forum for researchers in computer science and social science to come together to share knowledge, discuss ideas, exchange information, and learn about cutting-edge research in diverse fields with the common theme of online social media. This overall theme includes research in new perspectives in social theories, as well as computational algorithms for analyzing social media. ICWSM is a singularly fitting venue for research that blends social science and computational approaches to answer important and challenging questions about human social behavior through social media while advancing computational tools for vast and unstructured data.

ICWSM-14 will include a lively program of technical talks and posters, invited presentations, and keynote talks from prominent social scientists and technologists. The very popular ICWSM Workshop/Tutorial Day will be held June 1, just before the main conference.

Tutorials will be taught by Eytan Bakshy and Sean Taylor (Online Experiments for Computational Social Science), Kyumin Lee, James Caverlee and Calton Pu (Social Media Threats and Countermeasures), Hsun-Ping Hsieh, Thomas Sandholm and Cheng-Te Li (Route Planning and Visualization Using Geo-Social Media Data), and Jure Leskovec and Rok Sosis (Large Scale Network Analytics with SNAP).

The workshop program will be announced soon. Registration information will be available at the ICWSM-14 website in late March. The early registration deadline is April 11, and the late registration deadline is May 2. For full details about the conference program, please visit the ICWSM-14 website (icwsm.org) or write to icwsm14@aaai.org.

AIIDE-14 Is Moving to Raleigh, North Carolina!

Please plan to join us for the Tenth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment, to be held at North Carolina State University in Raleigh, North Carolina, October 3–7, 2014. AIIDE-14 is the definitive point of interaction between entertainment software developers interested in AI and academic and industrial AI researchers. 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-14 will include invited speakers, research and practitioner presentations, playable experiences, project demonstrations, interactive poster ses-

The conference will include presentations of new research, works-in-progress, demo sessions, and invited talks. Submissions to the main conference will be due on April 1, 2014. Workshop and tutorial proposals will be due on April 22, 2014.

Complete registration and hotel information will be available in August (see www.humancomputation.com/2014). The early registration deadline will be September 5. The deadline for hotel reservations at the conference hotel is October 2, 2014. The discounted room rate of \$149.00 per night (single/double) may not be available after this date.

Mark Your Calendars! 2014 Fall Symposium Series, November 13–15

The 2014 AAAI Fall Symposium Series will be held Thursday through Saturday, November 13–15, at the Westin Arlington Gateway in Arlington, Virginia, adjacent to Washington, DC. The topics of the symposia will be announced in late March and submissions will be due May 21, 2014. For more information, please see the 2014 Fall Symposium Series website (www.aaai.org/Symposia/Fall/fss14.php) for the full Call for Participation.

AAAI Executive Council Elections

The link to the electronic version of the annual AAAI Ballot will be mailed to all regular individual AAAI members in the spring. The membership will vote for a new President-Elect, who will serve a two-year term as President-Elect, followed by two years as President, and, finally, two years as immediate Past President. Four new councilors, who will each serve three-year terms, will also be elected. The online voting system is expected to close on May 31. Please note that the ballot will be available via the online system only. If you have not provided AAAI with an up-to-date email address, please do so immediately by writing to membership14@aaai.org.

The Annual Business meeting for AAAI will be held this summer during

AAAI-14 in Québec City, Québec, Canada. The exact day and time will be announced at the time of the spring election, and will be listed in the summer issue of the magazine and the conference program.

Support AAAI Programs with Your Special Donation

AAAI wishes to thank you for your ongoing support AAAI programs through the continuation of your AAAI membership. We count on you to help us deliver the latest information about artificial intelligence to the scientific community, and to nurture new research and innovation through our many conferences, workshops, and symposia. To enable us to continue this effort, we invite you to consider an additional gift to AAAI. For information on how you can contribute to the open access initiative, please see www.aaai.org and click on "Gifts."

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If your email address changes, please be sure to follow the instructions for unsubscribing at your old address and

subscribing at your new address for this list.

AAAI Member News: Raj Reddy Named 2013 National Academy of Inventors Fellow

AAAI Fellow and Past President Raj Reddy has been elected Fellow of the National Academy of Inventors (NAI). NAI Fellows are recognized for their "prolific spirit of innovation in creating or facilitating outstanding inventions and innovations that have made a tangible impact on quality of life, economic development and the welfare of society."

Reddy, the Mozah Bint Nasser University Professor of Computer Science and Robotics at Carnegie Mellon University (CMU), was the founding director of CMU's Robotics Institute and is a former dean of the School of Computer Science. He developed the first system capable of recognizing continuous speech, and his research team subsequently developed many of the ideas underlying modern commercial speech recognition technology. Many of these ideas were subsequently adopted in a variety of applied artificial intelligence systems. In 1994, Reddy received the Turing Award, the highest honor in computer science, for his work in pioneering practical, large-scale artificial intelligence systems. His research interests extend beyond speech recognition to include robotics, human-computer interaction, innovations in higher education and efforts to bridge the "digital divide," particularly for people in developing nations. He initiated CMU's autonomous vehicle program, which subsequently has spawned numerous innovations.

Reddy was honored at a ceremony at the U.S. Patent and Trademark Office in Alexandria, Virginia on March 7, 2014, during the third annual Conference of the National Academy of Inventors.