



AAAI-96 Tutorials

Sponsored by the American Association for Artificial Intelligence

Portland, Oregon • August 4–8, 1996

The AAAI-96 Program Committee invites proposals for the Tutorial Program of the Thirteenth National Conference on Artificial Intelligence (AAAI-96). Tutorials will be held August 4–5, 1996 in Portland, Oregon. Anyone who is interested in presenting a tutorial at AAAI-96 should submit a proposal to the 1996 Tutorial Chair, Brian Williams.

Topics

AAAI is interested in proposals for advanced and basic tutorials on topics from leading edge and core disciplines. We especially encourage tutorials taught by a strong team of researchers, providing a diverse perspective on a core research topic. We also encourage proposals for tutorials that educate the AI community about core methods from other computational and scientific disciplines that promise a strong synergy with AI methods, such as operations research, computer vision, robotics and neural information processing. Finally, we encourage tutorials that develop AI methods in the context of problems from other scientific, engineering and management disciplines, such as molecular biology, real-time systems, experimental physics, education, mechanical engineering, management information systems and so forth.

Previous topics have included: AI in business, finance, and accounting; applied machine learning; business process re-engineering; conceptual foundations of case-based reasoning; constraint directed scheduling; constraint satisfaction and constraint programming; cooperative information systems; expert systems in the real world; foundations of logics and inference; genetic algorithms and genetics-based machine learning; hybrid intelligent systems; indexing and reuse in multimedia systems; inductive logic programming and applications; information and knowledge base management; integration of natural language and speech processing; intelligent multimedia interfaces; knowledge based scheduling; knowledge discovery in databases; large-scale chaos in intelligent systems; machine learning and knowledge acquisition; model-based systems: state of the art and beyond; multi-agent systems and distributed artificial intelligence; planning and learning; principles of perception and action in mobile robotics; probabilistic machine learning; representation of spatial knowledge; qualitative reasoning; symbolic and connectionist learning; temporal reasoning in AI and truth maintenance systems.

Submissions

We need two kinds of information in proposals: information that will be used for selecting proposals and information that will appear in the tutorial description brochure. Each proposal should contain the following:

- *Goal of the tutorial:* Who is the target audience? What will the audience walk away with?
- *Content:* Detailed outline and list of additional materials, augmented with samples when possible.
- *Tutorial description:* a short paragraph summarizing the tutorial outline.
- *Prerequisite knowledge:* what knowledge is assumed.

Please also submit the following information about the team of presenters: name, mailing address, phone number, email address; background in the tutorial area, including a list of publications and/or presentations; any available examples of work in the area (ideally, a published tutorial-level article or presentation materials on the subject); evidence of teaching experience (courses taught or references); and evidence of scholarship in AI or computer science.

Each tutorial should be offered by a diverse team of presenters. Those submitting a proposal should keep in mind that tutorials are intended to provide an overview of a field or practical training in an area; they should present reasonably well agreed upon information in a balanced way. Tutorials should not be used to advocate a single avenue of research, nor should they promote a product.

Submission Deadline

Proposals must be received by November 15, 1995.

Decisions about the tutorial program will be made by November 30, 1995. Speakers should be prepared to submit completed course materials by April 30, 1996.

Proposal Submissions

Proposals should be sent to:

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