



# AAAI-97 Tutorial Forum

Providence, Rhode Island • July 27–28, 1997

The AAAI-97 Program Committee invites proposals for the Tutorial Forum of the Fourteenth National Conference on Artificial Intelligence (AAAI-97). The tutorial forum will be held July 27-28, 1997 in Providence, Rhode Island. Anyone who is interested in presenting a tutorial at AAAI-97 should submit a proposal to the 1997 Tutorial cochairs Bart Selman and Brian Williams.

## What is the Tutorial Forum?

AAAI-97 is the second year of a new educational forum that completely revamps the AAAI tutorial program. The Tutorial Forum provides an opportunity for researchers to spend two days each year freely exploring exciting advances in disciplines outside their normal focus. We believe this type of forum is essential for the cross fertilization, cohesiveness, and vitality of the AI field. We all have a lot to learn from each other; the Tutorial Forum promotes the continuing education of each member of the AAAI. Programmatically the forum offers one low fee, which entitles tutorial forum registrants to attend tutorials throughout the two day period.

## Topics

AAAI is interested in proposals for advanced tutorials at the leading edge of AI. We especially encourage tutorials taught by a strong team of established researchers, providing a balanced perspective on a core research topic. We are interested in tutorials that summarize recent technical advances in active core areas of AI. We are also interested in tutorials that educate the AI community about emerging opportunities, technologies and problem areas that are in their adolescence, such as intelligent realtime systems, education, AI and entertainment, knowledge acquisition and information gathering on the web, and particularly those topics we didn't imagine to mention. We are equally looking for tutorials about core methods from other computational and scientific disciplines that promise a strong synergy with AI methods, such as traditional computer science, operations research, cognitive psychology, natural language, machine vision, robotics, philosophy and neural information processing. We are particularly interested in exploring innovative proposals for educational approaches that go beyond the traditional format of four hour tutorials, exploiting the flexibility that a one fee program offers.

As an example, topics from last year's forum fell into the general areas of knowledge acquisition and information gathering; computation and adaptation; constraints, logics, and defaults; and synthesizing behavior. These included tutorials on: ontologies; information gathering and integration; case-based reasoning; knowledge discovery and data mining; locally weighted learning; quantum computing; designing computational markets and multiagent organizations; genetic programming; new methods for solving large constraint and reasoning problems; pragmatics of nonmonotonic reasoning; applications of temporal reasoning; default reasoning; between logic and probabilities; practical planning systems, knowledge-based software engineering; and partially observable Markov decision processes. This list serves merely as an example. We are looking for continued inno-

vation in the forum's program that incorporates novel and under-represented topic areas.

## Submission Requirements

We need two kinds of information in the proposals: information that will be used for selecting proposals and information that will appear in the tutorial description brochure. The proposal should provide sufficient information to evaluate the quality of the technical content being taught, the quality of the educational material being used, and the speakers' skill at presenting this material. Each proposal should include at least the following:

*Goal of the tutorial:* Who is the target audience? What will the audience walk away with? What makes the topic innovative?

*Content:* Detailed outline and list of additional materials, augmented with samples, such as past tutorial slides and survey articles, whenever possible. Be as complete as 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.

## Submission Deadline

Proposals must be received by October 15, 1996. Decisions about the tutorial program will be made by December 2, 1996. Speakers should be prepared to submit completed course materials by June 2, 1997.

Two hardcopies of proposals should be sent to the following address, no electronic submissions will be accepted:

AAAI-97 Tutorial Proposals  
American Association for Artificial Intelligence  
445 Burgess Drive, Menlo Park, CA 94025 USA

Questions should be directed to:

Brian Williams  
Email: williams@ptolemy.arc.nasa.gov  
Telephone: (415) 604-4776 • Fax: (415)604-3594

or

Bart Selman  
Email: selman@research.att.com  
Telephone: (908) 582-2538 • Fax: (908) 582-7550

For more information about AAAI-97, please contact AAAI at the above address, send email to [ncai@aaai.org](mailto:ncai@aaai.org), or consult the conferences section of AAAI's web, <http://www.aaai.org>.