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FOR IMMEDIATE RELEASE

AAAI-07 / IAAI-07: Artificial Intelligence Conferences present latest research and applications

July 22-26, 2007   Hyatt Regency Vancouver, B.C.

Menlo Park, CA – July 22, 2007. The Twenty-second AAAI Conference on Artificial Intelligence (AAAI-07), and the collocated Nineteenth Innovative Applications of AI Conference (IAAI-07) are being held July 22-26, 2007 at the Hyatt Regency in Vancouver, B.C. This will be the place to learn about the work of the top tiers and next generation of AI scientists and programmers. The conferences present the latest in cutting-edge AI research and applications in robotics, business, gaming, science and government from around the world. The diversity and depth of the conference program illustrate the vitality and emerging trends in the influential field of Artificial Intelligence.

World class invited speakers

World class speakers on cutting edge topics have been invited to address this year's conference. The **Keynote Presidential Address** will be given by AAAI President Alan Mackworth (University of British Columbia, Professor of Computer Science and Canada Research Chair in Artificial Intelligence). His talk will focus on the issues of reliability, trust and ethics that must be addressed as intelligent agents, including robots, migrate into the real world.

Speakers invited for the IAAI-07 conference include:
- **Oren Etzioni (University of Washington & Farecast)** Etzioni is known for his technical work in intelligent agents, data mining and Web search; and for founding 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 in 2006

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)** Brown 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/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, **Big "A," Small "I": Smart Ends from Simple Means**, he 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.*

- **Geoffrey S. F. Ling (DARPA, Walter Reed Army Medical Center, Johns Hopkins Hospital)** Ling is responsible for a portfolio of DARPA programs that include Revolutionizing Prosthesis, Human Assisted Neural Devices, Preventing Violent Explosive Neuro Trauma, Predicting Health and Disease and Long Term Blood Storage. He is also developing new programs with the intent of protecting and restoring injured warfighters. He will speak on *Revolutionizing Prostheses: A Program of the Defense Advanced Research Projects Agency (DARPA)* about research targeted at treating extremity/traumatic brain injuries using assistive devices that leverage off of biological capabilities.

For the technical AAAI-07 conference, speakers include:

- **Alan Schultz** (Naval Research Laboratory, Navy Center for Applied Research in Artificial Intelligence) – Schultz will speak on **Moving toward Peer-to-Peer Human-Robot Interaction,** describing 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**.

- **Michael Wooldridge (University of Liverpool, UK),** respected for his work in intelligent agents, will speak on **Logic for Automated Mechanism Design -- A Progress Report**.

- **Lise Getoor (University of Maryland, College Park)** -- This prominent young researcher working in the exciting new area of statistical relational learning, will speak on **Graph Identification**.

Global Reach for Innovative Applications (IAAI-07) conference

Continuing IAAI's tradition of demonstrating the profound impact AI is having throughout modern science and industry, this year's 22 papers accepted for the Nineteenth Innovative Applications of AI conference include a record

nine non-US papers, with the U.S. having 13. This is one of many indications of the growing global nature of AAAI.

Of far greater significance is the global reach of many of this year's applications. One winner, for example, from Changing Worlds Ltd., Ireland, enabling intelligent content discovery on the mobile Internet, has been deployed to 40 mobile operators and millions of subscribers around the world.

Broad, diverse technical tracks

This year's bumper crop of papers continues to meet AAAI's high standards. "We have had an outstanding number of excellent papers submitted," notes AAAI President Alan Mackworth. "In particular we have had a very high level of international participation, reflecting the increasingly global nature of AI research. The quality of the accepted papers and invited speakers is very high."

A record 923 papers were submitted to the technical program this year, coming from a record 45 countries, with 560 papers (61%) from outside the United States. A total of 251 (27%) were accepted covering a wide range of current AI research topics such as: agents, evolutionary computation, interactive entertainment, machine learning, data mining, natural language processing, and many more.

The ever-popular **Mobile Robot Competition and Exhibition** returns for its sixteenth year. A growing number of competitions at the conference include: the **General Game Playing Competition** with a $10,000 purse; the **Computer Poker Competition; the Human vs. Machine Poker Challenge** with a world-class poker player; the **Trading Agents Competition**; and the new **AI Video Competition.** The goal of this competition is to communicate AI research and applications in a fun, creative, and exciting medium.

Four **Special Tracks** are also offered. **AI and the Web** will focus on AI concepts, systems and techniques for the world wide web. The **Integrated Intelligence** special track evaluates various approaches and techniques that synergistically combine abilities from distinct areas of AI to achieve intelligent behavior. The **Senior Member Presentation** track provides an opportunity for established researchers to give a broad talk on a well-developed body of research, an important new research area, or a thoughtful critique of trends in the field. The **Nectar** track makes the most significant AI results presented at related conferences in the last two years available to a broad AI audience.

Sixteen **tutorials** will cover a wide range of topics. Fifteen **workshops** are open to attendees, with a separate fee. An **Intelligent Systems Demonstrations** will showcase research systems. There will also be a select **Vendor Exhibition**.

For additional information please see:
http://www.aaai.org/Conferences/AAAI/2007/aaai07technical.php and
http://www.aaai.org/Conferences/IAAI/iaai07.php.

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About AAAI

Founded in 1979, the Association for the Advancement of Artificial Intelligence (formerly the American Association for Artificial Intelligence) (www.aaai.org) is a nonprofit scientific membership society devoted to advancing the science and practice of AI. Its mission is to: (1) advance the scientific understanding of the mechanisms underlying intelligent thought and behavior, (2) facilitate their embodiment in machines, (3) serve as an information resource for research planners and the general public concerning trends in AI, and (4) offer training for the current and coming generations of AI researchers and practitioners. The Association has sponsored the annual AAAI/IAAI conferences, highly regarded in the AI field, since 1980 and 1989 respectively.