Call for Papers

The Uses of Computational Argumentation

5th-7th November 2009, Washington D.C., as part of the AAAI 2009 Fall Symposium Series

http://people.cs.uu.nl/henry/uses/

The AAAI Fall Symposium Series provides the AI community with a unique venue in which researchers from different areas of AI can present speculative work and work in progress, hold focused discussions over several days, build new communities for emerging disciplines, and build ties between existing disciplines.

Overview

Argumentation is a form of reasoning in which explicit attention is paid to the reasons for the conclusions that are drawn and how conflicts between reasons are resolved. Explicit consideration of the support for conclusions provides a mechanism, for example, to handle inconsistent and uncertain information. Argumentation has been studied both at the logical level, as a way of modelling defeasible inference, and at the dialogical level, as a form of agent interaction. Argumentation has long been studied in disciplines such as philosophy, and one can find approaches in computer science from the 1970s onwards that clearly owe something to the notion of an argument. Work on computational argumentation, where arguments are explicitly constructed and compared as a means of solving problems on a computer, first started appearing in the second half of the 1980s, and argumentation is now well established as an important sub-field within artificial intelligence.

There is now a good understanding of the basic requirements of argumentation systems, and there are several theoretical models that have been widely studied by researchers. There are one or two robust implementations, and the first software systems built around argumentation are beginning to appear. This, therefore, is an appropriate time to consider what these models and implementations might be used for. This symposium will provide a forum for wide-ranging discussion of the possible applications of techniques from computational argumentation. It will give special focus to strongly innovative ideas, ideas that can engage current researchers in the area and can inspire others to become researchers in the area.

Papers are invited in all areas relating to argumentation and computation, including, but not limited to:
- Applications of argumentation systems
- Implementations of argumentation systems
- Argumentation and inconsistent information
- Argumentation and uncertain information
- Argumentation and decision making
- Argumentation as an interaction mechanism
- Multiagent argumentation
- Formal models of argumentation

Of particular interest are papers describing new applications of argumentation, and new areas in which argumentation could be applied. Descriptions of work in progress are welcomed.

Submission Details

Papers should be submitted to Simon Parsons (parsons@sci.brooklyn.cuny.edu). Submissions should be no more than 6 pages in AAAI format (see http://www.aaai.org/Publications/Author/author.php). Please submit PDF files only.

Organizing Committee
- Trevor Bench-Capon, University of Liverpool, UK.
- Simon Parsons, Brooklyn College, City University of New York
- Henry Prakken, Utrecht University and University of Groningen, The Netherlands.

Important Dates

Submission Deadline: Friday 3rd July 2009

Notification of Acceptance/Rejection: Friday 31st July 2009

Camera Ready Copy Due: Friday 11th September 2009

Symposium: Thursday 5th - Saturday 7th November 2009