



aaai-05 systems demos

Celebrating AAAI's 25th Anniversary
The Twentieth National Conference on Artificial Intelligence
July 9-13, 2005, Pittsburgh, Pennsylvania



The AAAI Intelligent Systems Demonstrations program showcases state-of-the-art AI implementations and provides AI researchers with an opportunity to show their research in action. Implemented intelligent systems allow us not only to experimentally validate AI research, but also to make AI research accessible to each other, to the broader scientific community, and to the public at large.

The Application Packet

Applicants to the Intelligent Systems Demonstrations must submit the following materials via the AAAI IS Demos online submission site no later than May 2, 2005. Please combine all materials into one PDF document, formatted for US letter paper (8.5 x 11"). We cannot accept submissions by e-mail or fax. (Note that accepted proposals will be required to submit a two-page abstract for inclusion in the conference proceedings. The deadline for the two-page submissions is May 10, 2005.)

The Submissions Packet

IMPORTANT The submission form allows you to upload a SINGLE PDF. **You must collect ALL your documents into a single PDF document BEFORE using the submission site.**

DO NOT UPLOAD VIDEOS! (The form allows you to submit a URL for the video instead.)

1. Description. A two-page description in AAAI paper format of the technical content of the demo, including credits and references. These descriptions will appear in the conference proceedings.

2. Summary. A 150-word summary of the demonstration in plain text. Please include title, demonstrator names, and affiliation(s). This summary will be used to compile a program for the demonstrations. Please keep the descriptions under the 150-word limit.

3. Storyboard. A demo storyboard of not more than six pages total or an informal video of the demo (in MPEG or Quicktime format), that describes how the demonstration will proceed (as opposed to the technical merits of the research being demonstrated). This is the committee's primary method of evaluating your proposal. Please emphasize the elements that make your demonstration exciting and interesting.

4. Hardware and Software Requirements. A detailed description of hardware and software requirements. Demonstrators are encouraged to be flexible in their requirements (possibly with different demos for different logistical situations). Please state what you can bring yourself and what you absolutely must have provided. Generally speaking, we can

provide computer monitors and peripherals such as TVs and VCRs, as well as a network connection. Each demonstration will be assigned a table-top in the exhibition area.

Submissions received after the deadlines or that do not meet all requirements detailed above and in the [ISD-05 Call for Proposals](#) will not be considered.

Demonstrations to be Presented at the Conference

QuOnto: Querying Ontologies

Andrea Acciarri, Diego Calvanese, Giuseppe De Giacomo, Domenico Lembo, Maurizio Lenzerini, Mattia Palmieri, and Riccardo Rosati

Building Applications Using End to End Composition of Web Services

Vikas Agarwal, Girish Chafle, Koustuv Dasgupta, Neeran Karnik, Arun Kumar, Ashish Kundu, Anupam Mediratta, Sumit Mittal, and Biplav Srivastava

The AI Technologies of the Philadelphia Area Urban Wireless Network Testbed

Gustave Anderson, Andrew Burnheimer, Vincent Cicirello, David Dorsey, Chris Dugan, Iris Howley, Moshe Kam, Joseph Kopena, Rob Lass, Kris Malfettone, Andy Mroczkowski, Gaurav Naik, Max Peysakhov, Brian Pyles, William Regli, Evan Sultanik, James Thiel, Kyle Usbeck, Dan Venutolo, and Marc Winners

Proving Theorems of Type Theory Automatically with TPS

Peter B. Andrews

A Learning and Reasoning System for Intelligence Analysis

Mihai Boicu, Gheorghe Tecuci, Cindy Ayers, Dorin Marcu, Cristina Boicu, Marcel Barbulescu, Bogdan Stanescu, William Wagner, Vu Le, Denitsa Apostolova, and Adrian Ciubotariu

MADbot: A Motivated and Goal Directed Robot

A. Coddington, M. Fox, J. Gough, D. Long, and I. Serina

Swoogle: Searching for Knowledge on the Semantic Web

Tim Finin, Li Ding, Rong Pan, Anupam Joshi, Pranam Kolari, Akshay Java, and Yun Peng

Optimal Rhode Island Hold'em Poker

Andrew Gilpin and Tuomas Sandholm

Evolution of an Empathetic Digital Entity: Phase One

Margaret Manella Kozak

Language Independent Extractive Summarization

Rada Mihalcea

TIELT: A Testbed for Gaming Environments

Matthew Molineaux and David W. Aha

SenseRelate::TargetWord-A Generalized Framework for Word Sense Disambiguation

Siddharth Patwardhan, Satanjeev Banerjee, and Ted Pedersen

Identifying Similar Words and Contexts in Natural Language with SenseClusters

Ted Pedersen and Anagha Kulkarni

Song Search and Retrieval by Tapping

Geoffrey Peters, Caroline Anthony, and Michael Schwartz

The Proteome Analyst Suite of Automated Function Prediction Tools

Brett Poulin, Duane Szafron, Paul Lu, Russell Greiner, David Wishart, Roman Eisner, Alona Fyshe, Brandon Percy, Luca Pireddu

DiamondHelp: A Collaborative Task Guidance Framework for Complex Devices

Charles Rich, Candy Sidner, Neal Lesh, Andrew Garland, Shane Booth, and Markus Chimani

Remote Supervisory Control of a Humanoid Robot

Michael T. Rosenstein , Andrew H. Fagg, Robert Platt Jr., John D. Sweeney, and Roderic A. Grupen

MGLAIR Agents in Virtual and Other Graphical Environments

Stuart C. Shapiro, Josephine Anstey, David E. Pape, Trupti Devdas Nayak, Michael Kandefer, and Orkan Telhany

Solo: A Cognitive Orthosis

Richard Simpson, Edmund LoPresti, Debra Schreckenghost, Ned Kirsch, and Steve Hayashi

SAGA-ML: An Active Learning System for Semiautomated Gameplay Analysis

Finnegan Southey and Robert C. Holte

Using the GEMS System for Cancer Diagnosis and Biomarker Discovery from Microarray Gene Expression Data

Alexander Statnikov, Ioannis Tsamardinos, and Constantin F. Aliferis

The TaskTracker System

Simone Stumpf, Xinlong Bao, Anton Dragunov, Thomas G. Dietterich, Jon Herlocker, Kevin Johnsrude, Lida Li, and JianQiang Shen
