

# AAMAS 2008



The Seventh International Conference on Autonomous Agents and Multiagent Systems, May, 12–16, 2008, Estoril, Portugal

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AAMAS is the premier scientific conference for research in autonomous agents and multiagent systems.

The AAMAS conference series was initiated in 2002 as a merger of three highly respected individual conferences: the International Conference on Autonomous Agents, the International Workshop on Agent Theories, Architectures, and Languages, and the International Conference on Multi-Agent Systems. The aim of the joint conference is to provide a single, high-profile, internationally respected archival forum for scientific research in the theory and practice of autonomous agents and multiagent systems.

AAMAS'08 encourages submission of high quality theoretical, experimental, methodological and application papers. A broad range of topics are covered but all papers should make clear their scientific and/or technical contributions to the AAMAS community. This year AAMAS-08 also includes two special tracks:

## Special Track on Robotics

Papers on theory and applications concerning teams of multiple robots will be welcome, namely those focusing on real robots interacting with their surrounding environments. The goal is to foster interaction between researchers on multi-agent and multirobot systems, so as to provide a cradle for cross-fertilization of concepts from both fields.

## Special Track on Virtual Agents

Virtual agents are embodied agents in interactive virtual or physical environments that emulate human-like behavior. We encourage papers on the design, implementation, and evaluation of virtual agents as well as challenging applications featuring them. The goal is to provide an opportunity for interaction and crossfertilization between the AAMAS community and researchers working on virtual agents and to strengthen links between the two communities.

## Conference topics

### Agents

- Architectures: reactive and deliberative (e.g., based on BDI, Bayesian networks, or logic)
- Autonomous or humanoid robots
- Autonomy
- Cognitive models, including emotions and philosophies
- Formal models of agency
- Learning, evolution, and adaptation
- Perception and action

### Multiagent Systems

- Argumentation, negotiation, and conflict handling
- Brokering and matchmaking
- Communication: languages, semantics, pragmatics, protocols, and conversations
- Cooperative distributed problem solving
- Emergent behavior
- Mechanism design, auctions, and game theory
- Modeling other agents and self
- Multiagent planning
- Multiagent learning
- Societal aspects

### Tools and Techniques

- Agent-oriented software engineering, including implementation languages and frameworks
- Computational complexity
- Mobile agents
- Ontologies
- Performance, scalability, robustness, and dependability
- Verification and validation (e.g., model checking)
- Applications and Environments
- Artificial social systems
- Autonomic computing
- Case studies and reports on deployments
- Computational infrastructures (e.g., Grid and P2P)
- Electronic markets and institutions
- Pervasive computing
- Privacy, safety, and security
- Simulation systems
- Web services and service-oriented computing

### Systemic Matters

- Ethical and legal issues raised by agents and multiagent systems
- Standardization efforts in industry and commerce

### Multi-Robotics

- Cooperative Perception
- Cooperative Localization
- Middleware for Multi-Robot Systems
- Multi-Robot Mapping/Localization
- Networked Robots
- Formal Models of Multi-Robot Plans

### Virtual Agents

- Verbal/non-verbal expressiveness
- Models of personality, emotions and social behavior
- Multi-user/virtual-agent interaction
- Advanced 3D modeling and animation technologies
- Applications, experience reports and user studies

## Conference organizing committee

*General Co-Chairs*

Jörg Müller | Simon Parsons

*Program Co-Chairs*

Lin Padgham | David Parkes

*Local Organizing Co-Chairs*

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## Important Dates

Oct 23 2007 Abstract Deadline

Oct 26 2007 Paper Deadline

Dec 19 2007 Accept/Reject Decisions

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