PROCEEDINGS

Computational dialectics:
Models of Argumentation, Negotiation and Decision Making
Third International Workshop

Tuesday, August 22th, 2000
Humboldt University
Berlin, Germany

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Summary

The last ten years have seen a marked increase of interest in inter-agent decision making on the basis of argument and negotiation. This has led to "Computational Dialectics"—an area of AI which investigates computational models of the processes by which groups of natural or artificial agents construct judgement, agreement, or other forms of social choice. Special emphasis lies on methods for recognizing or achieving an outcome in a fair and effective way or to persuade other computational agents to behave in a manner that we want.

High-level protocols for multi-agent rational decision making are expected to become significant conditions for computational cooperation in the 21st century, and it is crucial that both academics and industrialists within Europe have access to a forum at which current research and application issues are presented and discussed. The aim of this workshop is to encourage and support activity in the research and development of multi-agent rational decision making, in both academia and industry.

The proposed workshop will discuss inter-agent argumentation and negotiation protocols as well as approaches that model group decision making processes.

This workshop is the third of its kind, the first one organised at AAAI'94 in Seattle, and the second one at FAPR'96 in Bonn.

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