1. Record Nr. UNISALENTO991001459449707536

Autore	Guidicini, Paolo
Titolo	Questionari, interviste, storie di vita : come costruire gli strumenti, raccogliere le informazioni ed elaborare i dati / Paolo Guidicini
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Lingua di pubblicazione	Italiano
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Altri autori (Persone)	RahwanIyad MoraitisPavlos ReedChris <1956->
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Soggetti	Language and languages - Style Artificial intelligence Computer networks User interfaces (Computer systems) Human-computer interaction Natural language processing (Computer science) Stylistics Artificial Intelligence Computer Communication Networks User Interfaces and Human Computer Interaction Natural Language Processing (NLP)
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Papers presented at a workshop held at Columbia University, New York in July 2004.
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Nota di contenuto	Foundations of Dialogues -- Some Preliminary Steps Towards a Meta-theory for Formal Inter-agent Dialogues -- Towards a Formal and Implemented Model of Argumentation Schemes in Agent Communication -- Formal Dialectic Specification -- A Modal Semantics for an Argumentation-Based Pragmatics for Agent Communication -- Layered Strategies and Protocols for Argumentation-Based Agent

Interaction -- Belief Revision -- Revising Beliefs Through Arguments: Bridging the Gap Between Argumentation and Belief Revision in MAS -- An Argument-Based Framework to Model an Agent’s Beliefs in a Dynamic Environment -- Argumentation in Bayesian Belief Networks -- Persuasion & Deliberation -- Specifying and Implementing a Persuasion Dialogue Game Using Commitments and Arguments -- A Dialogue Game Protocol for Multi-agent Argument over Proposals for Action -- A Denotational Semantics for Deliberation Dialogues -- Negotiation -- Bargaining and Argument-Based Negotiation: Some Preliminary Comparisons -- On the Generation of Bipolar Goals in Argumentation-Based Negotiation -- A Bayes Net Approach to Argumentation Based Negotiation -- Negotiation Among DDeLP Agents -- Strategic Issues -- Is It Worth Arguing? -- When Is It Okay to Lie? A Simple Model of Contradiction in Agent-Based Dialogues.

Sommario/riassunto

The theory of argumentation is a rich, interdisciplinary area of research lying across philosophy, communication studies, linguistics, and psychology (at least). Its techniques and results have found a wide range of applications in both t- oretical and practical branches of arti'cial intelligence and computer science. Several theories of argumentation with various semantics have been proposed in the literature. Multi-agent systems theory has picked up argument-inspired approaches and speci'cally argumentation-theoretic results from many di'erent areas. The community of researchers in argumentation and multi-agent systems is currently presented with a unique opportunity to integrate the various und- standings of argument into a coherent and core part of the functioning of -tonomouscomputationalsystems.
Thebene'tsrangefromextendedsemanticsof arguments construed as relationships between epistemic atoms, through conv- sation protocols for argumentation with serendipitous information exchange, to models of dialectical practical reasoning, both intra- and inter-agent (and a m-ture of the two). In all these cases argumentation is used to structure knowledge representation, reasoning and agent interaction, and o'ers a potential means of better integrating these disparate problems.