

Time	Schedule
9:00am – 9:40am	<p style="text-align: center;"><b>Invited Speaker: Gita Sukthankar</b></p> <p style="text-align: center;"><b>Analyzing Complex Multi-Person Behaviors in Games</b></p> <p>Massively multiplayer online games are a great experimental testbed for studying human behaviors, since it is possible to simultaneously harvest information about human communication patterns and actions, which is rarely possible with real world sensors. This talk provides an overview of my work on analyzing complex multi-person behaviors in online games. First I present a simple framework for recognizing small team behaviors that primarily uses players' physical positioning and then discuss how to model large scale human behaviors in MMOG social networks, such as predicting player interactions and alliance structure.</p>
9:40am – 10:30am	<p style="text-align: center;"><b>Blitz session1 – Plan Recognition (chair: Sarah Keren)</b></p> <ul style="list-style-type: none"> <li>– Toward Combining Domain Theory and Recipes in Plan Recognition / <i>Rogelio E. Cardona-Rivera and R. Michael Young</i></li> <li>– String shuffling over a gap between parsing and plan recognition / <i>John Maraist</i></li> <li>– Partial Observability in Grammar Based Plan Recognition / <i>Christopher Geib</i></li> <li>– Plan Recognition Design / <i>Reuth Mirsky, Roni Stern, Kobi Gal and Meir Kalech</i></li> <li>– Cognitive-Inspired Conversational-Strategy Reasoner for Socially-Aware Agents / <i>Oscar Javier Romero López, Ran Zhao, Yoichi Matsuyama and Justine Cassell</i></li> </ul>
10:30am - 11:00am	Break+Poster session1
11:00am – 11:30am	<b>Plan Recognition Standardization Effort</b>
11:30am – 12:30pm	<p style="text-align: center;"><b>Blitz session2 – Activity Recognition (chair: Christopher Geib)</b></p> <ul style="list-style-type: none"> <li>– TextToHBM: A Generalised Approach to Learning Models of Human Behaviour for Activity Recognition from Textual Instructions for Activity Recognition from Textual Instructions / <i>Kristina Jordanova</i></li> <li>– Abstracting from Observation-equivalent Entities in Human Behavior Modeling / <i>Max Schroder, Stefan Ludtke, Sebastian Bader, Frank Kruger and Thomas Kirste</i></li> <li>– Deep LSTM-based Goal Recognition Models for Open-World Digital Games / <i>Wookhee Min, Bradford Mott, Jonathan Rowe, and James Lester</i></li> <li>– Integration of Planning with Recognition for Responsive Interaction Using Classical Planners / <i>Rick G. Freedman and Shlomo Zilberstein</i></li> <li>– Hybrid Activity and Plan Recognition for Video Streams / <i>Roger Granada, Ramon Fraga Pereira, Juarez Monteiro, Duncan D Ruiz, Rodrigo Coelho Barros and Felipe Meneguzzi</i></li> <li>– A Higher-order Latent Space Network Model / <i>Nesreen Ahmed, Ryan Rossi, Ted Willke and Rong Zhou</i></li> </ul>
12:30pm - 2:00pm	Lunch
2:00pm – 2:40pm	Poster session2
2:40pm – 3:30pm	<p style="text-align: center;"><b>Blitz session3 – Intention and Goal Recognition (chair: Reuth Mirsky)</b></p> <ul style="list-style-type: none"> <li>– An AI Planning-Based Approach to the Multi-Agent Plan Recognition Problem / <i>Maayan Shvo, Shirin Sohrabi and Sheila A. McIlraith</i></li> <li>– Redesigning Stochastic Environments for Maximized Utility / <i>Sarah Keren, Erez Karpas, and Avigdor Gal and Shlomo Zilberstein</i></li> <li>– Goal Recognition with Uncertain Observations / <i>Yolanda E-Martin and David E. Smith</i></li> <li>– Dynamic Goal Recognition Using Windowed Action Sequences / <i>David Menager, Dongkyu Choi, Michael Floyd, Christine Task and David Aha</i></li> <li>– Plan Optimality Monitoring using Landmarks and Planning Heuristics / <i>Ramon Fraga Pereira, Nir Oren and Felipe Meneguzzi</i></li> </ul>
3:30pm - 4:00pm	Break + Poster session3
4:00pm – 5:00pm	<b>Plan Recognition Standardization Effort - Discussion</b>