

# Preface

The Thirteenth Annual Conference on Innovative Applications of Artificial Intelligence (IAAI-2001) continues the IAAI tradition of serving as one of the premier venues for current work on artificial intelligence applications. As always, this year's conference features an outstanding selection of papers on deployed applications that use AI techniques, as well as papers on emerging technologies relevant to the design and development of AI applications.

The twelve papers presented at the conference and included in these proceedings were selected from thirty-seven papers submitted by authors from more than twelve countries. Five of these papers describe deployed applications, providing case studies on the design, management, and deployment of real-world systems incorporating AI technologies. The problems addressed range from a dialogue system for online sales to load planning for ships to a management advisor for grasshopper infestations, with a range of AI technologies including stochastic search, case-based reasoning, and natural language understanding. The remaining seven papers discuss emerging technologies, work whose goal is the development of technologies relevant to the design and development of systems using AI technology. Problems addressed by these papers include protein crystallography, spelling correction, and aircraft collision avoidance, with technologies ranging from machine learning to constraint satisfaction to case-based reasoning and image analysis.

This year's conference was collocated with the International Joint Conference on Artificial Intelligence (IJCAI-01), with coordinated programs and a single registration fee so that attendees could move freely between the two conferences. In addition to the above papers, IAAI-2001 also provided conference attendees with two invited talks — by Rod Brooks on consumer robotics, and by Harold Cohen on his work on AI and Art — as well as a panel on personalization organized by John Riedl.

Artificial intelligence continues to be an exciting and profitable area of investigation for people interested in building software systems that operate in realistic environments incorporating a range of uncertainties and complexities. We are eager to see what future innovations may further follow from the work presented at this year's conference.

*— Haym Hirsh and Steve Chien*