Poster Session, ACAI 2013 and EASSS 2013 Wednesday 3 July 2013, K4U.12



Poster 1 Pablo Gómez Esteban, Universidad Rey Juan Carlos Emotional Agents under the Adversarial Risk Analysis Framework.

This poster describes several models that support the decision making processes of an autonomous agent that perceives its environment and the actions performed by several participants, which may be either users or other agents. Furthermore, it includes a draft for an emotional model that makes the robotic agent to modify its behaviour within interactive situations, moving from cooperation to competition or viceversa. The approach has a decision analytic flavor, but includes models forecasting players' behavior and their impact over the surrounding environment. It is based on the recently introduced Adversarial Risk Analysis framework.

Poster 2

Amr Hussein, University of Southampton Scheduling and Optimising Transient Event Follow-Up Observations.

With the increasing number of detected, the automation of scheduling events on multiple telescopes controlled by a centralised coordinator became a necessity. But since, in most cases, the class of astronomical phenomena each event belongs to is unknown, selecting the events that will provide the highest science value has become a challenge. A scheduling model was created for maintaining the telescope schedules and model was proposed for representing the selection process for event selection.

Poster 3

Mikołaj Podlaszewski, University of Luxembourg Agents' environment in judgment aggregation

An autonomous agent perceives and acts in the environment to pursue its goals. A plenitude of techniques has been developed to support agents (and their builders) in this process. I concentrate on judgment aggregation, which can be seen as a tool repository relevant to multi-agent systems for group decision-making. Properties of judgment aggregation operators have been extensively studied, many impossibility theorems are known as well as escape routes to address them. What receives surprisingly less attention is the relation between the tool and the way an agent uses it in the environment to solve the problem. To show the importance of this relation, I take as an example List's transformation functions, which model discussion in group decision-making.

I analyze the way agents and environment are modeled and demonstrate that the particular impossibility result depends on that modeling.

Poster 4 Jacky Visser, University of Amsterdam Pragma-dialectics and computation

Although argumentation is increasingly used in artificial intelligence, and while the pragmadialectical theory is one of the central theories of argumentation, there is hardly any work in which the two are combined. In my research I argue that a pragma-dialectical perspective in computational approaches to argumentation can be beneficial for both AI and Pragmadialectics. The first intermediate step I take in this collaborative direction is to formalise the pragma-dialectical ideal model of a critical discussion in terms of a dialogue game. This dialogue game then forms the basis for further developments.

Poster 5

Elektra K. Kypridemou, Open University of Cyprus Narrative Similarity as Common Summary

The ability to identify similarities between narratives has been argued to be central in human interactions. Previous work that sought to formalize this task has hypothesized that narrative similarity can be equated to the existence of a common summary between the narratives involved. We offer tangible psychological evidence in support of this hypothesis. Human participants in our empirical study were presented with triples of stories, and were asked to rate: (i) the degree of similarity between story A and story B; (ii) the appropriateness of story C as a summary of story A; (iii) the appropriateness of story C as a summary of story B. The story triples were selected systematically to span the space of their possible interrelations. Empirical evidence gathered from this study overwhelmingly supports the position that the higher the latter two ratings are, the higher the first rating also is. Thus, while this work does not purport to formally define either of the two tasks involved, it does argue that one can be meaningfully reduced to the other.

Poster 6

Habiba Belleili, Badji Mokhter University Negotiation for multi-agent resource allocation under incomplete information

This paper tackles a distributed resource allocation among selfish agents for the redistribution of indivisible resources without side payment. Particularly agents don't share their preferences and have to reach an allocation with good quality measured in term of social welfare. We use as quality indicator the Utilitarian welfare criterion. We propose agents' strategy that embody risk management and acceptability criteria of deals together with an implicit concession to bring agents to an agreement.

Poster 7 Charlie Ye, Erasmus University Rotterdam White-box optimization from historical data

It is challenging to construct a mathematical model describing the properties of a system, especially when the structure of the system cannot be fully determined from the hypotheses at hand. In such cases, machine learning techniques can be used to replace (parts of) a mathematical decision model. However, the models produced by machine learning have so far only been used in a black-box fashion, e.g. as fitness functions or parameters. We propose a white-box optimization by mapping a learned regression tree model to a mixed integer linear program that can be used for optimization. Consequently, the learned model's properties are visible as constraints to a mathematical problem solver, that can then use sophisticated branching and cutting techniques on these constraints when finding solutions, which are impossible in black-box optimization.

Poster 8

Itzel Morales Ramirez, University of Trento Towards Structuring End-User Feedback:A perspective from Requirements Engineering and Argumentation

Requirements engineering seeks to elicit the needs of end-users with the aim of writing down the specification of a software application that satisfies such needs. After releasing a software application and upon end-users' experience, emerging needs remain important to be considered for subsequent versions. End-users may express needs as feedback regarding specific functionalities that could be enhanced or augmented. Thus, end-user feedback can represent a key element for the evolution of software applications accessed by a large number of users, such as online games.

Current practice in exploiting end-user feedback can be found in the discussion forums of these applications. But managing a large amount of feedback for deriving useful information is still an open issue, as for instance: i) heterogenous abstraction level; and ii) huge amount of it and its subsequent discussion. This highlights a lacking of structured management either in its elaboration or its discussion in open forums. In this paper we present our perspective for structuring end-user feedback from two viewpoints. Requirements engineering for providing a feedback structure in its elaboration and Argumentation-based approach for providing a structure to its discussion and validation.

Poster 9

Jean-Guy Mailly, Université d'Artois Revising Argumentation Systems: Argument Status Versus Graph Minimization

The general purpose of my thesis is to study evolution process for argumentation frameworks. Such process are well-known in other frameworks such as logic knowledge bases: revision, contraction, fusion,...

To study these operations, at least two questions are open:

1. In an argumentation framework, where is minimal change required ?

2. What kind of constraint can cause the evolution ?

These two questions can be answered choosing the information carried by accepted arguments or the information carried by the attack relation.

In this work, we define revision operators satisfying some rationality postulates. We work with a static set of arguments (change only the attack relation). The minimal change concerns the change on arguments status as a first criterion, and the change on the graph as a second criterion. The revision constraint are formulae about the accepted arguments.

Poster 10

Punyanuch Borwarnginn, University of Edinburgh An Agent-based Architecture supported intelligence and collaboration in Virtual Learning Environment

In this project we focus on how to support intelligence and collaboration in virtual learning environments. This could enable adaptivity, personalisation, monitoring the tasks (assignment, quizzes) and materials based on student information (student model) which contains students' preferences, performances, and their previous knowledge. Since a virtual learning environment usually provides the same learning experience to students by assuming students have the same knowledge and need the same materials. The environment itself is not an automated system that could adapt and respond back to the users. Therefore, we proposed an agent-based system for virtual learning environments to enhance intelligence and collaboration.

Poster 11 Zohreh Shams, University of Bath Conflict Detection And Resolution in NMAS: An Argumentation Based Approach

Norms are a mechanism to regulate the behaviour of agents. Institutions are sets of norms that agents are meant to observe. However, agents may not always be able to comply with norms. One of the reasons to violate norms could be a conflict between norms and agents' individual goals. In order to detect such a conflict, we suggest an agent's individual goals have to be checked against the institution's before any action is taken. If an agent's goal fulfilment results in violating any of the norms, then there is a conflict between the agent and the institution. In this poster, we are using argumentation theory, in particular Dung's Argumentation

Framework, to propose a conflict detection approach between a BDI agent's desire based goals and normative goals. We further explain our approach by means of an example.

Poster 12 Anders Clausen, University of Southern Denmark Intelligent demand response framework for cooperative customer side load management

Increasing electricity peak consumption and an increasing penetration of fluctuating renewable energy sources call for changes in electricity grid management. Consumers need

to be involved in balancing demand and supply on the grid and in this context demand response is a promising initiative, promoting consumer participation. However, the complexity of participating in demand response programs without compromising the local environment such as production or indoor climate poses a barrier towards consumer engagement. At the same time, utilizing demand response capabilities of consumers from a utility side is obstructed by the opaque nature of consumer flexibility in this regard. We propose a framework, Controleum, to solve these problems. Controleum offers the capability to do multi-objective optimization based on inputs such as weather forecasts, sensor data and demand response signals, resulting in user specific outputs capable of e.g. predicting user consumption. Since Controleum may utilize any form of input, we envision using an output of acceptable consumption profiles from the consumers as an input to the utility, thereby visualizing consumer flexibility and enabling the utility to send accurate demand response signals thus reducing peak demand. We aim to demonstrate the functionality of the framework in two cases, namely a greenhouse environment and a school environment. So far we have shown that participation in real-time pricing demand response in the greenhouse domain is beneficial, making them an ideal candidate for participation in the research. We hope to demonstrate this for the school environment in near future.

Poster 13

Stefan Ellmauthaler, University of Leipzig A DIAMOND in Argumentation

Abstract dialectical frameworks (ADFs) are a powerful generalisation of Dung's abstract argumentation frameworks. With this poster I am going topresent an answer set programming based software system, called DIAMOND (DIAlectical MOdels eNcoDing). It translates ADFs into answer set programs whose stable models correspond to models of the ADF with respect to several semantics (i.e. admissible, complete, stable, grounded).

Poster 14

Marc van Zee, University of Luxembourg Revival and Coherence in Temporal Argumentation Networks

The revival of arguments is a well-known phenomenon. An argument may be valid at one time and then ceases to be valid, but because of an argument at a later time it needs to be revived and examined again. Despite this fact, little work has been done to model and characterize it. We observe that argument revival is closely related to the passing of time, or at least to a change in context. Because of this relation we use a recently proposed temporal argumentation framework [1] as a case study for adding and exemplifying the revival or arguments. We show how it is possible to revive arguments within this framework. Next, we will take a more general approach for argument revival by generalizing the notion of time points to algebra contexts. We annotate each argument with a context and use this to define argument revival and the notion of coherence of extensions. Several examples of actual networks and revival illustrate the working of our model.

[1] Budn, M. Lucero, C. Chesevar, and G. Simari, "An approach to argumentation considering attacks through time", in Scalable Uncertainty Management (E. Hllermeier, S. Link, T. Fober and B. Seeger, eds.), vol. 7520 of Lecture Notes in Computer Science, pp. 99–112, Springer Berlin Heidelberg, 2012.

Poster 15 Paolo Sernani, Aldo Franco Dragoni, Università Politecnica delle Marche A Knowledge-based Support System for Crime Investigations

During the investigation phase, preceding a trial, the detectives have to cope with an enormous amount of information, being the evidence for one or more crimes. This information could include a number of inconsistencies, some of which could remain undetected by who investigates. This work proposes a Knowledge-based support system for crime investigations: representing the evidence with first order formulas to form a knowledge base (KB), a belief revision process is applied when new evidence is available. First all the maximal consistent subsets (good) of KB are generated using an Assumption-based Truth Maintenance System.

Then, assigning a credibility value to every formula with the Dempster-Shafer theory of evidence, a good is chosen. Each source of information has a reliability value, calculated through Bayesian Conditioning. The next step could be the use of the goods to automatically generate a story explaining the case using abduction and argumentation techniques and to visually represent stories using graphs.

Poster 16

Fabio Leuzzi, University of Bari "Aldo Moro" Recognizing patterns emerging from reasoning by analogy

Reasoning by analogy is a very complex process. It is essential for tasks as discovery, communication and learning. It is also hard to evaluate, since we cannot say that outcomes of analogical reasoning must be consistent with previous knowledge. Here I present a strategy to store patterns hypothesized in previous reasoning by analogy. The proposal relies on the Roles Mapping Engine. It finds analogous roles encoded in descriptions that use domain-specific terminology, overcoming syntactical constraints that limit the relations to have the same name. I employ also a structural similarity function to face cases affected by ambiguity.

Poster 17 Luca Gasparini, University of Aberdeen XACML and Risk-Aware Access Control

Over the last few years there has been a rapid development of technologies such as ubiquitous computing and distributed multi-agent systems. As a consequence an increasing need to share information securely in a distributed dynamic envi- ronment has arisen. Risk-aware access control (RAAC) has recently shown promise as an approach to addressing this need of flexible and dynamical access control requirements. Additionally, OASIS proposed XACML as a new standard XML-based language for writing access control policies, re- quests and responses. The standard specification also de- fines reference architecture for implementing an XACML based system. Despite the fact that XACML is designed to support various access control models, we believe it doesn't provide a natural way for defining RAAC policies. We propose an approach that uses standard XACML features to implement RAAC. In particular, we abstract core components of RAAC policies to risk assessment and risk mitigation, and illustrate how to define XACML policies to

implement these components. We also propose a modular architecture for the XACML obligations service to handle both system and user obligations, which are typically used as risk mitigation methods in RAAC.

Poster 18 Claudia Schulz, Imperial College London Justifying medical treatment-decisions using Argumentation

Answer Set Programming is a commonly used technique for complex problem solving. An answer set provides a solution for a logic program, consisting of all literals which are justified with respect to the program, but without giving any further explanation why a literal is or is not part of the answer set. In a medical context, general treatment decision rules along with a patient's conditions can be encoded as a logic program, so that the answer set of the program contains the treatment decision. However, there is no justification for this treatment decision. Argumentation Theory can be used to overcome this deficiency by investigating arguments for the treatment decision and possible attacking arguments. This technique can support doctors in deciding on a patient's treatment.

Poster 19

Bas van Gijzel, University of Nottingham Towards a framework for the implementation and verification of translations between argumentation models

In the last two decades the general interest in abstract argumentation as well as structured argumentation has surged. There has been a plethora of new argumentation models, from general frameworks to more domain specific ones. It has been shown that many of these models can be translated to Dung's abstract argumentation frameworks. Considering the amount effort put into the optimisation of Dung's AF's, one would expect dozens of these translations to be implemented and running to make use of these efficient algorithms. However, this is not the case at present. By providing a tutorial implementation of Dung's frameworks in Haskell, and formalising this implementation in a theorem prover, we aim to provide a solid base for the implementation and verification of other argumentation models, and very importantly formal translations between models.

Poster 20 Akylbek Zhumabayev Intelligent collective control for autonomous mobile multi-component robotic systems

In unstructured and dynamic environments the control of robotic system should take into account variation in the environment and adapt the system to implement scheduled tasks. These variations affect to the choice and evaluation of objective function for optimizing the solution, and in the case of the multi-robot system a complexity in selecting and evaluating is multiplied. One of the most interesting approaches that tackle such problems is based on smart technology of collective splitting tasks. The goal of my research work is to develop self-organizing modular robotic system that can reliable cope with uncertainties and dynamically changing environment.

Poster 21 Rustemov Bauyrzhan Intelligent collective control for autonomous mobile multi-component robotic systems

The majority of technologies for intelligent robots are focused on the design effective approaches for group interactions, task distribution in collective, sensory networks, self-organizing, self-diagnostics, and others. In my work I define autonomous mobile robots working at the same time in the shared space of knowledge and the local and global goals. The objectives of my research work are: to develop a system of reliable interrelations between robots which will allow organizing communication in shared space; to develop control technique based on multi-agent approaches, behavior and event-based planning methods for the autonomous robotic systems.

Poster 22 Tarek R. Besold, University of Osnabrueck Computational Analogy-Making Using Heuristic-Driven Theory Projection (HDTP)

Being creative is considered a central property of humans in solving problems, adapting to new states of affairs, applying successful strategies in previously unseen situations, or coming up with new conceptualizations. Therefore, following the human example, also general AI systems should have the capability to (re)implement to a certain extent such forms of creativity.

One possible approach to addressing this challenge is the idea that creativity and productivity issues should best be addressed by taking into account cognitive mechanisms, such as analogy–making, concept blending, and the computation of generalizations of concepts and theories. The literature on concept blending and metaphor-making has illustrations galore of how these mechanisms may support the creation and grounding of new concepts (or whole domains) in terms of a complex, integrated network of older ones. In spite of this, as of yet there is no general computational account of blending and metaphormaking that has proven powerful enough as to cover all the examples from the literature.

With this poster, I will provide an overview-like introduction to Heuristic-Driven Theory Projection (HDTP), a logic-based framework for computational analogy-making. After establishing the main ideas and formal mechanisms, also addressing complexity and computability issues related to the chosen approach, I will explore the applicability of HDTP in creativity-related settings as, e.g., mathematical domain formation and concept generation.

Poster 23 Henrik Warpefelt, Stockholm University Evaluating the believability of agents in virtual worlds

This article describes a method that can be used to evaluate the believability of agents in virtual world. The methodology uses observations as well as structured and informal descriptions to elucidate problematic and positive behaviours of agents. The use of the

methodology is further described using examples from previous analyses, and the implications as well as practical necessities of the method are discussed.

Poster 24 Jinook Oh, University of Vienna CATOS (Computer Aided Training/Observing System)

In animal behavioral biology, there are several cases in which an autonomous observing/training system would be useful. 1) Observation of certain species continuously, or for documenting specific events, which happen irregularly; 2) Long- term intensive training of animals in preparation for behavioral experiments; and 3) Training and testing of animals without human interference, to eliminate potential cues and biases induced by humans. The primary goal of this study is to build a system named CATOS (Computer Aided Training/Observing System) that could be used in the above situations. As a proof of concept, the system was built and tested in a pilot experiment, in which cats were trained to press three buttons differently in response to three different sounds (human speech) to receive food rewards. The system was built in use for about 6 months, successfully training two cats. One cat learned to press a particular button, out of three buttons, to obtain the food reward.

Poster 25

Latifa Al Abdulkarim, University of Liverpool Dialogues in US Supreme Court Oral Hearings

Dialogue protocols in Artificial Intelligence and Law have become increasingly stylised, intended to examine the logic of particular legal phenomena such as burden of proof, rather than the procedures within which these phenomena occur. While such work has provided some valuable insights, the original motivation still matters, and so in this poster we will return to the original idea of using dialogue moves to model particular procedures by examining some very particular dialogues- those found in oral hearings of the US Supreme Court. We will characterise these dialogues, and illustrate the poster with examples taken from a close analysis of a case often modelled in AI and Law, California v Carney (1985). This Poster presents the preliminary investigation required to identify tools to provide computational support for the analysis of oral hearings.

Poster 26

Luca Gasparini, University of Aberdeen XACML and Risk-Aware Access Control

Over the last few years there has been a rapid development of technologies such as ubiquitous computing and distributed multi-agent systems. As a consequence an increasing need to share information securely in a distributed dynamic envi- ronment has arisen. Riskaware access control (RAAC) has recently shown promise as an approach to addressing this need of flexible and dynamical access control requirements. Additionally, OASIS proposed XACML as a new standard XML-based language for writing access control policies, re- quests and responses. The standard specification also de- fines reference architecture for implementing an XACML based system. Despite the fact that XACML is designed to support various access control models, we believe it doesn't provide a natural way for defining RAAC policies. We propose an approach that uses standard XACML features to implement RAAC. In particular, we abstract core components of RAAC relevant to risk assessment and risk mitigation, and illustrate how to define XACML policies to implement these components. We also propose a modular architecture for the XACML obligations service to handle both system and user obligations, which are typically used as risk mitigation methods in RAAC.

Poster 28

Kathrin Grosse, University of Osnabrück Twitter Opinions viewed through Sentiment Analysis and Argumentation.

Did you ever wanted to know what people opinion about a certain topic? We propose a tool which mines Twitter and represents which aspects of the given query people like and which they do not like. Further, the program also displays what other topics are related to the provided one. Sentiment

Analysis and Argumentation go hand in hand in this approach to rate the topics and provide whether there are conflicting or agreeing with each other.

We already applied our program with great success and tried out several ways to compress the results by our program to underline tendencies concerning the queries.

Poster 29

Johannes Wallner, Vienna University of Technology Advanced Procedures for Hard Problems in Abstract Argumentation

Abstract argumentation is a central topic in Artificial Intelligence with a variety of applications. Many formal models in argumentation have their origin in Argumentation Frameworks (AFs) due to Dung in 1995, which can be represented by directed graphs. AFs have a high expressivity under several different semantics. However almost all reasoning tasks for AFs are intractable, which calls for sophisticated solving techniques. Here we present our planned work on utilizing advanced satisfiability (SAT) solving techniques to achieve iterative SAT procedures to solve the complex reasoning tasks efficiently.

Poster 30

Alberto Camacho, Pompeu Fabra University

Computing Compact Policies for Fully Observable Non-Deterministic Planning Problems

We introduce a width parameter that bounds the complexity of Fully Observable Non-Deterministic (FOND) problems and domains, along with a simple but effective blind-search procedure that runs in time that is exponential in the problem width.

We show that many classical and FOND benchmark domains have a bounded and small width provided that goals are restricted to single atoms, and hence that such problems are provably solvable in low polynomial time. We then focus on the practical value of these ideas over the existing benchmarks which feature conjunctive goals. We show that the blind-search procedure can be used for both serializing the goal into subgoals and for solving the

resulting problems, resulting in a 'blind' planner that competes well with the state-of-the-art FOND planners.

Poster 31 Animesh Dutta, National Institute of Technology, Durgapur Exploiting MAS-based Simulation to Improve the Indian Railway's Efficiency

Despite being one of the world s largest railway network, with a daily transportation of over 25 million passengers and 2.8 million tons of freight, the Indian Railways perform their signaling, tra c management and trains scheduling activities in a completely manual way. The lack of automation causes not only significant trains delays, but also frequent collisions where passengers die or remain seriously injured. This paper describes how we modeled the Indian Railways system as a MAS, and the results of the simulations run using NetLogo on real data retrieved from the Indian Railways dataset. The simulated system is collision-free, under specific constraints and, thanks to the integration of the MAX-SUM algorithm, minimizes the individual train delay.

Poster 32

Mohammasbashir Sedighi, Delft University of Technology Knowledge sharing through an enterprise social network

Broadening adoption of social network tools within the enterprise suggests a new and valuable source for insight into the social structure through organizations. While online social media tools are being evolved by enterprises in recent years, the social media are used much for knowledge sharing. The research is focused on how enterprise social network (ESN) builds within and between the departments and clarify how employees share knowledge through the network. The research presents a complex network model which be evolved within organizations and used for agent-based simulation. Moreover, the paper investigates the agent-based model to impact knowledge sharing through the enterprise social networks. This study contributes to theoretical understanding of how to manage ESNs without reducing knowledge sharing and use emergent knowledge collection of closely connected employees who engaged in frequent and social communications.

Poster 33

Fatemeh Jahedpari, University of Bath Multi-Agent Based Syndromic Surveillance System

Syndromic surveillance system main goal is early detection of an outbreak in a society using available data sources including chief complaints, medical encounter pre-diagnostic data, absentee rates of schools and workplaces, over-the-counter pharmacy sales, people posts in social media such as Twitter and Facebook, search engine queries, news and etc.

Currently, existing numerous syndromic surveillance systems worldwide are mostly based on temporal, spatial and spatio-temporal methods. To our knowledge, few of them get advantage of data mining techniques and fusing multiple data sources.

I am interested to investigate a novel technique utilizing data mining and multi agent systems to fuse multiple data streams in order to minimize the latency between an outbreak onset and its detection. In my project, each agent will responsible for each data stream and will collaborate to other agents to predict an outbreak within a community at the earliest possible moment.

Poster 34

Jack Betts, University of South Wales A Layered Approach To Multi-Agent Development

We introduce a layered approach to multi-agent programming and motivate this with a perspective to smart home environments. Apart from the core layer, layer components can be updated at runtime to reflect, e.g., attributes like credibility and the addition of proprietary functionality. The Layered Agent Framework (LAF) is defined by interfaces and organised into layers. This approach minimises system fragmentation while allowing developers to create and maintain meaningful and effective agents.

Poster 35

Chris Baker, University of Southampton A Combined Mechanism for UAV Explorative Path Planning, Task Allocation and Predictive Placement

The scene of a disaster, be it man-made or natural, is frequently one of damaged buildings, trapped victims, environmental hazards, and first responders attempting to negotiate the environment to help and rescue survivors. Recent work has focussed on enabling Unmanned Aerial Vehicles (UAVs) to aid rescue workers in these scenarios by providing them with real-time information on the environment they are operating in, at a minimal risk to personnel. Work on path planning, task allocation and predictive drone placement has been considered in this work: which is the first to bring these areas together into a comprehensive system that combines area exploration from belief data, with imagery tasks in a way that still reflects the heterogeneity of available UAV platforms.

Poster 36

Sjoerd T. Timmer, University of Utrecht Inference and Attack in Bayesian Networks

In legal reasoning the Bayesian approach has gained increasingly more attention over the last years due to the increase in scientific forensic evidence. It can however be questioned how meaningful a Bayesian Network is in terms that are easily comprehensible by judges and other lawyers. Argumentation models, which represent arguments and defeat, are arguably closer to their natural way of arguing and therefore potentially more easy to understand for lawyers and judges. The process of discovering and extracting arguments from Bayesian Networks is the topic of our current research. The automated extraction of rules, arguments and counter-arguments will facilitate the communication between lawyers and forensic experts.

Poster 37 Hiroyuki Kido, University of Tokyo Towards a general characterisation of persuasion dialogue protocols

There is little work on characterising persuasion dialogue protocols. In this poster, we present basic plans to characterise persuasion dialogue protocols using a notion of abstract persuasion, defined between two abstract argumentation frameworks.