Chee is Gone

On Friday, August 29th, Chee's brother Alex in-vited Chee's friends to a traditional Chinese ban-quet at a Chinatown restaurant. Their mother had asked him to do so, to thank everyone for having shared Chee's life while he worked and lived in Los Angeles. Alex then left, to return with Chee's ashes back to Malaysia.

Chee was a co-worker and friend to many ISIers for a bit over ten years. For most of those in our division that means that Chee was present since the very beginning of their association with ISI. I'm sure many of you, like me, still feel a little stunned occasionally at the recurring realization that we will not see him around here any more.

Chee's life ended with him engaged in something he greatly enjoyed: taking visiting friends out for a hike in a scenic wilderness area. Perhaps that can be a comfort to some.

The Editorial Staff of the InSiDer would like to thank Yigal Arens for sharing his memories about Chin Chee, whose untimely death at 39 was caused by a tragic accident in Arizona mountains.

ISI's "Dream Team" wins World Championship

by Rogelio Adobbati

I have been asked to write a brief account of our team participation in the World Championship of Robotic Soccer (RoboCup'97) last month in Japan. Before I get into describing the Cup action itself, let me give a little background about the development of the robot team.

In February 1997, a group of ISI people interested in the RoboCup challenge (5-robot teams playing soccer in a 8x4 meter indoor field) met to make the first design decisions about the team. We decided that the main concept of our robotic team would be having totally autonomous robots with different individual functions and positions on the field, and no external control of any kind. To implement that concept a general hardware architecture was chosen, consisting of a battery-powered R/C toy car (the body of a robot), a 586-based single-board computer (its brain), and a Quick-Cam digital color camera (its eyes).

In early April, we felt confident about our progress, and therefore notified the RoboCup committeee that we were going to Japan for the tournament. Even though this was a side project for all of us in the team, we began spending lots of time in the lab, mostly during late evenings (anyway, that's not so unusual for grad students :-)

After putting the first robot together, it was evident that, even though there was a limited number of objects and colors on the field (red for the ball, green for the floor, white for the lines and walls, blue and yellow for the goals, and black for the robots), the most difficult part was developing reliable vision software. We built a mock-up field in the lab, using the same color scheme that was to be used in the real field in Japan; we used it extensively to test the vision and motion control software.

About a month before leaving for Japan, each person in the group was assigned one of the robots, and it became a team member's duty to make sure everything was running properly in his/her robot. That included adjusting camera parameters, checking battery charge, keeping a set
of diskettes with the most current versions of the software, etc. Each robot became a "baby", and their names were taken from the Simpsons: Bart, Lisa, Maggie, Marge, and Homer. I ended up getting Homer, but I renamed it "Diego" after soccer great Diego Maradona (it did not make sense to me naming a robot soccer player after a couch potato that spends his time drinking beer and eating donuts :-)

Now to the tournament itself. We arrived in Japan a day before the start of IJCAI97, where the RoboCup event was going to be held. With no time to recover from jet lag, we set up "the pits" in the conference hall, and got into the time-consuming task of adjusting our software to the real environment, which, according to Murphy's law, was *VERY* different from our assumptions.

After a couple of days of hard work from 8:30AM to 9:30PM, we had every player in the team (the goalie, 2 defenders, and 2 attackers) performing reasonably well.

The first game of RoboCup pitted Australia's RMIT Raiders against Osaka University's Trakkies. The Australian team relied upon a global vision camera set on the ceiling, and a central processing computer that sent move commands to the robots by radio. The Osaka team had one external computer per robot, to process the analogue visual input broadcasted from each robot's on-board camera, and to send commands via radio back to the robots. Because of radio interference problems, this first game was somewhat disappointing, with both teams moving at random, seldom hitting the ball. The final score was 1-0 to Osaka, due to a late long ball that slowly rolled into RMIT's goal, with none of their robots attempting to block it.

The second game was our first one, against Uttori United from Japan. When we first saw their robots, we were shocked: even though they were within the 50 cm diameter limit, they were 1m tall and weighted more than 100 lbs! Our small toy cars could not stand a chance when confronted with these armored hulks, we thought. But when the game started, their robots could barely move, and when they did, they did it erratically, without following the ball. Our players easily dribbled the ball around these opponents and towards their goal; we ended up winning 4-0!

Our next game was against Osaka. This team did not dribble the ball either, but their goalie could successfully block shots at goal. Because of a couple of unlucky bounces and our dead goalie (it ran out of battery power) we scored against our own goal, but later scored on Osaka's; it was 1-1 at half-time. We decided to have a more aggressive strategy, and loaded the attacker software onto one of the defenders for the last part of the match. At the beginning of the second half another unlucky bounce turned into an own goal, and we were 1-2. With less than a minute to the end of the game, one of the 2 working robots remaining (the other 3 had dead batteries) managed to dribble the ball and score, to finally tie the game. Batteries turned out to be our Achilles heel, our team usually finishing the games with only 2 working robots.

After the games between Ullanta Performance Robotics (Brandeis University) and the Uttori and RMIT teams both ended 0-0, we were the team ranked #1; we proceeded to the final against the team ranked #2, Osaka University. We had high hopes for the final, since we had improved the software to make it more difficult to score an own goal, and our goalie was reacting faster than in previous games. However, we were plagued by the same power failures as before, and could not beat their goalie during regulation and sudden-death extra time. A rematch was proposed, but time and hardware constraints made it impossible to play it (it would have taken us half a day to recharge all of the batteries). Therefore, both teams agreed to share the honor of being "World Champions of Robotic Soccer". We were nevertheless very happy with the result, having scored 8 of the total 9 goals in the tournament (even though 2 of those were own goals :-).

Overall, it was a great experience for all of us who participated in the project: Wei-Min Shen, Jafar Adibi, Bonham Cho, Ali Erdem (though he couldn't be with us in Japan), Hadi Moradi, Behnam Salemi, Sheila Tejada, and myself. A very great word of thanks to all ISI people that made our project possible through their kind support.
EES was a reaction to the then-common approach of producing explanations by translating the rules of an expert system into English. The problem with just translating the rules was that much of the knowledge needed to produce good explanations was not present in the rules. By translating the rules, one could get an idea of what a system did, but not necessarily why it did it because the rules didn’t contain information about their rationale. Thus the EES project was concerned both with creating a framework for building expert systems that allowed this missing knowledge to be captured, and with producing sophisticated text generation systems that could exploit EES’s richer representations to produce high-quality explanations.

When Bill became the director of ISD, Cecile became the project leader. Together they started EXPECT, a new generation of EES that would include knowledge acquisition tools to maintain knowledge-based systems. EXPECT’s main heritage from EES was its language and knowledge representation approach which is tightly coupled with LOOM.

EXPECT now has a knowledge acquisition tool that allows users to extend knowledge bases. This tool allows users to modify problem-solving knowledge, something not supported in other knowledge acquisition frameworks. A unique thing about EXPECT is that its acquisition dialogues are dynamically generated, taking the current contents of the knowledge base and deriving what additional knowledge is needed from the user. These capabilities are possible because EXPECT captures important distinctions and dependencies among different parts of the knowledge base. EXPECT’s interface includes an agenda that shows the user what additional knowledge is needed and presents specific suggestions about how to add it.

We have been using EXPECT to develop plan evaluation tools for transportation planning and for air campaign planning. Based on this work, we are now developing domain-independent problem-solving methods for plan evaluation that can be adapted to particular domains using EXPECT’s acquisition tools.

In the domain of air campaign planning we developed INSPECT, a plan evaluation tool that was demonstrated in the Fourth Integrated Feasibility Demonstration of the DARPA/Rome Laboratory Planning Initiative. INSPECT was very well re-
ceived and was selected to participate in the Jump-start demonstration for the new DARPA JFACC program and we were awarded subsequent funding. We will extend INSPECT as part of our work on this program, adding more breadth to its knowledge base and developing a new facility to generate explanations that will build on the EES work and will be integrated with EXPECT's knowledge acquisition tools.

We also started a new project last May as part of DARPA's new HPKB program. This work will include several significant extensions to the EXPECT architecture, including an enhanced language and compiler, a library of problem-solving components that can be used to develop new applications more quickly, and an EXPECT-based acquisition mediator to support knowledge-based systems not developed with EXPECT.

The members of the EXPECT project besides myself are Bill Swartout, Andre Valente, and Marcelo Tallis (who just passed his Ph.D. Qualifying exam!). Other people that have participated in our project are Eric Melz, Ramesh Patil, Pedro Gonzalez, Bing Leng, and Dilip Jain. Jim Blythe from CMU will soon join us, and we plan to have more people in the next few months. We look forward to all the new work that is ahead!

Yolanda Gil

When I was ten years old, my parents told us that we were going to leave Madrid and go to Brussels for a year. I have this clear memory of being completely shocked because I was sure that nothing out of the ordinary would ever happen in my life and that this sort of thing was meant to happen to other people. I was so sure about this that I was convinced that something would come up and the trip would be cancelled. A few weeks later I was in a school called Chant d'Oiseau, really looking forward to Math class where at least I knew what they were talking about.

Fifteen years later I found myself going to graduate school in Pittsburgh. History repeats itself, both in terms of my surprise that this was actually happening and because I was confronted again with having to work with a new language (even though I had studied English for a long time, studying it is very different from using it). Funny that seemingly equal English expressions (like "passing out" and "passing away") should mean completely different things, and that I always had to find out the hard way.

Come to think of it, things never seem to happen the easy way for me. When I was in college I was interested in AI, but the Electronics Department offered better opportunities to do research. So I joined them and taught all about electron's Fermi levels and solid state devices (hard stuff to digest being a non-EE major). I didn't enjoy any of it, but I learned a lot about what I was really after: getting funding, doing research, publishing.

I guess I also tend to get myself into as much trouble as I can, so at the same time I joined an AI project (a system that could learn to play chess), worked on Hewlett-Packard for the summers, started an ACM chapter, learned some German, and worked for a consulting firm on improving the logistics of Madrid's subway system.

I was very happy to be able to work in AI for my Ph.D. I joined the PRODIGY group at CMU, which my advisor Jaime Carbonell had just started with Steve Minton and Craig Knoblock. When I left, it was four times that size, and an incredible project to work on all aspects of planning and learning. My research was on acquiring planning operators by learning from experimentation. One day my brother called to tell me that I was featured on the back cover of El Pais (the best-selling newspaper in Spain), which for some reason was considered by my family a far greater accomplishment than "that Ph.D. thing".

At CMU I met Kevin, a CS student who was an artist at heart. We married three days after my thesis defence, and started working at ISI shortly after that. We were extremely happy to pursue our life together in a more civilised (that is, warmer!) place. We live now in Hermosa Beach and talk to our daughter Angela in Spanish, English, and a bit of French. You know, just in case.

Bill Swartout

I started out life in St. Louis, Missouri. Like Paul Rosenbloom, I'm a third generation engineer. My grandfather was a civil engineer who got his degree from the University of Michigan and worked for the railroads.

He eventually moved into management and was in charge of Maintenance of Ways for the Missouri Pacific Railroad. My father also went to the University of Michigan (as did almost everyone on his side of the family) and got a degree in chemical engineering. During the war, he worked on radar and was also involved in the Manhattan Project. After the war, he joined a medium-sized
chemical company and eventually moved into management, becoming vice president for personnel. (One can see a certain trend here.)

My interest in computers was really sparked in high school. We didn't have a computer at the school, but we did have a computer club and a local business let us use their computer during off hours. I still remember how magical it seemed when the computer ran the first program I wrote. Of course, in those days with card readers and line printers, running a program was a more tangible experience, with lots of motion and noise to accompany the inference --- just the sort of thing that would appeal to a teenager. Later on, the all-girls high school next to my school got an IBM 1130 of their own. Since this was one of the very few computers actually in a school in the area, several of us in the computer club got permission so that we could visit (the computer).

I got my undergraduate degree at Stanford in ’74. While I was there, Stanford made one of its rare appearances in the Rose Bowl, playing against University of Michigan, which led to some good-natured kidding in my family (since most everyone else went to UofM). Fortunately, Stanford won in a squeaker.

Stanford was where I really became interested in artificial intelligence. My first visit to the Stanford AI lab took place at a time when most of the computing on campus was done on drab IBM mainframes with card readers and line printers. Driving up to the lab at night was an experience in itself. The lab was located on hilltop in a remote part of campus --- the perfect setting for a mad scientist hangout. On the drive up, a sign warned: “CAUTION - Robot Vehicle” since they were already starting to experiment with autonomous vehicles, but it also set the tone for what I was about to encounter. Once inside the lab, there was not a card reader in sight. Instead, people were working on interactive video terminals and playing Space War (an early computer game) on graphics terminals. It was clear that the AI guys were having more fun and doing more exciting things with computers than just about anybody, and at the time (although I still believe this) that seemed like an excellent reason for pursuing artificial intelligence research as a career. I did my first bits of AI research at Stanford, working on automatic programming, and co-authored my first IJCAI paper (IJCAI-75) there.

I went to MIT for my graduate degree. Coming from the benign California climate (and having forgotten about midwestern winters) I was a bit taken aback by the length and intensity of Boston winters. (They say they have four seasons. Actually, they have just one - winter - and three side-shows.) MIT was where I learned how important it is to choose a research topic carefully. The right project addresses an important issue and tries to do something that is just a little bit beyond what most folks think can be done. If one chooses a harder problem, the risk of failure is too high, while a successful effort on something that everyone already believes can be done won't be very impressive. At MIT I became interested in the problem of explanation of knowledge based systems. I've continued to address that problem in my work here at ISI.

I came to ISI in 1981 and joined Bob Balzer’s research group. Initially, I worked with Don Cohen and Lewis Johnson on knowledge based software assistants. Later, with the help of Bob Neches, I started the Explainable Expert Systems project, which is described elsewhere in this issue.

In 1989 Herb Schorr asked me to take over the Intelligent Systems Division, which Ron Oblander had started. I was reluctant to give up time for research and take on more management responsibilities, but I could also see that ISD had a number of very good researchers, and I thought that I might be able to help grow the division into one of the best AI groups in the country, if not the world. Since then, working together, I think we've done exactly that. Over the years a number of outstanding researchers have joined the division to the point that we're now the largest division in the Institute. We've done research and developed systems that have had big impacts, both on the research community and some of the operational groups we work with. For me, my job has been made a lot easier (well, at least doable) by the fact that I work with such an outstanding group of people.

Andre Valente

I was born in Rio de Janeiro, Brazil. I went to the Technological Institute of Aeronautics (ITA, in Sao Jose dos Campos, Brazil) where I got a B.S. in mechanical-aeronautics engineering (1986) and an M.S. in computer science (1990). The education in ITA was fine, but I missed living in a big city, so I went to work four years (87/91) for industrial corporations in Sao Paulo, as a double of researcher and knowledge engineer.
I went in '91 to Holland to study for a Ph.D. at the University of Amsterdam. During my period in Amsterdam ('91/95) I learned a bit of Dutch, drank lots of Dutch beer, fell in love with French food and wines, traveled around Europe (not as much as I would like to - grad students are poor everywhere, I guess). Oh yes, I also wrote a thesis on legal knowledge engineering that I published as a book. I am quite proud of it, even though I found out that if you really want to sell books and make money, you should try a more popular theme and choose a catchy title - maybe "Learn Java While you Sleep", or something of the sort.

I joined ISI immediately after finishing my Ph.D. in '95, and I am very happy to be here. ISI is a great place to work! I like living in LA, and I think we are very privileged to work in the Marina! But it is ironic that after years complaining about the weather in Holland I sometimes find myself wishing for more rain.

I am married to Karla, also a Brazilian. She is a lawyer specialized in international law and international relations, now studying business.

I like movies, reading, cooking and eating (you probably guessed that if you’ve seen me personally), traveling and football -- oops, soccer. My main hobby is making and listening to music. I have several musical instruments at home (guitar, bass, keyboard). I don’t really know how to play any of them, but I sure have a lot of fun trying.

My main research interests are knowledge modeling, ontologies and knowledge acquisition. I also like to research good restaurants, so let me know if you have any theories on this field that you would like to discuss.

Marcelo Tallis

I was born in Buenos Aires, Argentina, a very cosmopolitan city in the shores of the "Rio de la Plata" (river of the silver), the widest river in the world. Buenos Aires is a rich cultural city with many theaters, bookstores and an intense night life. This is why it has been nicknamed "Paris of America" and "La reina del Plata" (the queen of the Plata).

In Argentina, like in the States, a vast part of the population descend from immigrants. Most of them came from Europe (specially Italy, Spain, and Russia) between the late 1800s and the end of W.W.II, and more recently from Asia. This immigrant population combined with our "gauchos" created a very unique culture (like all other cultures) that makes Argentineans living abroad so nostalgic as to drop a tear when they remember their country. That is why since I left Argentina I started to listen to Tango music (you can stop by my office to borrow some CDs), drink "mate" (a local infusion), and have hung Argentinean landscapes in my office walls (there you can appreciate a picture of the Iguazu falls).

Coming back to myself, I started studying computer science at the Universidad de Buenos Aires. I was right in the middle of the program when I rushed to marry Marina, my wife. At that time I was 20 years old and needed my parents' legal authorization for the wedding. I finished my undergraduate studies while working for a small company developing administrative systems. Then I spent around 10 years working in software development projects for industry and the government. I was part of the team that developed the first interactive systems for the Ministry of Economy of Argentina.

So far my life was easy, but then I became insane. I decided that I wanted a different kind of job and that I needed a Ph.D. It took me two years to learn and understand the process for applying to American universities, train myself for the exams, learn English, and get a scholarship. During that process my son Federico, now 7 years old, was born. I was admitted to USC and became part of the poor-graduate-students family. Later my daughter Melisa, now 3 years old, was born. I am very very proud of my children, so I won't start talking about them because I would never stop.

Things continued more or less as we have planned. Unfortunately, my wife got sick of a very rare neuro-degenerative disease. That was the beginning of the hardest challenge in my life: procuring the well-being of all members of my family while staying concentrated on my Ph.D. Being poor and far away from my most cherished relatives makes things even harder. However, we are sure that we are going to succeed in this challenge, as we did with others in the past.

Besides computer science, I have also studied classic guitar for several years, have played guitar in a band, taught swimming lessons to preschool children, and was a summer-camp instructor. I like playing soccer (although I'm not so good at
it), listen to Latin music (rock, tango, and folk) especially from Argentina and Brazil, and Jazz. My favorite musicians are Astor Piazzolla and Chico Buarque. My favorite movie was (Monty Python’s?) Brazil. My favorite writer is Gabriel Garcia Marquez.

New Faces in ISD

We are pleased to announce ISD’s new arrivals:

- **Hercules Dalianis**
  Hercules Dalianis is a postdoc visitor from the Royal Institute of Technology, Stockholm Sweden. He is working with Eduard Hovy on Ontologies and Natural Language Generation.

- **Jonathan (Zhun) Qiu**
  Zhun Qiu was born in China and just completed his bachelor’s degree in Peking University. He is now working with Milind Tambe.

- **George Stephanopoulos**
  George Stephanopoulos received his Diploma from the Computer Engineering and Informatics Department in Greece and works with Steve Minton on the Ariadne project.

- **Yan Yu**
  Yan Yu just received a M.S. from Peking University of China. She works with Jon Gratch. Her research interests include agents and more.

Jesus Cerquides

I was born and grew up in Barcelona, Spain. However, I am a mixture of Spanish cultures because my mother is from Extremadura and my father is from Galicia.

I received a degree (equivalent to B.S.) in Computer Science in 1995 from the Politecnical University of Catalonia (UPC). That year I also received "primer premio nacional de terminacion de estudios universitarios", which stands for the Top Honored BS Graduate in Spain, awarded by the Spanish Government.

After graduation I was enrolled for nine months in the Spanish Air Army (this is almost mandatory in Spain), and during that period I started my Ph.D. courses. I also started to learn about the area in which I would like to develop my thesis, that is, Knowledge Discovery in Databases or Data Mining in the IIIA (Artificial Intelligence Research Institute) of the CSIC (Spanish Council for Scientific Research).

I finished my Ph.D. courses in July. I arrived at ISI in the middle of August and I will stay here for a period of, at least, four and a half months. My work here will focus on the DataCrystal project under the direction of Wei-Min Shen. I would like to tell you more about my work here, but I still do not know it, so you will have to wait.

I like philosophy, specially philosophy of science (any good reference will be appreciated), soccer (F.C. Barcelona), basketball, scuba-diving, cycling, drinking beer, and midnight talks.

Ulf Hermjakob

In May, I completed my studies at the University of Texas at Austin with a dissertation in natural language processing, exploring in particular how machine learning can be used for parsing and machine translation. Trained on examples from (only) 256 sentences, my system "Contex" learned to make some neat translations of sentences from the Wall Street Journal to my native German.

My family moved around quite a bit, so after being born in Meppen, Germany, spending two kindergarten years in Basel, Switzerland, a few years in Bad Oldesloe near Hamburg, I spent most of my school years in Bünde, where I started to play the trumpet, which I still do. After an academic year in Athens, Georgia, I attended the University of Karlsruhe, studying CS with a standard minor in business and an extra minor in (German) civil law, which I found to have so much fascination that it more than made up for the lack thereof in the business classes. For a brief period I then worked in Paris on applications of data base systems, which had been the specialty of my university studies in Germany.
Just in case you haven't heard of my German hometown Bünde before :-), it's a city of 40,000 about half way between Hamburg and Cologne, in the heartland of Old-Saxony, where Hengist and Horsa, depicted in Bünde's coat of arms, first decided to help the people of South Britain to fight off invaders from the north, and, when they found how easy that was, to just take over the whole place themselves, starting the Anglo-Saxon settlement in 453 AD. In history not quite that recent, my home area was the site of an epic battle in which "we" trapped and annihilated an invading Roman army so badly that the Romans never dared to come back. Last century, a very proud Germany celebrated this victory in 9 AD by erecting a big monument of the Germanic battle leader Hermann (or "Arminius", as he called himself while attending military school in Rome), and renamed the local mountain chain "Teutoburg Forest" to match the historic Roman accounts of the battle. A few years ago, archeologists were finally able to pinpoint the exact location of the battle, and it turned out that last century's celebration and renaming committee had been off by a mountain chain. Oops.

I am curious about life in Los Angeles, about the people here, the culture.

I am curious about computer science and artificial intelligence, and how to enable these dumb machines to do smart things, so we don't have to do them anymore.

And I am curious about ISI, about the research here and the researchers.

It seems, this is a great place to satisfy my curiosity.

Hao Liu

I was born in an old city of China, Changzhou, which has over 3000 years' of history and is famous for its products from traditional artwares to modern machines. I completed my undergraduate study at Tsinghua University, Beijing and got a Bachelor's degree in Computer Science. This July I came to Los Angeles to pursue a Ph.D. in CS at USC, starting this Fall. My interests include AI, Networking and Multimedia.

Currently I am working as a GRA with Eduard Hovy on the Summarist Project, aimed to automatically generate summaries for text. My first step is to find out cue phrases that indicate the summary-worthy sentences.

In my spare time I like reading. For me, life will not be boring if there are books. Another hobby of mine is soccer. In China, I played soccer often and enjoyed the world's top-class soccer games on TV. (One of my biggest wishes is to see the Chinese soccer team qualify for the FIFA Cup in the next 25 years.:) I also like all kinds of music that sounds good to me.

Philipp Koehn

Life is a journey, so here I am.

After earning a Masters degree in Knoxville, Tennessee and a Diplom in Erlangen, Germany, I am back to the land of the free, the home of the brave, in the endless summer.

Honestly, I like it here

My life is driven by curiosity, and I am curious about a lot of things:

I am curious about life in Los Angeles, about the people here, the culture.

I am curious about computer science and artificial intelligence, and how to enable these dumb machines to do smart things, so we don't have to do them anymore.

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Chon Yi

I am a new Ph.D. student in computer science. I just received a B.S. degree in computer science from the University of Illinois at Urbana-Champaign. While I was at Illinois, I worked as
an undergraduate research programmer at NCSA (National Center for Supercomputing Applications). Though I had absolutely nothing to do with the development of Mosaic (I would not be here if I had :), I did have a lot of things to do with the development of scientific visualization tools for both desktop and virtual reality environment.

I'm originally from South Korea. So yes, I do have a middle name as most Koreans do, but I don't use one because I've gotten so used to being called only by my first name.

I love to travel. My personal goal is to visit every one of the fifty states in search of the most suitable place for me to retire. I'm only 22 years old, by the way. So far, I've been to thirteen states and Montana is still on top of my list although I have yet to visit there. The most beautiful place I've been to so far, I definitely have to say, is Pikes Peak in Colorado. I'm proud to say that I drove all the way up to the summit (over 14000 feet in elevation). I have a souvenir mug in my office to prove it!

In my free time, I dream of being a professional guitarist among other things. In times when I'm not dreaming, I practice golf, play guitar, read books, and contemplate on how I can have fun while pursuing Ph.D. If anyone has any suggestion on the latter, I'm all ears!

I'm currently working on the MediaDoc project with Lewis Johnson and Stacy Marsella. I'm in 946, right next to the kitchen, so stop by and say hi while your meal's being prepared by microwave.

ISD Tidbits

Milind Tambe becomes a Daddy!

Milind and Sonali now the proud parents of a brand new baby boy. The baby's name is "Arjun" (from mythology) and he is big! - 7.5 lbs, 20 inches.

Upcoming ISI AI Seminars:

Please see the Artificial Intelligence Seminar Series Web page for the most up-to-date schedule at http://www.isi.edu/~gil/isi-ai-seminar.html.

October 21, Jeff Bradshaw, IBM.  
Title: "Software Agents: The Next Generation"

November 3, Keh-Yih Su, National Tsing Hua University, Taiwan.  
Title: TBA

November 21, Maja Mataric, USC.  
Title: "Adaptive Behavior and Learning in Groups of Interacting Autonomous Agents"

January 30, Daphne Koller, Stanford University.  
Title: TBA

Soccer Anyone?

There is a group of ISIers who regularly get together to play pickup soccer games on Fridays at noon (12:00 P.M. to 1:30 P.M.). If you would like to play with us, please send email to Pedro Szekely <szekely> and he will add you to the mailing list. It is a lot of fun, and the skill level is not important (the games are very friendly.)

ISD Birthday Celebrations

October 1997

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