

About the Workshop

In the past decade it has become increasingly clear that studying information, first and foremost, means studying information exchange. This acknowledgement of the inherently social character of information shows up at many places in modern logical theories. More generally, information exchange is a form of interaction where agents act together in strategic ways. This new perspective has led to contacts between logic and game theory, bringing a new set of disciplines into the scope of logic: viz., economics, and the social sciences. New interfaces are arising, such as epistemic studies of rational behavior in games. Another interesting development in this area is the rise of the notion of 'social software', the idea of using computational techniques for analyzing patterns of social behavior. And finally, interaction is also crucial to intelligent behavior in the field of natural language. Here pragmatics, the study of the actual use of language between different agents, has become the primary focus of research. Notions from game theory, in particular evolutionary games, are being used to-day to answer all kinds of pragmatic issues, for instance, how linguistic conventions can arise.

This workshop aims to bring together researchers working on these and related topics in logic, philosophy, computer science, and related areas in order to arrive at an integrated perspective on knowledge acquisition, information exchange, and rational action.

People Involved

Chair: Johan van Benthem

Vice-Chairs: Shier Ju and Frank Veltman

General Organizers: Minghui Xiong and Fenrong Liu

Local Organizer: Liwen Xiong

Invited Speakers

Alexandru Baltag (Oxford University, UK)
Vincent F. Hendricks (Roskilde University, Denmark)
Wiebe van der Hoek (Liverpool University, UK)
Gerhard Jager (University of Bielefeld, Germany)
Yossi Feinberg (Stanford University, USA)
Jialong Zhang (Chinese Academy of Social Sciences, China)

Programme Committee

The Programme Committee consists of the chairs and invited speakers.

Committee of Recommendation

Patrick Blackburn (FoLLI)
Giacomo Bonanno (LOFT)
Joseph Halpern (TARK)
Johann Makowsky (EACSL)
Jacek Malinowski (Studia Logica)
Gabriel Sandu (ESF Eurocores *Intelligent Interaction*)

Call for Papers

Researchers from various fields, including artificial intelligence, game theory, linguistics, logic, philosophy, and cognitive science are invited to submit a paper to this workshop which aims to arrive at an interdisciplinary perspective on knowledge acquisition, information exchange, and rational action. Topics of interest include, but are not limited to

- semantic models for knowledge, for belief, and for uncertainty
- dynamic logics of knowledge, information flow, and action
- logical analysis of the structure of games
- belief revision, belief merging
- logics for preferences and utilities
- logics of probability and uncertainty

Paper submission will be electronic via the workshop website, instructions will be available:

http://www.illc.uva.nl/LORI.

Publication of Contributed Papers

- The proceedings of the Workshop will be published by *College Publications* in London.
- A selection of the accepted papers will be published in a special issue of *Knowledge, Rationality and Action*.

Important Dates

Paper submission deadline: 15 April 2007
Notification of authors: 7 May 2007
Camera-ready copies due: 1 June 2007
Workshop dates: 5-9 August 2007

Contact

If you have any questions or comments regarding the organization of the workshop or the paper submission procedure, please do not hesitate to contact us:

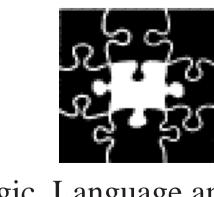
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Sponsors

The workshop is generously supported by the following institutions







Institute for Logic, Language and Computation University of Amsterdam, Netherlands



Department of Philosophy and Science Studies Roskilde University, Denmark



College of Philosophy and Sociology Beijing Normal University, China