2nd Call For Papers

WLP2000

15th Workshop on

Logic Programming and Constraint Systems

Collocated with ECAI2000, Berlin, August 25 – 27, 2000

http://www.ecai2000.hu-berlin.de/

Workshop of the Society of Logic Programming (GLP) and FG 1.1.1 Declarative Languages in GI

Organisation

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Dietmar Seipel	Univ. Würzburg
Bernhard Thalheim	BTU Cottbus
Francesca Toni	Imperial College London
Armin Wolf	GMD FIRST Berlin

Tutorial

François Bry (LMU Munich):
Data Modeling with Markup Languages

Important Dates

Submission of Papers:	July 1, 2000
Notification of Acceptance:	July 24, 2000
Camera–Ready Versions:	August 6, 2000

Latest Information

http://wdp.first.gmd.de:8080/glp/wlp2000.html
http://wdp.first.gmd.de:8080/fg111/wlp2000.html

Logic Programming is an advanced paradigm for the declarative specification of problems. In the logic programming language Prolog, the basic calculus is a subclass of predicate logic. Extended concepts integrate functions or constraints. These programming methods have got more and more attraction over the last years, e.g. in the domains of databases and processing of natural language, and for modeling and processing of combinatorial problems. In this manner logic programming is an active area, which also deals with the problem of its integration into modern software engineering environments, programming in dynamic environments, and communication.

Topics

The program of the workshop consists of invited talks, demo presentations, and special refereed talks. All fields of logic programming are of interest. Suggested topics include the following (this list is not exhaustive and the order does not reflect priorities):

- foundations of logic programming and constraint programming,
- functional–logic programming and objects,
- deductive databases,
- nonmonotonic reasoning,
- dynamics, updates, states, transactions,
- interaction with formalisms of knowledge representation and programming, like agents, XML, JAVA,
- program analysis, program transformation, program verification,
- meta programming,
- parallelism,
- implementation techniques,
- software techniques (e.g. abstraction, modularity, objects, types),
- applications (e.g. in production, environment, education, internet).

The primary focus is on new and original research. But we also encourage the submission of papers describing products, prototypes in development or benchmarks.

Invited Talks

Francesca Rossi (Univ. Padua): Programming and Solving Soft Constraints
Philippe Codognet (INRIA, Paris):
A Constraint–Based Language for Autonomous Agents in Virtual Worlds
Markus Hannebauer (TU Berlin):
Collaborative Agents – A Fresh Look at Constraint Solving

Submissions

Submissions of original papers, not accepted/submitted elsewhere, should have the format of extended abstracts in English of 6 to 10 pages. A proceedings containing the accepted papers will be published. Authors are invited to send their papers (LaTeX source and corresponding Postscript file) to the following address: wlp2000@first.gmd.de

Best Newcomer Award

An award will be given to the best submission, written solely by a student author.