Editorial

Artificial intelligence and simulation

Gary Kasparov and Deep Blue. Natural and artificial intelligence. AI started, I have read, in about 1956, and has since expanded vigorously.

> The modern definition of artificial intelligence . . . is "the study and design of intelligent agents" where an intelligent agent is a system that perceives its environment and takes actions which maximizes its chances of success. (http://en.wikipedia.org/wiki/Artificial_intelligence. Retrieved 2 Jan 2008)

AI has thus become a precious ally of simulation. Just as simulation is interdisciplinary and multifaceted, so is AI. Over the years AI and simulation have grown closer together. AI is used increasingly in complex simulation, and simulation is contributing to the development of AI.

Several professional organizations include both fields, such as the Society for the Study of Artificial Intelligence and the Simulation of Behaviour, and the Game Simulation and Artificial Intelligence Centre (University of Wolverhampton), both in the United Kingdom.

This symposium underscores their unity even further. Scholars and practitioners alike will find much material here to satisfy even the most curious of intellects. I am indebted to the Guest Editors—Levent Yilmaz, Tuncer Ören, and Precha Thavikulwat. Without their expertise, acumen, and perseverance, this symposium would not have come to fruition. Thank you.

—David Crookall
Editor