

Brief Bio and (PR)²: Problems & Pitches – Rants & Raves by *Jean-Gabriel Ganascia*



Jean-Gabriel Ganascia is presently Professor of computer science at Paris VI University. He leads in the LIP6 laboratory (Laboratoire d'Informatique de Paris VI) the ACASA team, which scientific orientations are focused on Cognitive Modelling, Scientific Discovery and the design of Intelligent Agents. Thus was recently undertaken research on the literary analysis (genetic criticism, stylistic analysis), on modelling social representations (rebuilding of social stereotypes from newspapers), on Scientific Discovery (modelling theories in physical sciences and medicine), on computational philosophy, on musicology and music (detection of recurrent patterns, simulation of improvisations), on didactic, on multi-media, on intelligent TV and on the improvement of electronic reading facilities. Jean-Gabriel Ganascia published more than 300 papers in conferences proceedings, journals and books. In addition he has published books and papers about philosophical issues

and social consequences of the development information technologies (e.g. "L'âme machine" ed. du Seuil, "2001, l'Odysée de l'esprit" ed. Flammarion, "Gédéon" and "Les Sciences cognitives" ed. Le Pommier, "Idées reçues sur l'intelligence artificielle" ed. du Cavalier Bleu, etc.)

Jean-Gabriel Ganascia first studied mathematics and physics to be an engineer. Then he got his graduation in physics (Orsay University), a DEA in Acoustics (Paris VI University). In parallel he studied Philosophy — "licence de Philosophie" université Paris I (Sorbonne) — and computer science — DEA Paris VI university. He obtained a grant to prepare a doctorate on Knowledge-Based System applied to geology. He got his "Doctorat d'ingénieur" in 1983. After that, he pursued his research on machine learning from both a theoretical view and a practical one until he obtained his "Thèse d'état" in 1987.

Jean-Gabriel Ganascia was successively named assistant professor at Orsay University (Paris XI) (1982), "Maître de conference" at Orsay University (1987) and Professor at Paris VI University (1988). He was also program leader in the CNRS executive from November 1988 to April 1992 before moving to direct the Cognitive Science Coordinated Research Program and head the Cognition Sciences Scientific Interest Group since January 1993 until 2000.

- list of up to five major publications

J.-G. Ganascia : "*Modeling Ethical Rules of Lying with Answer Set Programming*", Ethics and Information Technology, vol. 9, pp. 39-47 (ISBN : 1388-1957) (2007)

J.-G. Ganascia : "*Reconstructing True Wrong Inductions*", AI Magazine (ISBN : 0738-4602) (2008)

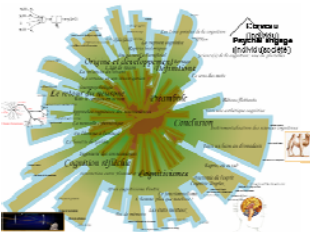
J. Velcin, J.-G. Ganascia : "*Default Clustering with Conceptual Structures*", Journal on Data Semantics, vol. LNCS 4380, pp. 1-25 (2007)

J. Velcin, J.-G. Ganascia : " *Stereotype Extraction with Default Clustering*", 19th International Joint Conference on Artificial Intelligence (IJCAI), Edinburgh, Scotland, pp. 883-888 (2005)

Ganascia J.-G., "In silico' Experiments : Towards a Computerized Epistemology", in Newsletter on Philosophy and Computers, Piotr Boltuc (ed), American Philosophical Association Newsletters, 07 (2), 11-15, Spr. 2008, ISSN 1067-9464

- list of relevant projects you are working on
Cybernard (cf. http://ganascia.name/Cybernard_Project)
MEDITE (cf. http://ganascia.name/Medite_Project)
BUIS (cf. http://dx.doi.org/10.1007/978-3-540-69478-6_34) - Adaptive Catography of DTV Programs
- links to data or software you serve (if applicable)
The MEDITE software is freely available (cf http://ganascia.name/Medite_Project)
- link to your home page. <http://ganascia.name>

An Image I Identify with:



General Questions

1) What is (are) your main interest(s) in attending the workshop?

I developed new techniques mapping cultural contents in order to help people to make choice in huge databases of movies, music or texts. I would like to compare this approach to others and to make it more general, if possible. One of my interests was to apply it to navigate through archives. I also work in scientific discovery. This subfield of AI aims both to reconstruct old scientific discoveries with AI techniques and to help scientists to make new discoveries with data mining and hypothesis generation techniques.

2) What would you like to learn / achieve at the workshop? One of my present interests is to draw maps of the scientific hypotheses that are currently investigated by different research groups on specific questions.

3) *If you are a philosopher of an historian of science:* In what ways might people that study and map science benefit from your work?

If you are a scientometrician/science map maker: In what ways might philosophers or historians of science benefit from your work?