Nomination for the IFAAMAS Board: Viliam Lisý

Bio: Viliam Lisý is an associate professor at the Czech Technical University (CTU) in Prague and a principal scientist at Avast. He received his Ph.D. from CTU (2015) and M.Sc. from the Vrije Universiteit Amsterdam and Charles University in Prague. He worked as a postdoctoral fellow at the University of Alberta and as a visiting researcher at Carnegie Mellon University, Ben Gurion University, and Phillips Innovation Labs. In his research, Viliam focuses mainly on equilibrium approximation in sequential games with imperfect information and applications of game theory in cybersecurity. He is a co-author of DeepStack, the first expert-level AI for playing no-limit Texas hold’em poker featured in Science. He has been a principal investigator on multiple research projects funded by the Czech Science Foundation, US Office of Naval Research, and major network security companies.

Involvement with AAMAS and service to AI communities: Viliam was actively attending AAMAS conferences since 2009 and co-authored 11 papers published in AAMAS proceedings. As a Ph.D. student, he attended the AAMAS doctoral mentoring program. He served 6 times as PC and once as SPC member at AAMAS. Overall, he served as a reviewer for at least two of AAMAS, AAAI, IJCAI, ICML, NeurIPS, every year since 2013, and he reviewed for several major journals. He co-organized the AAAI Workshop on Computer Poker and Imperfect Information Games in 2016 and 2017, as well as the AAAI Workshop on Reinforcement Learning in Games in 2022.

Issues of Interest

Relevance for industry: I am worried by the limited interest of industry in AAMAS. There is a lot of high-quality technical work being published at the conference, but at the same time, companies do not tend to have their stands at the conference, they do not send their employees to attend, and in general, do not recognize the AAMAS brand in a similar way as, for example, NeurIPS. This is naturally caused by the huge advancements in, and wide applicability of, machine learning. On the other hand, I believe there are companies for which the multi-agent aspects of their problems are critical to their success, which should be as interested in attending AAMAS as they are interested in attending NeurIPS. I believe the conference should strive to identify such companies and work with them, for example, in workshops, to define canonical benchmark problems and enable the transfer of new results into practice.

Quality, efficiency, and impact of the review process: Peer review is a crucial part of scientific progress. The number of submissions at AI conferences is growing, which causes an increased load on reviewers and consequently a reduced quality of reviews. Hence, major conferences are experimenting with reusing reviews from previous submissions, multi-round or open review, various checklists ensuring reproducibility, and other basic standards of quality of submissions. I can even imagine an automated analysis of text readability or inclusion of the most relevant references in the near future. I believe that conferences should keep innovating in the review process, and I would be happy to help with that.