Workshop Notes

Second International Workshop on

User-Interaction in Constraint Satisfaction

Held in conjunction with the

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Preface

User-interaction issues arise both for users of constraint programming languages and for users of constraint-based applications. The former need assistance in building models and tailoring solvers. The latter need assistance in specifying problems and understanding results. Successful user-interaction is the key to fully exploiting advances in constraint solving abilities.

This *Second International Workshop on User-Interaction in Constraint Satisfaction* should be of interest to researchers who wish seek a deeper understanding of the technical issues associated with supporting user-interaction for constraint-based applications, languages or environments. The workshop should also be of interest to industrialists interested in the state-of-the-art in the area.

These workshop notes comprise 8 papers. Amongst the topics addressed by these papers are: reasoning about uncertainty; visualization and interaction with logic programs over finite domains; debugging tools for finite domain constraint solvers; question-generation in interactive constraint-based systems; acquiring constraints using machine learning techniques; design considerations for interactive constraint system; cooperative constraint solving; and explanation generation.

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