EUROPEAN SCIENCE FOUNDATION
SETTING SCIENCE AGENDAS FOR EUROPE

EUROCORES Programme
European Collaborative Research

LogICCC - Modelling intelligent interaction Logic in the humanities, social and computational sciences

Call for Outline Proposals

What is EUROCORES?

The ESF European Collaborative Research (EUROCORES) Programmes offer a flexible framework for researchers from Europe to work on questions which are best addressed in larger scale collaborative research programmes. The EUROCORES Programmes allow excellent researchers from different participating countries to collaborate in research projects 'at the bench'. They also allow, when appropriate, colleagues from non-European countries, for example the US, to participate. The Programmes encourage and foresee networking and collaboration of researchers to achieve synthesis of scientific results across the programme, to link to related programmes, and to disseminate results.
EUROCORES Programmes allow national research funding organisations in Europe and beyond to support top class research in and across all scientific areas, by matching the needs articulated by the scientific community with their strategic priorities.
Funding decisions on the projects and the research funding remain with the national research funding organisations, based on international peer review operated by ESF. ESF also provides support for networking the researchers and for the scientific synthesis of research results and their dissemination[(1)]. This way, the EUROCORES Scheme complements the EC Framework Programme and other collaborative funding schemes at European level.

For further information see:
http://www.esf.org/eurocores

[(1)] Currently supported through a contract with the European Commission under the Sixth Framework Programme (EC Contract no. ERAS-CT-2003-980409).

Funding initiative in the field of Modelling Intelligent Interaction (LogICCC)

Following agreement with 17 funding organisations in Austria, Belgium (FWO, FNRS), Croatia, Cyprus, Czech Republic, Denmark, Finland, France (CNRS), Germany (DFG), Israel, Netherlands, Portugal, Rumania, Spain, Sweden and Turkey, the European Science Foundation is launching a Call for Outline Proposals for Collaborative Research Projects (CRPs) to be undertaken within the EUROCORES Programme "LogICCC – Modelling Intelligent Interaction. Logic in the humanties, social and computational sciences". LogICCC will run for 3-4 years and it includes national research funding as well as support for networking and dissemination activities provided by the ESF[1]. The Programme aims to support high quality multidisciplinary research.

Outline Proposals are to be submitted by 11 May 2007, 12:00 PM (noon). Full Proposals will be invited, following the recommendations of the Review Panel, by 30 June 2007 with 10 September 2007, 12:00 PM (noon) as expected deadline for submission.

A Programme-specific website can be consulted for the latest updates at **http://www.esf.org/logic**.

Summary

One of the most crucial and striking features of humans, their societies and their technologies is the phenomenon of intelligent interaction. Many disciplines from the humanities to the physical sciences hold separate pieces of the puzzle posed by this pervasive but also elusive phenomenon. The EUROCORES programme "LogICCC – Modelling Intelligent Interaction" aims at a deeper understanding of intelligent interaction by letting logic in its modern guise act as a catalyst and a 'match maker' between these different disciplines. This will lead to a general framework for analyzing intelligent interaction - and the key notions which it naturally brings with it, namely, communication, cognition and computation.

To achieve this goal, researchers from a wide variety of disciplines are invited to team up. Some of these researchers may be logicians, others may not. But what all participants in LogICCC projects have in common is their interest in understanding interaction, pursued with the common language and models provided by logic in its modern, pluriform, and outward-looking guise. In this way, new ideas will flow symmetrically between many disciplines, enriching logic itself in the process.

In addition, the EUROCORES programme LogICCC is looking for a balance between fundamental theoretical advances and innovative applications of logical models in the thematic areas of interaction, communication, computation, and cognition.

Background

Recent decades have seen major changes in the field of logic. Moving far beyond the traditional emphasis on philosophical argument, formal grammar or mathematical proof, modern logic has become a much richer interdiscipline which transcends the usual borderlines between academic 'cultures'. This has come about in a number of 'turns'.

The Computational Turn

The first logical analyses of computation in the 1930s gave us the birth of computer science, both theoretical and practical. Since that time, logic and computer science have remained intertwined, leading to a rich theory of programs and processes with key paradigms such as modal and dynamic logics, process algebra, or game semantics for interactive processors. But the success story of logic in computation also includes representation of data bases, knowledge representation, the design of modern web languages, or security in computer systems. Ideas from logic occur everywhere in all this, ranging from automated deduction in its many guises to the striking modern uses of model checking techniques for verification and improvement of design for information systems and distributed processes. Indeed, several Turing Award winners in computer science have been logicians, and also, logicians are still in the vanguard of turning 'computer science' into modern 'informatics'. But these intellectual developments are not just about machines and programs. Modern computer systems are very much like societies of interacting intelligent agents, both machines and humans. This new reality has led to remarkable merges between mathematical studies of information and computation and logics of knowledge, beliefs, and even desires and obligations, from the more philosophical tradition. Flowing the other way, fundamental ideas from computational process theories are also beginning to influence and enrich existing theories in philosophy of action, epistemology, ethics, or the semantics of natural language. Indeed, dynamic actions of semantic interpretation, inference, information update, belief revision, or argumentation have become first-class citizens in modern logical theory, and this trend is still far from having run its course.

The Cognitive Turn

Less well-established, but equally noticeable is another recent trend in logic-oriented interdisciplinary research, moving from normative idealized theory to actual human practice. Intelligent human behaviour is an amazingly complex phenomenon which crucially involves effective reasoning by and between intelligent actors. In recent years, philosophers, computer scientists, and psychologists have built models of reasoning and representation which are getting closer to the way human agents actually reason in concrete situations, and how their beliefs change over time in the face of recalcitrant evidence. Modern logical models deal with varieties of common sense reasoning, including not just deduction but also abduction and other defeasible inferences, and with a rich set of techniques for knowledge representation, many of them inspired by developments in logic programming and artificial intelligence. These logical models can also incorporate factual cognitive and computational constraints on the resources and the architecture of reasoning agents. Moreover, they have also been put to use by now in the study of other central intelligent tasks, such as learning. These modern connections between logic and actual human behaviour may come as a surprise to those used to stereotypes about 'rigid logical formalisms' and their distance to flexible and fallible human practice. This may have been true at one time, but modern logical systems can perform 'non-monotonic reasoning' or 'resource-sensitive reasoning' which have already been used in explaining a wide variety of reasoning tasks for humans, and even in the diagnosis of brain disorder. To mention just one high-light, even at a subsymbolic neural level, modern conditional logics for default rules have turned out to be excellent models for the workings of neural nets, once thought to be the nemesis of symbolic computation.

The Interactive Turn

Both computation and cognition lead up to a third major development in modern logic, viz. the study of the central interactive aspects of reasoning and behaviour. To take a key example from natural language, the vehicle par excellence for intelligent behaviour, the idea of viewing speech acts as human actions developed initially by philosophers has led to a rich family of dynamic logics for information exchange and communication. And even all natural language interpretation is now coming to be viewed as an interactive process, which can be modelled by games between speakers and hearers, with 'meaning' emerging as game-theoretic equilibrium. Further examples of this interactive turn include the study of argumentation and dialogue as logical games, and the importance of interactive strategies for agents as the main drivers of intelligent behaviour. Moving from here, one enters the area of general intelligent social interaction, the domain of game theory, social choice theory, legal theory, and many other researcher communities which address questions of social choice, goal-driven behaviour, voting procedures, legal procedure, fair division, and strategic interaction. Again, logic plays an increasing role in understanding and unifying key phenomena in these fields. Recent developments include the study of logical patterns in social

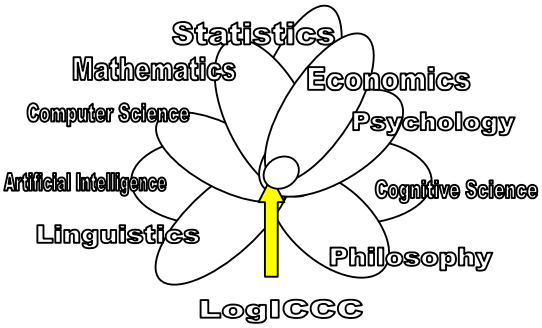
choice, where e.g., 'Arrow's Theorem' turns out to be a pervasive principle of reasoning across different domains involving dependency, such as rational deliberation, judgment aggregation, and even belief revision. Likewise, game theory has been influenced deeply by ideas from logics of knowledge, and indeed, the recent Nobel Prize awarded to Robert Aumann high-lighted his logical-style analysis of coordinated rational behaviour underpinning the usual theory of Nash equilibrium. Naturally, uses of logic in this area occur in tandem with computational viewpoints, and the study of interactive social phenomena involves many techniques that are familiar from current studies of multi-agent systems, which apply to humans just as much as to machines.

There is a common core to be found in all these developments: an interest in the notions of communication, reasoning, interaction and computation which run across different disciplines.
Thus we see the contours of a new academic alignment, and a fundamental theory of these crucial aspects of ourselves and our society with theoretical depth and surprising repercussions. Through the shared logical modelling, ideas from one discipline can cross into another. E.g., it has been suggested that conversation can be modelled as computation, thus taking a paradigm from the exact sciences into the humanities. But by the same token, modern computation can be understood as conversation between different processors, and then, ideas from the humanities enter the computing sciences. And even more surprising twists for logics of interaction may lie in store, witness the currently emerging use of computational models in the foundations of physics, where observers interact with physical systems. But there is also a more societal dimension to all this fundamental theory. Understanding ourselves better, and enhancing rational communication, is at the same time of eminent practical value in the world today, both in education and in the development of effective and human-oriented information technology.

Once again, a full and a deeper analysis of these issues requires a common language and framework which makes major structures visible across the humanities, social, computational and cognitive sciences, and integrates them into comprehensive systems. Logic has played this role in the past for the foundations of the sciences, computation, and the semantics of natural languages. The present EUROCORES programme “LogICCC - Modelling intelligent interaction. Logic in the humanities, social and computational sciences” is based on the firm conviction that present-day logic, following its computational, psychological, and interactive turn, will continue to play this role in the much broader setting described here.

Disciplines which may contribute to LogICCC include, but are not limited to:

- artificial intelligence (multi-agent theory, learning theory, evolutionary robotics, neural networks, pattern recognition, cognitive robotics)
- cognitive sciences
- communication sciences
- computer science (complexity theory, distributed systems, theorem proving)
- economics (classical game theory, evolutionary game theory, bounded rationality, decision theory, social choice theory, equilibrium theory, organization studies, risk analysis)
- informatics
- law (legal argumentation theory)
- linguistics (categorical grammar, computational semantics, optimality theory, language acquisition, pragmatics, speech act theory, evolutionary linguistics)
- mathematics (foundations of mathematics, proof theory, type theory)
- philosophy (of language, of mind, revision theory, ethics)
- political sciences
- physical sciences (quantum computation, DNA computing)
- psychology (cognitive, evolutionary, social, experimental, psycholinguistics).
- statistics (probability theory, social statistics)



Scientific Goals

The goal of the EUROCORES programme "LogICCC - Modelling intelligent interaction. Logic in the humanities, social and computational sciences" is to stimulate and coordinate research programs aiming towards:

- Finding a common view of the key structures and phenomena in intelligent interaction between humans, as embedded in their physical environment
- Creating unifying logical frameworks that function across all disciplines concerned with information flow and rational goal-directed behaviour
- Understanding - and eventually improving - existing social mechanisms and behaviour, including their links with new computational advances

Research topics

The program will work towards the above goals under four headings:

- Interaction
- Communication
- Computation
- Cognition

1. Interaction

Human interaction and social procedures have been an active field of research for many years in the social sciences, including issues of conflict resolution, comparative justice or optimal organization. Researchers in quite different fields have noticed that the same issues of aggregation of individual judgments, actions, or preferences which make a collective judgment, action, or preference appear all over, from modern multi-agent computer systems to understanding language and reasoning. Notions from game theory like strategy and equilibrium have already proven useful for a common understanding of these phenomena and have led to a new research cluster bringing together game-theorists, computer scientists and social scientists. Now the time is ripe for adding a logical fine-structure dimension to these. LogICCC encourages proposals which work towards producing a unified logical model of interaction which conserves across all these disciplines. Examples of topics include:

- social choice and collective decision making
- epistemology and logics of knowledge, belief, and preference
- formal modeling of social structures and organizations
- logical modeling of collective actions
- belief revision, judgment aggregation, and belief merging

2. Communication

One particular area where interaction is crucial to intelligent behaviour is natural language and communication. "LogICCC – Modelling Intelligent Interaction" aims at stimulating research which focuses towards a better understanding of the actual use of natural language and the ensuing activities of interpretation, information transfer and conversation planning between speakers and hearers, writers and readers. Emphasis will be put on the logical modelling of the processes of communication, and the learning processes underneath it, as well as the way they determine how syntactic and semantic conventions arise, and how more fine-grained forms of information (and misinformation!) emerge in a social, interactive setting. LogICCC encourages proposals which link up between the various disciplines which hold crucial ingredients of the total model that is needed. Topics include (but are not limited to):

- speech-act theory and dynamic epistemic logics of meaning and information update
- models of communication: linking logical, game-theoretical and other types of accounts
- language learning and related cognitive skills
- logical structures in argumentation and conversation planning
- models of emergence and evolution of linguistic norms and conventions over time

3. Computation

A significant trend in modern computer science has been the emergence of 'computation with a human slant': modern computational models involve many interacting agents and the relevant issues of efficient computation are looking more and more like issues of rational human behaviour. This interactive aspect extends all the way from the modern Internet to new paradigms like quantum computing, where the interaction between physical systems and agents measuring them is essential. We are now seeing the emergence of logic-inspired models of computation doing justice to this richer setting, and putting them side by side with human-oriented models has great promise. Some researchers even believe that efficient computation is very much like successful conversation. We are inviting projects which develop this 'informatics' as a new fundamental science of information flow and interaction, and help link it to other disciplines. Topics on this new lively interface include:

- computation by intelligent agents and social structures in computation

- game semantics and game logics for computation
- new paradigms: neural computing, quantum computing
- social software and game theory
- advanced logic based verification and synthesis procedures

4. Reasoning and cognition

Originally aiming at identifying "correct" inferences, logical models nowadays account for computational resource bounds, brain architecture, and other empirical constraints coming from cognitive science. LogICCC aims at bringing together researchers interested in this psychological turn in logic, and relating it to parallel developments elsewhere. One crucial desiderate here are links between a high-level description of cognitive agents (logical reasoning, propositional attitudes, preferences, belief revision) with low-level empirical studies on brain architecture, sub-symbolic processes, etc. This linkage will lead to more efficient systems for reasoning and decision making which reflect the actual inference, learning, representation and performance of humans. To study this whole chain we need insights ranging from cognitive neuroscience all the way to linguistics and philosophy. Specific topics to be addressed are:

- "correct inference" and actual reasoning linking logical, probabilistic, and cognitive accounts
- logical and sub-symbolic systems: analogies between non-monotonic logics and neural networks concerning social structures in computation reasoning and related tasks
- integrating reasoning, memory, and other cognitive sources of information
- formal models of belief revision, explanation, and learning
- integrating symbolic and visual information for reasoning and intelligent tasks
- logical modelling of agency and intentional action (building on and going beyond existing formalisms, e.g. BDI logics)

Organizational Structure

In order to develop the potential for multidisciplinary research through the internal structure of the Collaborative Research Project (CRP), typical CRP's in the EUROCORES Programme "LogICCC – Modelling Intelligent Interaction. Logic in the humanties, social and computational sciences" should:

1. be multi-disciplinary
2. contribute to broader insight and theory-building
3. make innovative use of logical formalizations in all or some of the application areas of Interaction, Communication, Cognition, and Computation.

Proposals which address fields of application that have not traditionally been associated with logical modeling, as well as innovative work on extending the scope of existing logical methods, are especially encouraged.

The EUROCORES programme "LogICCC - Modelling intelligent interaction. Logic in the humanities, social and computational sciences" strives to select a well chosen interdisciplinary set of projects across the whole field of intelligent interaction.

Building Coherence through Networking

In many areas, scientific progress is nowadays measured in terms of conference success. Disciplinary borders make it difficult for truly interdisciplinary research – such as will be supported by LogICCC - to develop in such a climate. Therefore, the EUROCORES programme "LogICCC – Modelling Intelligent Interaction. Logic in the humanties, social and computational sciences" will adopt an intensive networking strategy. Annual programme-wide conferences will help to build coherence within the multidisciplinary research community and will organize integrative "horizontal" activities between the collaborative research projects. Such venues will also be open to invited scholars not directly involved in this EUROCORES Programme and will serve as a platform for the work that is done in the programme.

In addition, synthesis activities will be promoted with targeted workshops and summer schools, involving researchers from funded collaborative research projects combined with outside experts. These activities will be supplemented by European internships. More information on these activities can be found below in the paragraph on "Programme Synergy".

Guidelines for applications

(Outline and Full Proposals)

Collaborative Research Project (CRP) proposals from individual scientists or research groups eligible for funding by the agencies participating in the Programme will be accepted for consideration in the EUROCORES Programme LogICCC - Modelling intelligent interaction.

Proposals must, as a minimum, involve three eligible Principle Investigators (PIs) from **three different countries.** At the same time, a maximum of 50 % of Individual Projects (IPs) in a Collaborative Research Project (CRP) from one country are accepted. PIs can apply no more than once within this EUROCORES Programme

Scientists or groups not applying for or not eligible to apply for funding from the participating agencies (including applicants from industry), can be associated with a proposal where their added scientific value can be demonstrated. Their participation as Associate Partners in a project must be fully self-supporting and will not be financially supported by the participating funding agencies.

Applications should normally be for three years although applications for shorter or longer time periods may be considered depending on the rules of the participating funding agencies. Taking into account the selection and approval processes, the successful projects are expected to begin their activities in **March 2008**.

Online submission of applications

Outline and Full Proposals will be submitted online. Applicants should follow the proposal structure as indicated in the application template for outline proposals available on the Programme website at: **http://www.esf.org/logic**.

On this website, links to information on national funding eligibility and requirements are available. A EUROCORES Glossary and Frequently Asked Questions (FAQs) will also be available via this page.

Prior to submitting Outline Proposals, all applicants have to contact their national funding agencies in order to verify eligibility and to ensure compliance with their relevant agencies' granting rules and regulations.

At the time of online submission of the Outline Proposals, the Project Leader is asked to confirm this on behalf of all the participants in the CRP.

Outline Proposals

Outline Proposals are invited by 11 May 2007, 12:00 PM (noon). Outline Proposals will be examined by the participating funding agencies for formal eligibility. Therefore, it is crucial that all applicants contact their national funding agency prior to submitting their proposals.

In compliance with the rules and regulations of the participating national funding agencies, the requested funds under the EUROCORES Programme LogICCC - Modelling intelligent interaction can include salaries for scientific and technical staff, equipment as well as travel costs and consumables within the project, specifying the amount requested from each Funding Agency. National policies may also require the proposal to contain additional specific information. Applicants should be aware that the participating funding agencies can make significant adjustments to the requested funds in order to bring these in line with their rules and regulations.

Applications will be assessed according to a set of criteria in a two-stage procedure, as to ensure a thorough selection of scientifically excellent proposals. At the outline stage, the Review Panel will select proposals with potential for scientific excellence, by applying the following criteria:

- Relevance to the Call for Proposals
- Novelty and originality
- European added value (scientific)
- Qualification of the applicants

An Outline Proposal submitted must comprise:

- A short description of the CRP (max. 1200 words, including objectives, milestones, methodologies (for example experiments and fieldwork);
    - Short description of how (and why) the partners contributing to the CRP will work together;
- Short CVs of Project Leader (PL), all PIs and Associate Partners (max. one page each, including five most relevant publications);
- Estimated budget (consistent with the rules of relevant national funding agency) tabulated according to a provided template.

Associated Partners (APs) are also considered part of a CRP and will be assessed as such at both the Outline and Full Proposal stage.

It will be assumed that arrangements for the handling of Intellectual Property Rights will be in place within projects, following the applicable national legislation and national funding agency rules. Applicants are strongly urged to have such arrangements in place, covering all research groups (including any associated groups) before the start of the projects. It is expected that the results obtained by the projects supported under this EUROCORES Programme will be placed in the public domain.
It is also expected that all relevant clearance of other national or international committees (e.g., ethics) has been obtained before funding is granted. It is the responsibility of applicants to clarify any such matters (if applicable) with their national contact points.

Full Proposals

Full Proposals will be invited following the recommendations of the Review Panel. The deadline for full proposals will be announced later, but is expected to be 10 September 2007, 12:00 PM (noon).

Please note that only applicants who submitted an Outline Proposal can submit a Full Proposal.

For the Full proposals, the most important selection criterion is “Scientific quality”. Other criteria include interdisciplinarity (according to the scope of the call), qualification of applicants, level of integration and collaboration, feasibility, European added value and relation to other projects (risk of double-funding and track record for collaboration).

The Full Proposals will be assessed by at least three independent external expert referees who are selected by the ESF from a pool of scientists suggested by the participating funding agencies and the Review Panel. A list of all referee names used for the international peer review will be published once the selection process is complete.

After receiving all referee reports, they will be made available (anonymous) to the applicants for their information and for commenting (optional). The Review Panel will rank all Full Proposals based on the assessment of the proposal, the anonymous referee reports and the applicant’s responses to these.
The Review Panel will create a ranked list of the best Full Proposals and will subsequently make recommendations to the Management Committee for the funding of these proposals. The actual granting of the funds to the Individual projects on the ranked list will depend on the total amount of funds available in each country by the participating Funding Agencies. The use of funds in a project will be subject to the rules and regulations of each participating Funding Agency as well as to the national laws of those countries.

Full proposals must include a well-argued scientific case (both for the collaboration envisaged and for the individual contributions), a list of participants, a detailed tabulated budget and other supporting information. A single, common scientific case must be made throughout the proposal to demonstrate an aim for scientific synergy and integration of multinational expertise. In addition, the amount requested from each national funding agency has to be clearly and separately specified.

Detailed instructions on requirements and how to complete the application forms will be made available once Full Proposals are being invited.

The **Project Leader** will be the main CRP contact point for the ESF for the duration of the project. (S)he will be responsible for representing the CRP, for its participation in programme activities and for any reporting requirements placed on the project as a whole.

All **Principal Investigators** will be responsible for dealing with the requirements attached to the contributions of their own funding organisation.

Programme Structure and Management

The overall responsibility for the governance of the programme lies with a Management Committee, whose membership is formed by one representative from each participating funding agency (usually a senior science manager) together with an ESF representative.

Proposal assessment and selection are the responsibility of an international, independent Review Panel. The members of this panel are

leading scientists, appointed by ESF following suggestions from participating Funding Agencies. The names of the panel members will be available on the programme website. The Review Panel is also expected to monitor the overall scientific progress of the programme.

The Scientific Committee which is formed by the Project Leaders of all funded CRPs will be responsible for proposing networking activities for scientific synergy in the EUROCORES Programme. They will also advice and support the EUROCORES Programme Coordinator in the coordination of networking activities.

Programme Networking

Networking activities are designed to strengthen the science objectives of this EUROCORES Programme by promoting coherence in the activities of the science community involved. This will provide the European added-value which is the central objective of any EUROCORES Programme.

Networking and collaboration within EUROCORES Programmes takes place at two levels:

1. between the various Individual Projects within each Collaborative Research Project (CRP) and
2. between the funded CRPs within the programme as a whole.

The intra-CRP activities are supported through the research grants each participant receives from the participating funding agencies in the given CRP. The cross-CRP activities are funded through contributions to the EUROCORES Programme.

The intra-CRP collaboration is motivated by the nature of the CRP's research objectives, i.e., by the scope and the complexity of the questions it deals with. In a CRP, the participating groups have the opportunity to gather the required critical mass to successfully address the objectives and challenges of their project.

The cross-CRP networking and collaboration is stirred by the aims and the nature of the particular EUROCORES Programme. The theme which was the basis of this EUROCORES Programme has been selected for its clear need of collaboration in the proposed field. The funded CRPs will collectively set up and further streamline this new collaboration. To this end, the CRPs will engage the programme participants and, when of clear benefit, colleagues from outside the programme in joint activities such as:

- Working Group meetings for the exchange of information and results across the CRPs;
- Joint scientific meetings or summer schools;
- Short term visits;
- Development and delivery of joint training schemes;
- Seminars, Workshops, symposia, invited sessions either stand-alone or as part of other larger events;
- Common web-facilities and publications.

Through active participation of scientists in the above mentioned activities, not only existing collaborations are enhanced but new and strategic partnership opportunities are also identified.
Furthermore, these activities may provide opportunities to explore aspects of the programme which are not covered by the funded research projects.

The integrative activities between the CRPs will help to strengthen the field by building coherence within this emerging research community and will serve as a platform for the research work which is done in the programme.

Project members are expected to participate annually in at least one cross-CRP activity.

When submitting your proposal, please note that the costs for networking within your CRP should be budgeted for in your proposal. Funds for networking between the CRPs will be centrally managed by the ESF through contributions from the participating member organisations.

Programme evaluation

A Mid-Term evaluation, conducted by the Review Panel, will evaluate the overall progress of the Programme, based on the progress of the funded CRPs. Here, the Review Panel has a steering function and can comment on the CRPs' work plan in relation to the objectives of the overall Programme. A final evaluation will assess the achievements of the EUROCORES Programme as a whole.

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Italy (Tentative *):

**CNR's final decision on participation is expected by the end of March 2007. For further details and latest information please contact the CNR contact person below.*

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Associated Status

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