

# Tradeoff Generation for Interactive Constraint Satisfaction

## Project Description

In many problem domains, human users solve problems interactively. During this interaction the user searches for a solution by stating preferences. The task of the computer is to assist the user find a solution which satisfies these preferences. However, during the interactive session the user may reach a point where her desires cannot be met. At this point “tradeoffs” can be considered. Ideally, the user would like the computer to suggest appropriate tradeoffs. The objective of this research is to model tradeoffs in constraint-based interactive problem solving as additional constraints and study the issues involved in generating and evaluating such tradeoffs.

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