



## Workshop on Machine Learning for Interactive Systems (MLIS): Bridging the Gap Between Language, Motor Control and Vision

### **Important Dates:**

May 28, Paper submission deadline

June 28, Notification of acceptance

July 22, Cameraready papers due

Aug. 27/28, Workshop

## **Invited Speakers:**

**Jeremy Wyatt** University of Birmingham, UK

**Oliver Lemon** Heriot-Watt University, Edinburgh, UK

## Organizing Committee:

Heriberto Cuayáhuitl DFKI Saarbrücken, Germany

**Lutz Frommberger** University of Bremen, Germany

**Nina Dethlefs** Heriot-Watt University, Edinburgh, UK

**Hichem Sahli** Vrije Universiteit Brussel, Belgium

Contact: hecu01@dfki.de

# **Call for Papers**

This workshop aims to bring people together interested in natural language processing, motor control and computer vision with a unified perspective. This invitation is particularly directed to people designing, building, and evaluating machine learning interactive systems that interact with their environment, and particularly, the people within. The question of how to integrate language, motor control and vision in machine learning interfaces in an efficient and effective way has been a longstanding problem and is the main topic of the workshop.

We would like to invite submissions in the area of machine learning that integrate some or all of language processing, motor control and computer vision for multimodal or robotic systems.

### Topics include, but are not limited to:

- Reinforcement learning for interactive systems
- Supervised learning for interactive systems
- Unsupervised learning for interactive systems
- Hybrid machine learning for interactive systems
- Hierarchical machine learning for interactive systems
- Machine learning for mult-imodal interactive systems
- Machine learning for mult-iparty interactive systems
- Machine learning for multi-lingual interactive systems
- Machine learning for emotional interactive systems
- Machine learning for reasoning in interactive systems
- Machine learning for user modeling in int. systems
- Machine learning for gesture-based int. systems
- Machine learning for vision-based int systems
- Evaluations of machine learning interactive systems
- All topics related to machine learning for avatars and interactive robots

### **Submission Instructions:**

Submissions can take two forms. Long papers should not exceed 6 pages and short papers should not exceed 2 pages. They should follow the general ECAI submission guidelines. Submissions should be made through the EasyChair system at

### http://www.sfbtr8.spatial-cognition.de/mlis-2012

## **Programme Comittee:**

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