

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, Camera-ready papers due

Aug. 27/28, Workshop

Invited Speakers:

Jeremy Wyatt
University of Birmingham, UK

Oliver Lemon
Heriot-Watt University, Edinburgh, UK

Organizing Committee:

Heriberto Cuayáhuatl
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 long-standing 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.

Programme Committee:

Tony Belpaeme, University of Plymouth, UK
Maren Bennewitz, University of Freiburg, Germany
Gary Bradsky, Willow Garage, USA
Martin Butz, University of Tübingen, Germany
Lola Cañamero, University of Hertfordshire, UK
Paul Crook, Heriot-Watt University, UK
Mary Ellen Foster, Heriot-Watt University, UK
Konstantina Garoufi, University of Potsdam, Germany
Milica Gašić, Cambridge University, UK
Helen Hastie, Heriot-Watt University, UK
Jesse Hoey, University of Waterloo, Canada
Srinivasan Janarthanam, Heriot-Watt University, UK
Filip Jurčiček, Charles University in Prague, Czech R.
Simon Keizer, Heriot-Watt University, UK
Kazunori Komatani, Nagoya University, Japan
George Konidaris, MIT, USA
Ivana Kruijff-Korbayová, DFKI GmbH, Germany
Ramon Lopez de Mantaras, CSIC, Spain

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 multi-modal interactive systems
- Machine learning for multi-party 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/Submission.html>

Pierre Lison, University of Oslo, Norway
Iván V. Meza, UNAM, Mexico
Roger Moore, University of Sheffield, UK
Eduardo Morales, INAOE, Mexico
Justus Piater, University of Innsbruck, Austria
Olivier Pietquin, Supélec, France
Matthew Purver, Mary Queen University London, UK
Antoine Raux, Honda Research Institute, UK
Verena Rieser, Heriot-Watt University, UK
Raquel Ros, Imperial College London, UK
Alex Rudnicky, CMU, USA
Hiroshi Shimodaira, Edinburgh University, UK
Danijel Skočaj, University of Ljubljana, Slovenia
Enrique Sucar, INAOE, Mexico
Martijn van Otterlo, Radboud University Nijmegen
Jason Williams, Microsoft Research, USA
Junichi Yamagishi, Edinburgh University, UK
Hendrik Zender, DFKI GmbH, Germany