

IBERAMIA 2004
IX Ibero-American Conference on
Artificial Intelligence
 November 22-26, 2004, Puebla, México

Call for contributions

www.inaoep.mx/iberamia2004



hosted by the Instituto Nacional de Astrofísica, Óptica y Electrónica



Key dates:

Deadline for paper submission: *May 21th, 2004*
 Notification of acceptance: *July 5th, 2004*
 Deadline for camera-ready papers: *August 5th, 2004*
 Deadline for Workshop proposal: *May 14th, 2004*
 Notification of acceptance: *June 11th, 2004*
 Deadline for Tutorial proposal: *July 12th, 2004*
 Notification of acceptance: *August 6th, 2004*
 Deadline for Tutorial hand-outs: *October 29th, 2004*

IBERAMIA is the international forum where the Ibero-American AI community meet together for presenting and discussing the research and development carried out all around the world. IBERAMIA is supported by the Ibero-American societies of AI: **AEPIA - Asociación Española para Inteligencia Artificial**, **APPIA - Associação Portuguesa para Inteligencia Artificial**, **SBC - Sociedade Brasileira de Computação**, Brazil and **SMIA - Sociedad Mexicana de Inteligencia Artificial**.

The conference will be structured along two main modules: workshops track and papers track. The workshops track is composed of working sessions devoted to the most important areas of AI research in Ibero-American countries. Papers submitted to this workshops track may be written in Portuguese, Spanish or English; they will be reviewed and published in a local edition. The paper track is composed of invited talks and paper presentations. Proceedings of this paper track will be published in Springer Verlag's LNCS/LNAI series. IBERAMIA 2004 topics include, but are not limited to:



- Knowledge Engineering and Case Based Reasoning.
- Planning and Scheduling.
- Distributed AI and Multi-Agent Systems.
- AI in Education and Intelligent Tutoring Systems.
- Knowledge Representation and Reasoning.
- Machine Learning and Knowledge Acquisition.
- Knowledge Discovery and Data Mining.
- Natural Language Processing.
- Robotics.
- Computer Vision.
- Uncertainty and Fuzzy Systems.
- Genetic Algorithms and Neural Networks.
- Foundations (philosophy, mathematics, logic etc.).

Call for Workshop Proposals

The Organizing Committee of IBERAMIA 2004 invites to submit proposals for the Workshop track. The OC encourages proposals concerning topics relevant to the conference.

Proposal Content: a workshop proposal should include the following:

- A brief description of the aims of the workshop.
- Relevance of the workshop topic(s) in the context of IBERAMIA 2004, including a description of potential audience.
- An outline of the workshop (no longer than 2 pages).
- A short CV/Resume of the presenter(s), including: name, contact details (including home page, phone, fax, e-mail), and background in the workshop topic area (relevant published work).

Presenters should bear in mind that workshops are intended to provide an open forum for ongoing high level research of the workshop field. So, papers of work in progress are welcome but encouraging the acceptance according to the best International standards of quality. Workshops on stimulating and challenging interdisciplinary research topics are specially expected.

Proposal Submission. Workshop proposals should be submitted in Word or PDF format to IBERAMIA 2004 Workshop Chair by May 14. Accepted proposal will be notified by June 11.

Important Dates:

Workshop Proposals Submission Deadline: *May 14, 2004*
 Notification of Acceptance: *June 11, 2004*
 URL for completed Workshop Notes: *July 11, 2004*
 Deadline for paper submission: *June 30, 2004*
 Notification of acceptance: *July 30, 2004*
 Submission of Completed Workshop Notes: *August 27, 2004*
 Workshop Date: *November 22-23, 2004*

For additional information please feel free to contact the workshop chair:
Guillermo De Ita Luna, deita@ccc.inaoep.mx

Call for Tutorials

The Iberamia 2004 Tutorial Organizing Committee invites tutorial proposals in topics related to Artificial Intelligence. Tutorials may take a variety of forms and cover surveys, theoretical issues, important advances and practical applications of the field. The tutorials will be held from November 22-23, 2004, preceding the main conference.

Tutorial Submission. A tutorial proposal should contain the following information:

- A title and a brief description of the tutorial
- A detailed outline of the topics to be presented
- A description of the target audience and pre-requisites expected from participants
- A brief resume of the tutorial speaker(s), which should include name, postal address, phone and fax numbers, e-mail address and background in the tutorial area
- The intended length of the tutorial (4 to 8 hours)
- A description of technical requirements.

Proposals should be submitted electronically in postscript or PDF format by July 12, 2004 to munoz@inaoep.mx.

The reimbursement will consist of a flat amount per tutorial or a proportion of the registration fees per tutorial. No further expenses will be reimbursed. Note that timely availability of tutorial materials is a precondition for reimbursement.

Important dates:

Deadline for tutorial proposals: *July 12th, 2004*
 Notification of acceptance: *August 6th, 2004*
 Tutorial materials due: *October 29th, 2004*
 Tutorials date: *November 22nd - 23th, 2004*

For additional information please feel free to contact the tutorial chair:
Angelica Munoz Melendez, munoz@inaoep.mx