CALL FOR PAPERS − NIPS*2006

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Deadline for Paper Submissions: June 9, 2006

Submissions are solicited for the twentieth annual meeting of an interdisciplinary conference (December 5−7) which brings together researchers interested in all aspects of neural and statistical processing and computation. The conference will include invited talks as well as oral and poster presentations of refereed papers. It is single track and highly selective. Preceding the main conference will be one day of tutorials (December 4), and following it will be two days of workshops at Whistler/Blackcomb ski resort (December 8−9).

Invited Speakers: To be announced.

Tutorial Speakers: To be announced.

Submissions: Papers are solicited in all areas of neural information processing, including (but not limited to) the following:
* Algorithms and Architectures: statistical learning algorithms, neural networks, kernel methods, graphical models, Gaussian processes, dimensionality reduction and manifold learning, model selection, combinatorial optimization.
* Applications: innovative applications or fielded systems that use machine learning, including systems for time series prediction, bioinformatics, text/web analysis, multimedia processing, and robotics.
* Brain Imaging: neuroimaging, cognitive neuroscience, EEG (electroencephalogram), ERP (event related potentials), MEG (magnetoencephalogram), fMRI (functional magnetic resonance imaging), brain mapping, brain segmentation, brain computer interfaces.
* Cognitive Science and Artificial Intelligence: theoretical, computational, or experimental studies of perception, psychophysics, human or animal learning, memory, reasoning, problem solving, natural language processing, and neuropsychology.
* Control and Reinforcement Learning: decision and control, exploration, planning, navigation, Markov decision processes, game−playing, multi−agent coordination, computational models of classical and operant conditioning.

* Hardware Technologies: analog and digital VLSI, neuromorphic engineering, computational sensors and actuators, microrobotics, bioMEMS, neural prostheses, photonics, molecular and quantum computing.
* Learning Theory: generalization, regularization and model selection, Bayesian learning, spaces of functions and kernels, statistical physics of learning, online learning and competitive analysis, hardness of learning and approximations, large deviations and asymptotic analysis, information theory.
* Neuroscience: theoretical and experimental studies of processing and transmissi