

9th Int. Conference on

Modeling Decisions for Artificial Intelligence (MDAI 2012)

Girona, Catalonia, Spain - November 21 - 23, 2012 http://www.mdai.cat/mdai2012

AIMS AND GOALS:

The aim of the MDAI conference series is to provide a forum for researchers to discuss models for decision and information fusion (aggregation operators) and their applications to AI.

In MDAI 2012, we encourage the submission of papers on decision making, information fusion, social networks, data mining, and related topics. Applications to privacy technologies as well as real world problems are welcome.

MDAI is rated as a CORE B conference by the Computing Research and Education Association of Australasia - CORE.

PUBLICATION:

Proceedings with accepted papers will be published in the LNAI/LNCS series (Springer-Verlag) and distributed at the conference, as done in previous conferences. See LNAI volumes 3131, 3558, 3885, 4617, 5285, 5861, and 6408 (with acceptance rates of 26/53, 40/118, 31/97, 42/193, 19/43, 28/61, and 25/43 respectively).

Besides, papers, that according to the evaluation of the referees, are not suitable for the LNAI but that have some merits will be published in a CD-ROM proceedings (with ISBN) and scheduled in the MDAI program.

DEADLINES:

- * Submission deadline: May 1st, 2012
- * Acceptance notification: July, 10th, 2012
- * Final version of LNAI accepted papers: July 31st, 2012
- * Final version of CD-ROM accepted papers: July 31st, 2012
- * Early registration: July 31st, 2012
- * Conference: November 21 23, 2012

TOPICS OF INTEREST: (include, but not limited to)

A) Methods and Tools:

- 1. Information fusion
- 2. Aggregation operators
- 3. Utility and decision theory
- 4. Model and operator selection
- 5. Learning methods for parameter determination
- 6. Machine learning and statistical learning
- 7. Soft computing
- 8. Optimization methods in AI and decision modeling

B) Applications:

- 1. Information privacy and security
- 2. Multiagent systems
- 3. Social networks
- 4. Data mining
- 5. Autonomous robots
- 6. Entertainment computing
- 7. Subjective evaluation
- 8. Bioinformatics
- 9. Information access





