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                    CALL FOR SUBMISSIONS
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    The First International Workshop on Geometry and Machine Learning,
                             WoGaML
                         June 18, 2016
            http://sysrun.haifa.il.ibm.com/hrl/wogaml2016/
                      Boston, Massachusetts, USA
     Co-located with the Symposium on Computational Geometry (SoCG), June
    14-17, 2016, and the Symposium on the Theory of Computation (STOC),June
                 19-21, in Boston, Massachusetts, USA.
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SUBMISSION GUIDELINES

Short papers (2-6 pages) may contain provisional results or any sort of
work-in-progress, and can be theoretical, completely empirical, or
anywhere in between. Papers may have appeared elsewhere and submission
to this workshop does not preclude subsequent submission to a more
formal venue. Submissions will be distributed electronically but there
will be no formal proceedings. Papers should be prepared in LaTeX but
authors are free to use a style file of their own liking.
Presentations, demos and tutorials are highly encouraged. For these
contributions we request a 1-2 page abstract, to be included with the
informal proceedings. Additional material to accompany your
presentations and tutorials are encouraged, but are not strictly
required.

IMPORTANT DATES
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* Paper Submission Deadline: May 14, 2016
* Presentation/Demo/Tutorial Abstract Submission Deadline: May 14, 2016
* Notification of Acceptance: May 28, 2016
* Workshop Date: June 18, 2016

Please send submissions to one or more of the organizers, with the
subject line WoGaML SUBMISSION or alternatively use EasyChair at
https://easychair.org/conferences/?conf=wogaml2016

ORGANIZERS
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* Jonathan Lenchner, IBM T.J. Watson Research Center & IBM Research
Africa (lenchner@us.ibm.com)
* Eli Packer, IBM Haifa Research Lab (elip@il.ibm.com)
* Jeff M Phillips, University of Utah (jeffp@cs.utah.edu)
* Jinhui Xu, State University of New York at Buffalo (jhxu00@gmail.com)

This workshop will look at connections between geometry and machine
learning. There has been relatively little interplay between the
computational geometry and machine learning communities and the purpose
of this workshop is strengthen existing connections to try to build a
stronger bridge between these two communities.

GOALS OF THE WORKSHOP

The main objective of the workshop is to develop and cultivate a
vibrant community of researchers and practitioners for sharing work
that leads to further research on the interplay between geometry and

machine learning. The participants will help to identify the most important research problems in this domain.

TOPICS

We are soliciting short papers (2-6 pages), presentations, project demos, or tutorials on any of the following topics:
* Geometric applications of machine learning
* The interplay of geometry, especially computational geometry, and machine learning * Using geometry to get insights into deep learning, or other areas of machine learning * Topology, especially computational topology, and machine learning
* Applying machine learning techniques to solve geometric problems

Please contact the organizers with any questions.