CLEI 2013
Conferencia Latinoamericana en Informática

7 al 11 de Octubre, 2013
Club Puerto Azul, Vargas, Venezuela.

Second Call for Papers

http://www.clei2013.org.ve/en/

Extended submission deadline

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Important Dates

Paper submission opening: February 1st, 2013

Paper submission deadline: May 6th, 2013 (extended deadline)

Notification of acceptance: June 30th, 2013

Final version submission: July 31th, 2013

Conference Venue

The XXXIX CLEI will be held in Club Puerto Azul (http://www.puertoazul.com), near Naiguatá, a Venezuelan town in front of Caribbean beaches. The club is located 32 km from the International Airport of Maiquetia and 55 km from the city of Caracas. CLEI is organized by Universidad Católica Andrés Bello, Universidad Central de Venezuela, Universidad Simón Bolívar, and Universidad Bolivariana de Venezuela.

Purpose

The XXXIX CLEI is the main Latin-American forum for exchanging ideas, experience and research results in sciences and engineering in Computer Sciences and Informatic, as well as its technological applications.

Conference Topics

The XXXIX CLEI Conference calls for papers reporting original research results and / or experience, related with the symposia or parallel conferences. CLEI 2013 includes several activities such as presentations, tutorials, plenary conferences, forums, etc. The Conference is composed by seven symposia.

Information for Paper Submission

Papers could be written in Spanish, Portuguese or English, and should be sent in a PDF format, prior to May 6th, 2013, through the CLEI 2013 website http://www.clei2013.org.ve taking as reference the format for article submissions http://clei2013.org.ve/llamado-a-articulos/

- Submitted papers must be the result of original research or reports with relevant experiences and should not be published or under evaluation on other conferences and/or journals.
- All submitted papers must have a maximum of 12 pages, including figures, references and an abstract of 150 words in one of the official languages accepted by CLEI 2013 (Spanish, Portuguese and English). Submissions written in Spanish or Portuguese, should have an abstract in English. Submitted papers must be formatted according to IEEE rules, referenced in the CLEI 2013 site (http://clei2013.org.ve/llamado-a-articulos/).
- The final program and the proceedings will only include papers with at least one author registered in the AUTHOR category of the conference before the final version submission date.
- A selection of the best papers will be published in the Electronic Notes in Theoretical Computer Science (http://www.entcs.org/) and CLEI Electronic Journal (http://www.clei.cl/cleiej/). For this purpose, invited authors must present an improved and extended version of their paper in English that will undergo a new evaluation process.
- Currently under consideration: CLEI2013 proceedings will be indexed by the IEEE Xplorer digital library.

Call for Tutorial Proposals

Submissions for tutorials are welcome to present research results, the state of the art of a particular topic, or to introduce a topic of industrial or academic interest. The tutorial proposal should be sent in PDF format, through the EasyChair system (https://www.easychair.org/conferences/?conf=clei2013) or by e-mail to aguilar@ula.ve or yudith@ldc.usb.ve. It should include the following information: Title of the tutorial, abstract, agenda, duration, target audience, brief CV of the presenters, language of instruction (English, Portuguese or Spanish), minimum/maximum number of attendants, required resources.

Symposia CLEI

Latin American Symposium on Software Engineering

- Software Engineering, Requirements Engineering
- Information Systems
- Web Application Development, Web Services
- Collaborative, Distributed and Concurrent Systems
- Human-Computer Interaction
- Process and Product Software Quality, Software Testing
- Emerging Applications
- Model-Driven Development

Latin American Symposium on Infrastructure, Hardware and Software

- Networks and Data Communication.
- Computer Architecture, Embedded Systems
- Microelectronics, Integrated Circuits, Processors, etc.
- High Performance Computing, Mobile Computing
- Operating Systems
- Performance Evaluation
- Computer and Network Security
- Signal Processing
- Networking wireless PAN, LAN, MAN and WAN
- Mobile Networks (3G, 4G, LTE, WiMaX)
- Sensor Networks, Converged Networks and Next Generation
- Network Management, Optimization and Quality of Service
- Multimedia: VoIP, IPTV, DVB, VOD, CDN, etc.
- Grid Computing, Cloud Computing
- Robotic

Latin American Symposium on Computing and Society

- ICT Access and Use
- Legal, Ethical and Social issues related to ICT
- ICT Applications to other fields: e-Science, e-Health, e-Justice, e-Tourism, e-Education, etc. Papers submitted on e-Education should be related to general applications to education (collaborative learning, virtual learning, etc.), and not to computer science courses (these should be submitted to CIESC)
- e-Government and e-Democracy
- Knowledge Economy, e-Business (e-Commerce, Social Commerce, e-Logistics, etc.)
- Applications related to New Enabling Technologies (Internet, Web 2.0, Mobile Applications, etc.).
- Free Software (policies for use, business models, etc.)
- ICT impact and Transformations on Society

Latin American Symposium on Theory of Computation

- Algorithms
- Computational Complexity
- Automata and Formal Languages
- Principles and Semantics of Programming Languages
- Theory and Models of Concurrency, Security and Mobility
- Logic and its Application in Computation
- Requirements, Components and Software Architectures Formal Models
- Formal Techniques and Fundaments for Software Analysis
- Theory of Types and Theory of Categories in Computation

Latin American Symposium on Operation Research and Artificial Intelligence

- Linear and Nonlinear Programming
- Optimization
- Game Theory, Theory of Queues
- Stochastic Processes.
- Intelligent Agents
- Artificial Neural Networks, Fuzzy Logic, Evolutionary Computation
- Artificial Life
- Natural Language Processing
- Expert Systems and Knowledge-Based
- Knowledge Representation
- Artificial Vision, Pattern Recognition
- Machine Learning, Reasoning, Automatic
- Intelligent Environments
- Bio-inspired Computing

Latin American Symposium on Computer Graphics, Virtual Reality and Image Processing

- Animation and Simulation
- Coding, Compression and Transmission of Images/Videos
- Computer Vision
- Games
- Geometric and Solid Modeling
- Computer Graphics Hardware
- Realism and Image Synthesis
- Information Visualization
- Motion Capture/Editing/Synthesis
- Processing of Images and Videos
- Search and Retrieval of Images and Videos
- Segmentation and Grouping in Images and Videos
- 3D Interfaces
- Virtual, Augmented and Mixed Reality

Latin American Symposium on Innovative Data Systems

- Data and Text Mining
- Semantic Web, Cloud Data Services, "Web of data".
- Knowledge Databases, Non-Relational Databases.
- Interaction of Structured, Semi-Structured, and Unstructured Data.
- Different Extensions to Databases (Spatial, Temporal, Spatio-Temporal, Mobile, Real-Time, etc.)
- Data Visualization, Data Warehouses and OLAP.
- Management of Uncertain Information (Probabilistic Databases, Ranking, Preferences, etc.).
- Data Privacy and Security.
- Personalization and Contextualization of Query and Search Tasks, Query Processing and Optimization.
- Parallelism in Data Management.
- Models, Storage and Management of Large Data Sets

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