

evo* > the main european events on evolutionary computation

evoapplications²⁰¹¹

european conference on the applications of evolutionary computation

27-29 april 2011
torino – italy
www.evostar.org

submission deadline
* 22 november 2010
notification to authors
* 7 january 2011
camera-ready deadline
* 1 february 2011

evoapplications is the premier european conference on the applications of evolutionary computation. It comprises the following events:

- * **evocomnet** 8th European event on nature-inspired techniques for telecommunication networks and other parallel and distributed systems;
- * **evocomplex** 2nd European event on algorithms and complex systems;
- * **evofin** 5th European event on evolutionary and natural computation in finance and economics;
- * **evogames** 3rd European event on bio-inspired algorithms in games;
- * **evohot** 6th European event on bio-inspired heuristics for design automation;
- * **evoiasp** 13th European event on evolutionary computation in image analysis and signal processing;
- * **evointelligence** 2nd European event on interactive evolution and humanized computational intelligence;
- * **evomusart** 9th European event on evolutionary and biologically inspired music, sound, art and design;
- * **evonum** 4th European event on bio-inspired algorithms for continuous parameter optimisation;
- * **evostim** 6th European event on nature-inspired techniques in scheduling, planning and timetabling;
- * **evostoc** 8th European event on evolutionary algorithms in stochastic and dynamic environments;
- * **evotranslog** 5th European event on evolutionary computation in transportation and logistics;
- * **evophd** 6th Graduate student workshop on evolutionary computation.

publication details

Accepted papers from all the events, except evophd, of the **evoapplications** conference will appear in the proceedings of **evo***, published in a volume of the Springer Lecture Notes in Computer Science, which will be available at the Conference. The papers accepted for **evophd** will be published in a CD with ISSN, that will be disseminated among the participants of the event.

submission details

Submissions must be original and not published elsewhere. The submissions will be peer reviewed by at least three members of the program committee. The authors of accepted papers will have to improve their paper on the basis of the reviewers' comments and will be asked to send a camera ready version of their manuscripts. At least one author of each accepted work has to register for the conference and attend the conference and present the work.

The reviewing process will be double-blind, please omit information about the authors in the submitted paper. Submit your manuscript in Springer LNCS format.

Submitting to **evocomnet**, **evocomplex**, **evofin**, **evogames**, **evohot**, **evoiasp**, **evointelligence**, **evomusart**, **evonum**, **evostim**, **evostoc** and **evotranslog**:

- * submission link:
<http://myreview.csregistry.org/evoapps/>
- * page limit: 10 pages

Submitting to **evophd**:

- * Submissions should be e-mailed in PDF or gzipped postscript to evophd@vanhemert.co.uk.
- * The page limit is 14 A4 pages for students' submissions and 20 A4 pages for PhD-summary submissions, both in Springer LNCS format.

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