

The Tenth International Conference on Learning Representations (Virtual)
Mon Apr 25th through Fri the 29th

Blog post: Broadening our Call for Participation to ICLR 2022

The paper submission site is <https://openreview.net/group?id=ICLR.cc/2022/Conference>. Please check out the **Author Guide** in the menus above for frequent updates about submission FAQs.

[ICLR 2022 Call For Papers »](#)

Important Dates

Conference Sessions and Workshops	Mon Apr 25th through Fri the 29th	
WorkshopApplicationOpen	Sep 21 '21 04:00 AM UTC *	00 weeks 00 days 00:00:00
Abstract Submission Deadline	Sep 29 '21 12:00 AM UTC *	00 weeks 00 days 01:21:31
Paper Submission deadline	Oct 06 '21 12:00 AM UTC *	01 weeks 00 days 01:21:31
WorkshopApplicationDeadline	Oct 29 '21 10:00 PM UTC *	04 weeks 02 days 23:21:31
Paper Reviews Released	Nov 09 '21 12:00 AM UTC *	05 weeks 06 days 01:21:31
Author / Reviewer / AC Discussion Period Ends	Nov 22 '21 12:00 AM UTC *	
Workshop Acceptance Notifications	Dec 03 '21 10:00 PM UTC *	09 weeks 02 days 23:21:31
Paper Decision Notification	Jan 24 '22 11:59 AM UTC *	
Registration Opens	Feb 02 '22 02:00 PM UTC *	
Suggested Submission Date for Workshop Contributions	Feb 26 '22 12:00 AM UTC *	21 weeks 03 days 01:21:31
Workshop Mandatory Accept/Reject Notification Date	Mar 26 '22 01:00 AM UTC *	25 weeks 03 days 02:21:31
Registration Cancellation Refund Deadline	Apr 12 '22 03:00 PM UTC *	27 weeks 06 days 16:21:31
All dates »	Timezone: »	

Sponsors

The generous support of our sponsors allowed us to reduce our ticket price by about 50%, and support diversity at the meeting with travel awards. In addition, many accepted papers at the conference were contributed by our sponsors.

[Become a 2021 Sponsor »](#) (not currently taking applications)

2022 ICLR Organizing Committee

General Chair

- Katja Hofmann, Microsoft

Senior Program Chair

- Yan Liu, University of Southern California

Program Chairs

- Chelsea Finn, Stanford University
- Yejin Choi, University of Washington / AI2
- Marc Deisenroth, University College London

Workshop Chairs

- Feryal Behbahani, DeepMind
- Vukosi Marivate, University of Pretoria

Area Chairs

- [Area Chairs »](#)

Ethics Review Committee

- Coming soon

Diversity Equity & Inclusion Chairs

- Krystal Maughan, University of Vermont
- Rosanne Liu, Google & ML Collective

Virtual Chairs - Virtual & Volunteers

- Coming soon

Engagements Chairs - Socials & Sponsors

- Ehi Nosakhare, Microsoft
- William Agnew, University of Washington

Blog Track Chairs

- Sebastien Bubeck, Microsoft
- David Dobre, MILA
- Charlie Gauthier, MILA
- Gauthier Gidel, MILA

- Claire Vernade, DeepMind

Workflow Chairs

- Zhenyu (Sherry) Xue
- Yaguang Li, Google Brain

Contact

The organizers can be contacted [here](#).

About Us

The International Conference on Learning Representations (ICLR) is the premier gathering of professionals dedicated to the advancement of the branch of artificial intelligence called representation learning, but generally referred to as deep learning.

ICLR is globally renowned for presenting and publishing **cutting-edge research on all aspects of deep learning used in the fields of artificial intelligence, statistics and data science, as well as important application areas such as machine vision, computational biology, speech recognition, text understanding, gaming, and robotics.**

Participants at ICLR span a wide range of backgrounds, **from academic and industrial researchers, to entrepreneurs and engineers, to graduate students and postdocs.**

A non-exhaustive list of relevant topics explored at the conference include:

- unsupervised, semi-supervised, and supervised representation learning
- representation learning for planning and reinforcement learning
- representation learning for computer vision and natural language processing
- metric learning and kernel learning
- sparse coding and dimensionality expansion
- hierarchical models
- optimization for representation learning
- learning representations of outputs or states
- implementation issues, parallelization, software platforms, hardware
- applications in audio, speech, robotics, neuroscience, computational biology, or any other field
- societal considerations of representation learning including fairness, safety, privacy