

September 22-26 2009, Palma de Mallorca, Spain

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Track 3. REAL-TIME AND (NETWORKED) EMBEDDED SYSTEMS

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Society

Embedded systems are increasingly taking advantage of the opportunities
afforded by ubiquitous connectivity and networks to offer new and original
functions and solutions. Together with the hard real-time constraints often
associated with these applications, the design of embedded systems requires
the development of efficient platforms supported by innovative technologies,
methodologies and algorithms. This track brings together the experts to
present the latest developments and progress. Hence, contributions are
sought in, but not limited to, the following areas:

- Technology in real-time and (networked) embedded systems (RTNES):
 - Real-time computing
 - Real-time operating systems
 - Real-time communications
 - Networked embedded systems technology
 - Wireless sensor networks
 - Cyber physical systems
- Design and methods in RTNES:
 - Design and implementation
 - Design methodologies and tools
 - Components and platforms
 - Models of computation and formal methods
 - Hardware/software co-design
- Algorithms and control in RTNES:
 - Power supply and management
 - Data integration and fusion
 - Communication modes
 - Quality of service control
- Case studies in RTNES:
 - Case studies (industrial automation, automotive, avionics,
communications...)

SUBMISSION OF PAPERS

Papers are to be submitted electronically. For further details,
please consult the conference web pages.

AUTHOR'S SCHEDULE

Deadline for submission of full papers:	April 30, 2009
Notification of papers acceptance:	June 8, 2009
Final manuscripts due:	July 5, 2009

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