

ISORC 2006

9th IEEE International Symposium on
Object and component-oriented Real-time distributed Computing
April 24-26, 2006, Gyeongju, Korea

(April 27-28 reserved for an adjunct workshop, SEUS 2006
(workshop on Software technologies for future Embedded & Ubiquitous Systems))

Sponsor: IEEE Computer Society TC on Distributed Processing



In cooperation with: OMG, IFIP WG 10.4



<http://www.rtselab.org/~isorc2006>

Important Dates:	Paper Submissions:	December 9, 2005
	Acceptance Notification:	January 20, 2006
	Camera-Ready Papers Due:	February 15, 2006

Symposium Co-Chairs:

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Insup Lee UPenn, USA

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SCOPE

This is the eighth IEEE Computer Society symposium dealing with the rapidly expanding field of object-oriented real-time distributed computing (ORC) technology. The principal theme of ISORC is the use of the object-oriented computing paradigm - which has prevailed in many non-real-time applications in the past decade - in a wide variety of real-time applications. In the ISORC series, this paradigm emphasizes its spirit of openness where diverse views and new approaches to challenging issues can be freely discussed.

TOPICS OF INTEREST

Papers pertaining to all aspects of ORC are sought, including but not limited to the following:

Programming and system engineering: ORC paradigms, object models, languages, RT Corba, Embedded .NET, RT RMI, RT Java, UML, application programming interface (API), specification, design, verification, validation, testing, maintenance, system of systems, etc.

Distributed computing and communication infrastructures:

Internet QoS (quality of service), real-time communication, networked computing platforms, protocols, inter-operability, security, trusted and dependable systems, fault tolerance, virtual subnets for ORC.

System software: real-time kernels and operating systems, middleware support for ORC, QoS management, extensibility, synchronization, resource allocation, scheduling, fault tolerance, security.

Applications: embedded systems (automotive, avionics, consumer electronics, building systems, etc), multimedia processing, RT Web-based applications and use of XML, real-time object-oriented simulations.

System evaluation: output accuracy, timeliness, worst-case execution time, dependability, end-to-end QoS, overhead, fault detection and recovery time.

Papers dealing with other issues that are related to the specification, design, implementation, and evaluation of ORC systems are also welcome. To promote

I-Ling Yen UT, Dallas, USA
Jan Gustafsson Malardalen Univ., Sweden
Jie Xu Univ. of Leeds, UK
Joerg Kaiser Univ. of Magdeburg Germany
Jong Kim POSTECH, Korea
Joni Fraga UFSC, Brazil
Jung-Gook Kim HUFSS, Korea
Lynn Choi Korea Univ., Korea
Mahesh Viswanathan UIUC, USA
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Priya Narasimhan CMU, USA
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Sang Lyul Min SNU Korea
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Yunmook Nah Dankook Univ., Korea
Yuging Li Microsoft, USA
Zhi-guang Shan State Information Center China

dialogues between researchers and users of ORC, contributions from industry are particularly welcome.

CONFERENCE SESSION FORMATS

Following the tradition of ISORC, the conference program will consist of sessions of different formats:

- presentations of regular and short papers,
- a number of panel discussions, and
- special sessions devoted to reporting industrial advances

GUIDELINES FOR MANUSCRIPTS

Research Papers. Papers should describe original work and be 20 double-spaced pages (6,000 words) or less in length.

Papers presenting Industrial Advances. Industrial papers and practitioner reports, describing experiences of using ORC technology in application or tool development projects, are an integral part of the technical program of ISORC. A majority of these papers are expected to be shorter and less formal than research papers. They should clearly identify, and discuss in detail, the issues that represent notable industrial advances. Reports with project metrics supporting their claims are particularly sought, as well as those that show both benefits and drawbacks of the approaches used in the given project.

Short Synopses. Short papers (about 5 double-spaced pages in length) on substantial real-time applications are also invited, and should contain enough information for the program committee to understand the scope of the project and evaluate the novelty of the problem or approach.

According to program committee guidelines, papers presenting practical techniques, ideas, or evaluations will be favored. Papers reporting experimentation results and industrial experiences are particularly welcome. Originality will not be interpreted too narrowly.

Papers that are based on severely unrealistic assumptions will not be accepted however mathematically or logically sophisticated the discussion may be.

All accepted submissions will appear in the proceedings published by IEEE. A person will not be allowed to present more than 2 papers at the symposium.

PAPER SUBMISSION

Please submit your paper in *portable postscript* or *pdf* format (all uncommon fonts embedded) **by email** to:

isorc2006@rtselab.org

ADJUNCT WORKSHOP

SEUS 2006 (4th IEEE Computer Society's Workshop on Software Technologies for Future Embedded & Ubiquitous Systems, <http://resl.icu.ac.kr/~seus2006>) will be held at the same location during April 27 - 28, 2006.
