

CALL FOR PAPERS (v4)

(<http://dream.eng.uci.edu/isorc/>)

ISORC '98

The 1st IEEE International Symposium on Object-oriented Real-time distributed Computing



April 20 - 22, 1998
Kyoto International
Conference Hall
Kyoto, Japan

Sponsored by:
IEEE Computer Society TC on
Distributed Processing

In cooperation with:
Information Processing Society
of Japan, SIGSE
IFIP WG 10.4
OMG

(The 4th IEEE Workshop on Object-oriented Real-time Dependable Systems (WORDS '98) and The 4th Int'l Workshop on Object-Oriented Real-Time Systems (WOORTS '98) will not occur as separate events and instead they are embedded into ISORC '98.)

SCOPE

The ISORC is a new IEEE Computer Society symposium series dealing with the emerging object-oriented real-time distributed computing (ORC) technology. The ORC is a rapidly growing young technological field. So far, the technical meetings that concentrated on this ORC technology were of the workshop type. It is the judgment of the ISORC Executive Committee that the entire field of ORC has now outgrown the capacity that a typical workshop can provide.

The main technical theme of the ISORC is how to extend the well established object-oriented computing technology, i.e., the technology that has prevailed the non-real-time business data processing field in the past decade, into the technologies that are effectively applicable to various classes of real-time applications.

The ISORC was created with the goal of becoming an exemplary symposium series with respect to the maintenance of an open symposium spirit. The following guidelines will be used by the Program Committee (PC) in evaluating the submitted papers and composing the technical program.

(1) Papers presenting practical techniques, ideas, or evaluations will be favored. Papers reporting practical experiences or experimental developments are particularly welcome.

(2) Papers completely lacking originality will not be acceptable. However, for the papers reporting experiences or experiments, the originality will not be interpreted narrowly. For example, new evidences leading to a conclusion similar to the conclusion that was supported by different evidences earlier in literature, will still be given serious considerations as

long as clear references to the earlier works are given.

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

Papers in all aspects of object-oriented real-time distributed computing are sought, including but not limited to the following aspects:

- New ORC paradigms
- Object models
- Requirements engineering
- System (incl. communication), hardware, and software architectures (real-time CORBA, DCOM, etc.)
- Specification and design
- Languages and tools for structuring real-time objects
- Highly Dependable ORC, including fault-tolerant and secure ORC
- Resource allocation
- Operating system support for ORC and real-time object request brokers
- Database architecture for ORC
- Real-time simulation
- Testing, verification, and evaluation of system properties, including output accuracy, timeliness, dependability, etc.
- System/software engineering methodology
- Multimedia processing and WAN communication applications
- Application areas such as embedded systems (automobile, avionics, consumer electronics), business and industrial applications, etc.

Papers dealing with other issues that are related to the specification, design, implementation, and evaluation of

object-oriented real-time dependable systems are all welcome.

SUBMISSION

Papers should describe original work, and be 20 double-spaced pages (5,000 words) or less in length. Short synopses (3 double-spaced pages or less in length) of 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. All accepted submissions will appear in the proceedings. WORDS '98 and WOORTS '98 will be integrated into ISORC '98 and thus all papers must be submitted to ISORC '98.

Authors are requested to submit their manuscripts *electronically*, and also email the abstract and the full addresses of the author(s), by the following deadlines.

Full paper in an electronic document format and Email containing an abstract of max. 200 words and the full addresses of the author(s):

by November 7, 1997

For electronic submission of the full paper, only the electronic documents in

- the Microsoft WORD document file format,
- the PDF format, or
- the Postscript format

are acceptable. The name of the word processor used to generate the PDF or Postscript documents and also the name of the printer which the authors used to test the

electronic documents must also be indicated in the cover email.

All submissions must be sent to :

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The authors will receive acceptance/rejection notices via email during December 18 - 30, 1997 and in case of acceptance, the authors will be required to revise their papers based on the reviewers' comments and submit their final camera-ready papers by January 31, 1998.

** For participants of ICSE '98: ICSE '98 (The IEEE CS Int'l Conf. on Software Engineering) will be held immediately after ISORC '98, during April 22 - 24, 1998, in the same hotel.

(Another conference in Asia during the week: ISIT '98, Int'l Symp. on Internet Technology, April 24 - 26, 1998, Taipei, Taiwan, //internet98.csie.nctu.edu.tw)

** The URL of the Web site for ISORC 98 is

<http://dream.eng.uci.edu/isorc/> .

For the beautiful symposium location, Kyoto International Conference Hall, see

<http://icse98.aist-nara.ac.jp/detailed-info/kyoto.html> .

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