

IEEE ISORC 2019

Valencia, Spain May 7-9, 2019

The 22nd IEEE International Symposium on Real-Time Distributed Computing

CALL FOR PAPERS

Organizing Committee

General Chairs

Arvind Easwaran NTU, Singapore Abhishek Dubey Vanderbilt Univ., USA Marisol Garcia-Valls Universidad Carlos III de Madrid, Spain

Program Chairs

Aniruddha Gokhale Vanderbilt Univ., USA Mathias Pacher Goethe University Frankfurt, Germany Weichen Liu NTU, Singapore

Organization Chair

Marisol Garcia-Valls Universidad Carlos III de Madrid, Spain

Poster/Demo Chairs

Di Liu

Yunnan University, China Luis Lino Ferreira CISTER/ISEP, Portugal

Web and Publicity Chair

Tommaso Cucinotta Scuola Superiore Sant'Anna, Italy Zhenkai Zhang Vanderbilt Univ., USA

Steering Committee Chairs

Uwe Brinkschulte
Goethe University
Frankfurt, Germany
Rob Pettit
The Aerospace Corp.,
USA

IEEE ISORC 2019

ISORC has become established as the leading event devoted to state-of-the-art research in the field of object/component/service-oriented real-time distributed computing (ORC) technology. In addition to the main conference, for the first time, ISORC 2019 will organize a special session dedicated to posters and demos, where the objective is to allow participants to show prototypes, tools, simulators and systems, which demonstrate the applicability of real-time computing to different applications. Best papers from ISORC 2019 will be invited for submission to a Special Issue of Journal of Systems Architecture. More information including submission guideline can be found at: https://isorc2019.github.io/.

Important dates

Main Track

Submission deadline
January 15, 2019
Acceptance notification
March 1, 2019
Camera-ready papers
March 8, 2019

Poster/Demo Session

Submission deadline
March 7, 2019
Acceptance notification
March 21, 2019
Camera-ready papers
March 28, 2019

Accepted papers will be invited to submit an extended version to a special issue of the Elsevier Journal of Systems Architecture (JSA).

The topics include but are not limited to

- Programming and system engineering: real-time programming challenges, ORC paradigms, object/component models, languages, synchronous languages.
- Embedded distribution middleware, model maintenance, system of systems, timepredictable systems and hardware.
- Distributed computing and communication infrastructures: real-time communication, networked platforms, protocols, Internet QoS, peer-to-peer computing, sensor networks, VANETS and V2V and V2I communication, trusted and dependable systems.
- Algorithms for Real Time Analytics: clustering and classification approaches, stream processing algorithms, real time decision tree generation and update, real time machine learning, statistical approaches; stream correlation and sampling approaches.
- System software: real-time kernel/OS, middleware support for ORC, QoS management, extensibility, synchronization, resource allocation, scheduling, fault tolerance, security.
- Real-time algorithms and infrastructure support for decentralized architectures including distributed ledgers with a focus on scalability and resilience.
- Applications: Medical devices, intelligent transportation systems, Industrial automation systems and Industry 4.0, Internet of Things and Smart Grids, Embedded systems (automotive, avionics, consumer electronics, building systems, sensors, etc), multimedia processing, RT Web-based applications.
- System evaluation: performance analysis, monitoring & timing, dependability, end-to-end QoS, overhead, fault detection and recovery time.
- Cyber-physical and cyber-social systems (e.g. social media analytics).
- Time-sensitive social dispersed computing.