ISORC 2003

6th IEEE International Symposium on Object-oriented Real-time Distributed Computing

May 14 – 16, 2003, Hakodate, Hokkaido, Japan

Co-Sponsors: IEEE Computer Society TC on Distributed Processing,
Communications Research Lab. (CRL), Japan,
in cooperation with OMG, IFIP WG 10.4

http://www.vmars.tuwien.ac.at/isorc2003

IEEE COMPUTER SOCIETY

Call for Papers

Important Dates		
	Paper submissions :	**November 1, 2002**
	Acceptance notification :	**January 22, 2003**
	Camera-ready papers :	**February 22, 2003**

SCOPE

This is the sixth 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.

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, RT DCOM/.NET, RT RMI, RT Java, UML, APIs, specification, design, verification, validation, testing, maintenance, etc.
- *Distributed computing and communication infrastructures*: Internet QoS, real-time communication, networked computing platforms, protocols, inter-operability, security, 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.
- *Applications*: embedded systems (automotive, avionics, consumer electronics, building systems, etc), multimedia processing, Web-based applications, real-time object-oriented simulations.
- *System evaluation*: output accuracy, timeliness, worst-case execution time, dependability, memory consumption, power consumption, overhead.

Papers dealing with other issues related to the specification, design, implementation, and evaluation of ORC systems are also welcome. To promote dialogues between researchers and users of ORC, contributions from industry are particularly welcome.

According to program committee guidelines papers presenting practical techniques, ideas, or evaluations will be favored. Experience reports or experimental developments 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.

GUIDELINES FOR MANUSCRIPTS

ISORC welcomes the submission of both academic research papers and papers from industry:

Research Papers

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

Industry Papers

Industrial papers and practitioner reports, describing experiences of using object-oriented technology in real-time application or tool development projects, are an integral part of the technical program of ISORC. A majority of them are expected to be shorter and less formal than research papers. They should clearly identify, and discuss in detail, the issues that represent the main contribution. 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.

The conference will feature one or two sessions of remote video-conferencing presentations (see section on conference format). Authors of industrial papers who will not be able to present their papers in person may choose to present their paper remotely (the registration fee for remote presentations will be higher than for normal presentations). Please indicate that you would need to present your paper remotely when submitting your paper.

Short synopses (about 5 double-spaced pages 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.

ELECTRONIC PAPER SUBMISSION

Papers will have to be submitted via the online paper submission web page. A link to the paper submission page will be made available on the conference web page a few weeks prior to the submission deadline.

CONFERENCE FORMAT

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
- sessions with presentations via remote video-conferencing (net-meeting presentations). The latter, new presentation format shall give a limited number of people from industry who would otherwise not be able to attend the conference the opportunity to participate in the event.

CONFERENCE WEB PAGE

Visit the web site http://www.vmars.tuwien.ac.at/isorc2003 for details about the conference and paper submission. The conference web page will be updated on a regular basis.