



10th Junior Researcher Workshop on Real-Time Computing (JRWRTC 2016)

in conjunction with the
24th International Conference on Real-Time and Network Systems (RTNS 2016)
Brest, France, 19th-21st October, 2015

<http://jrwrtc2016.gforge.inria.fr/>

Important dates

Submission deadline: Sept. 14th, 2016
Notification of acceptance: Sept. 21st, 2016
Final Manuscript due: Sept. 25th, 2016
Conference: Oct. 19-21st, 2016

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The purpose of the 10th Junior Researcher Workshop on Real-Time Computing is to bring together junior researchers working on real-time systems (PhD students, postdocs, etc). The workshop provides a relaxed forum to present and discuss new ideas, new research directions, and to review current trends in the real-time systems area and is based on both short presentations and a poster session to encourage stimulating discussions.

The scope of the JRWRTC 2016 includes (but is not limited to) the following areas:

Real-time system design and analysis: task and message scheduling, modeling, verification, evaluation, model-driven development, worst-case execution time estimation, distributed systems, fault tolerance, quality of service, security, real-time system benchmarking.

Infrastructure and hardware for real-time systems: wired and wireless communication networks, fieldbuses, networked control systems, sensor networks, power-aware scheduling.

Software technologies for real-time systems: compilers, programming languages, middleware and component-based technologies, operating systems, tools and benchmarks.

Real-time applications: automotive, avionics, process control, telecommunications, multimedia.

Submission guidelines: Up to 4 pages, double column format, with 10 points font. Every submission should be co-authored by at least one junior researcher.

A booklet containing the proceedings will be available on the web.