ECRTS 17

June 27th – 30th 2017, Dubrovnik, Croatia

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Themes and Topics of Interest
ECRTS is the premier European venue for presenting research into the broad area of real-time and embedded systems. Along with RTSS and RTAS, ECRTS ranks as one of the top three international conferences on real-time systems. Papers on all aspects of real-time systems are welcome. These include, but are not limited to:

• Scheduling Design and Analysis
• Contention-aware Multi-core Systems
• Heterogeneous Real-Time Systems
• Virtualization and Timing Isolation
• Mixed-Criticality Design & Assurance
• Real-Time Operating Systems, Hypervisors and Middleware
• WCET Analysis
• Real-Time Networks and Predictable Communication Protocols
• Realistic Power/Energy/Thermal Models and Algorithms
• Network/System-on-Chips and Massively Parallel Devices
• Modelling and/or Formal Methods
• Industrial Use-Cases and RT Applications
• Tools, Compilers and Benchmarks for Embedded Systems

Conference Highlights
ECRTS will hold a welcome service for first-time attendees to the conference. Following a successful tradition at ECRTS there will also be a number of successful Satellite Workshops including: OSPERT Operating Systems Platforms for Embedded Real-Time applications, WCET Worst-Case Execution Time analysis, WATERS Workshop on Analysis Tools and methodologies for Embedded and Real-time Systems, RTN International Workshop on Real-Time Network, and RTOPS Real-Time Scheduling Open Problems Seminar. A special session will provide a platform for presenting and revisiting Industrial Challenges, issuing Call for Actions, and presentation of Work in Progress. Separate Calls for Contributions will be issued later for these.

Submission of papers
Full papers must be submitted electronically through our web form in a pdf format. Accepted papers should be submitted as Latex sources using the LIPIcs LaTeX style (without any modifications) linked from the ECRTS website (ecrts17.ecrts.org).

Artifact Evaluation
ECRTS is the first real-time systems conference that has introduced the artifact evaluation process (in 2016). Authors of accepted papers with a computational component will be invited to submit their code and/or their data to an optional repeatability evaluation. The authors of the artifacts, which pass the evaluation, can decide to use a seal that indicates that the artifact has passed the repeatability test.

Local information
Dubrovnik is a Croatian city on the Adriatic Sea, in the region of Dalmatia. It is one of the most prominent tourist destinations in the Mediterranean Sea. A feature of Dubrovnik is its walls (992,000 visitors in 2015) that run almost 2 kilometres (1.2 miles) around the city. The walls of Dubrovnik have also been a popular filming site for the fictional city of King’s Landing in the HBO television series, Game of Thrones.

Program Committee
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