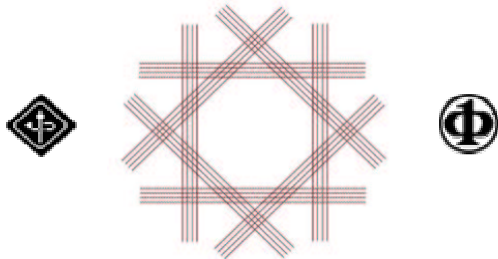


CALL FOR PAPERS



The Twelfth International Workshop on Parallel and Distributed Real-Time Systems (WPDRTS 2004)

April 26th and 27th, In conjunction with IPDPS 2004

Eldorado Hotel, Santa Fe, New Mexico

The International Workshop on Parallel and Distributed Real-Time Systems is a forum for the presentation and discussion of approaches, research findings, and experiences in the domain of large-scale parallel and distributed real-time systems. Both research and development of relevant technologies are of interest, as well as the applications built using such technologies.

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Keynote Address:

“Twelve Principles for the Design of Safety-Critical Real-Time Systems”
Hermann Kopetz, Technische Universität Vienna, Austria

Invited Tutorial:

“The Need for Utility Accrual Scheduling in the JPL Mission Data System.”
Kirk Rheinoltz, Chief Programmer, Mission Data System, NASA JPL

Invited Paper Session:

“Time/Utility Functions and Utility Accrual Scheduling” Organizer: Doug Jensen.
This special session will bring together experts in this area, to present their positions, recent results, and conclusions, to give the larger community an in-depth perspective on the state of the art in time/utility functions and utility accrual scheduling.

Panel:

“Static WCET analysis vs. Measurement: What is the Right Way to Assess Real-Time Task Timing?” Organizers: Lonnie Welch, Ohio University, USA, and Peter Puschner, TU Vienna, Austria.

Student Research Paper session:

Organizer: Vana Kalogeraki. This special session will give students a forum to present as single authors their research topics, results to date, and work in progress. Each talk will consist of a 10 minute presentation, followed by a 5 minute question and answer period. The intention of this session is to give students early feedback on their research, to highlight their contributions, and to increase their involvement within the larger research community.

Challenge Problem Session:

Organizer: Douglas Niehaus. This special session will revolve around a problem of pressing interest, where alternative approaches are possible. Proposed solutions to the challenge problem will be solicited. The session will be devoted to discussing the problem and proposed solutions. An award will be given for the best solution.

General Paper Sessions:

These sessions will present high-quality papers submitted to the workshop and selected by the program committee for presentation and publication at WPDRTS.

Topics of interest include but are not limited to:

- Resource Management
- Operating Systems and Middleware
- Programming Environments
- Algorithms and Applications
- Architectures
- Specification, Modeling, and Analysis
- Networking and Communications

PAPER SUBMISSION

Papers are not to exceed 15 pages (11 pt. font). Please number each page. Include an abstract and 5-6 keywords for the technical areas most relevant to your paper. The workshop proceedings will be published by IEEE CS press and selected papers will be published in a respected research journal (TBA).

IMPORTANT DEADLINES

Manuscripts due:	November 24, 2003 (hard deadline)
Acceptance notification:	December 19, 2003
Camera ready copies due:	January 15, 2004

Submissions will be handled via the workshop web site

<http://www.cs.wustl.edu/~cdgill/WPDRTS04/>