Call for Papers

The 28th IEEE International Conference on Embedded and Real-Time Computing Systems and Applications (RTCSA)

Hybrid Conference at Aug. 23–25, 2022

Conference Overview

The RTCSA conference series brings together researchers and developers from academia and industry for advancing the technologies and theories to design and develop timesensitive systems and applications. Representative examples include CPS, IoT, embedded systems, and fog/edge/cloud computing. RTCSA welcomes academic and industrial papers describing innovative research or technical results of embedded and real-time systems.

https://www.rtcsa.org

Important Dates

- Abstract Submission Deadline: Apr. 22, 2022 (optional)
- Full paper Submission Deadline: Apr. 29, 2022
- Acceptance Notification: May 31, 2022
- Camera-Ready Submission Deadline: Jun. 30, 2022

Real-time Systems Track

- Real-time Scheduling
- Machine Learning-driven Real-time Systems
- Workload Models for Real-time Systems
- Temperature/Energy-aware Scheduling
- Scheduling over Heterogeneous Architectures
- Scheduling over Distributed Architectures
- Timing Analysis
- Formal Methods for Temporal Guarantees
- Programming Languages and Run-time Systems
- Middleware Systems
- Communication Networks and Protocols of Real-time Systems
- Time-sensitive Media Processing and Transmissions
- Latency and Throughput in Real-time Databases

IoT, CPS, and Emerging Applications Track

- Foundations and theory of IoT and CPS
- Systems and technology of IoT and CPS
- Applications and case studies of IoT and CPS
- Connected health and medical CPS
- Industrial Internet and reliable communications in Industry 4.0
- Innovative city technology and applications
- Intelligent transportation, Car2X, and vehicle infrastructure
- Cyber-Physical co-design
- Personal, wearable, and other embedded networked frontends
- Machine learning in IoT and CP3
- Cloud, middleware, and networks for IoT and CPS
- Wireless sensor-actuator networks for IoT and CPS

Embedded Systems Track

- Embedded System Architectures
- Multi-Core Embedded Systems
- Operating Systems and Real-time Scheduling
- Embedded Software and Compilers
- Nonvolatile Memories and Storage
- Power/Thermal Aware Design
- Fault Tolerance and Security
- Sensor-based Systems and Applications
- Embedded Systems and Design Methods for Cyber-Physical Systems
- Reconfigurable Computing Architectures and Software
 Support
- Ubiquitous and Distributed Embedded Systems and Networks
- Embedded Systems for Machine Learning, and Machine Learning for Embedded Systems



