CALL FOR PAPERS

RTAS’16, the 22nd in a series of annual conferences sponsored by the IEEE, will be held in Vienna, Austria, as part of the Cyber-Physical Systems Week (CPSWeek) in April, 2016. CPSWeek 2016 will bring together leading conferences, including the International Conference on Information Processing in Sensor Networks (IPSN’16), the International Conference on Hybrid Systems (HSCC’16), the International Conference on Cyber-Physical Systems (ICCP’16) and RTAS’16.

RTAS’16 invites papers describing original systems and applications, case studies, methodologies and applied algorithms that contribute to the state of practice in the broad field of embedded and open real-time systems and computing. The scope of RTAS’16 consists of three tracks:

- **Track 1: Applications, RTOSs & Run-Time Software and Tools:**
  - David Broman
  - KTH Sweden, UC Berkeley, USA

- **Track 2: Applied Methodologies and Foundations:**
  - Robert Davis
  - University of York, UK

- **Track 3: Embedded Systems Design for Real-Time Applications:**
  - Rodolfo Pellizzoni
  - University of Waterloo, Canada

Details of the requirements that each track places on submitted papers can be found on the conference website.

PAPER SUBMISSION

All papers must be submitted electronically in PDF format, following the IEEE conference proceedings format and must describe original work not previously published or concurrently submitted elsewhere. The main body of each submitted paper is limited to 10 pages. Additionally, each submission may include an optional appendix with supplemental material that will be read at the discretion of the program committee; this appendix is limited to two pages (for 12 pages in total). Further details of submission requirements can be found on the conference website.

AWARDS

A selection of papers will receive recognition as outstanding papers, and will be highlighted as such in the conference proceedings. Best paper and best student paper awards will be presented at the conference.

CONFERENCE HIGHLIGHTS

The conference includes a Work in Progress (WiP) and Demo session with posters. This session is intended for presentation of recent and on-going work, as well of demonstrations of tools and technology that have the potential to be used in the design and development of real-time systems. There will also be an Industry session where invitees from industry will talk about their work and experiences with real-world problems.

PROCEEDINGS

The conference proceedings will be published by IEEE and indexed on IEEE Explore.

VENUE

The Hofburg is the centre of Vienna and the heart of the old city. On its opposite side, and separated by the beautiful People’s garden, is the magnificent, gothic-style city hall.