Embedded and Ubiquitous Software Engineering (EUSE) Workshop

December 3rd, 2004
The Grand Hotel Haeundae, Busan, Korea
http://embedded.korea.ac.kr/euse2004
(Co-located at APSEC 2004)

Introduction

Whereas hardware technology for embedded and ubiquitous computing has been advanced rapidly, software technology for these emerging, exciting new paradigms and disciples is not paid attention on until now and becomes a bottleneck of IT-based well-being of human life. The ubiquitous and embedded software technology includes embedded software engineering, embedded requirements engineering, distributed component architectures, embedded system software, ubiquitous middleware, security and privacy, etc. It also includes emerging new computing paradigms such as sensor network computing, context-aware computing, autonomic computing, energy-aware computing, and agent and mobile computing.

This workshop of EUSE-04 provides a common ground for engineers and scientists in academia, industry, and government to exchange these emerging software technologies and discuss future challenges of all aspect of embedded and ubiquitous software engineering.

Topics of particular interest include, but are not limited to:

- Embedded Software Engineering
- Requirements Engineering for Embedded and Ubiquitous System
- Embedded and Ubiquitous Software Design Methodology (e.g., Hardware/Software Co-design)
- Domain-specific Embedded Software Architecture
- Product-line Engineering for Embedded Systems
- Embedded System Software (e.g., RTOS, TinyOS)
- Middleware for Embedded and Ubiquitous Software
- Testing, Validation and Verification
- Adaptive Software
- Ubiquitous Component-based Software Engineering
- Ubiquitous Security and Privacy
- Ubiquitous Human-Computer Interaction
- Ubiquitous Game
- Sensor Networks and its Applications
- Home Network and its Applications
- Dependable, Ubiquitous Medical/Health Systems
- System/Network-on-Chip
- Ad-hoc, Wireless Communication and Networks
- Context-Aware Computing
- Autonomic Computing
- Energy-aware Computing
- Agents and Mobile Computing
Important Dates

Notification of Acceptance     September 5, 2004
Camera ready copy due         September 15, 2004

Paper Submissions

Papers are categorized into short-paper (visionary papers, industrial experience, initial innovative ideas) and full-paper (technical papers, case study papers). Paper submissions will be reviewed and evaluated based on originality, technical quality, and relevance to software concepts and technologies. The accepted papers will be published by the IEEE Computer Society Press. All submissions must be prepared in IEEE format (refer to http://www.computer.org/cspress/instruct.htm). Short papers must not exceed 2 pages and full papers must not exceed 8 pages in length, including figures and references. Submission of papers will be carried out electronically via email and be in pdf format. The email address to submit papers is euse2004@embedded.korea.ac.kr

Workshop Program Committee

Program Chairs:

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If you have additional questions, please contact one of Workshop Program Chairs at

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LOCAL INFORMATION : If you want to get some local information about the conference venue, Busan, click the following links:

Korean / English / Japanese / Chinese