Message from the Program Chair

Program Committee

Reviewers

Welcome to the Royal Institute of Technology

System Architecture and Software in Future Cars

Scheduling Periodic Tasks on Uniform Multiprocessors

Schedulability Analysis of Distributed Hard Real-Time Systems with Multiple-Event Synchronization

Worst-Case Utilization Bound for EDF Scheduling on Real-Time Multiprocessor Systems

Early-Release Fair Scheduling

Designing Inter-Class Concurrency Control Strategies for Real-time Database Systems with Mixed Transactions

Concurrency Control in a Multiprocessor Real-Time Database System

An Adaptable Security Manager for Real-Time Transactions

Worst-Case Execution Times Analysis of MPEG-2 Decoding

Portable Worst-Case Execution Time Analysis using Java Byte Code

Predicting Computation Time for Advanced Processor Architectures

Objections To Objects

Designing for Schedulability: Integrating Schedulability Analysis with Object-Oriented Design

From Design to Implementation: Tool Support for the Development of Object-Oriented Distributed Real-Time Systems

Elastic Feedback Control

On Adaptive Control Techniques in Real-Time Resource Allocation

Integration of Off-Line Scheduling and Optimal Control

Model-Checking Real-Time Control Programs

Towards Validated Real-Time Software

Modelling and Analysis of a Commercial Field Bus Protocol

Harmonious Internal Clock Synchronization

Clock Synchronization for Wireless Local Area Networks

Greedy Reclamation of Unused Bandwidth in Constant-Bandwidth Servers

Schedulability Analysis for Systems with Data and Control Dependencies

Non Pre-emptive Scheduling of Messages on SMTV Token-Passing Networks

Tolerating Faults While Maximizing Reward

The Implementation of Hierarchical Schedulers in the RED-Linux Scheduling Framework

Scheduling Algorithms for Dynamic Message Streams with Distance Constraints in TDMA

Scheduling Heterogeneous Multimedia Servers: Different QoS for Hard, Soft and Non Real-Time Clients

Running-Modes of Real-Time Systems: A Case-Study with Mode-Automata

Using Deterministic Replay for Debugging of Distributed Real-Time Systems