Refereed Papers
Integrating Path and Timing Analysis Using Instruction-Level Simulation Techniques
On Predicting Data Cache Behavior for Real-Time Systems
Automatic Accurate Time-Bound Analysis for High-Level Languages
Extending RT-Linux to Support Flexible Hard Real-Time Systems with Optional Components
Limited Preemptible Scheduling to Embrace Cache Memory in Real-Time Systems
Kim A Uniform Reliable Multicast Protocol with Guaranteed Response Times
A Tool to Assist in Fine-Tuning and Debugging Embedded Real-Time Systems
Debugging Distributed Implementations of Modal Process Systems
Using Inferno to Execute Java on Small Devices
J, a Java Bytecode-to-Native Compiler
Cache-Sensitive Pre-Runtime Scheduling
Efficient User-level I/O in the ARX Real-Time Operating System
Machine Descriptions to Build Tools for Embedded Systems
Non-Local Instruction Scheduling with Limited Code Growth
An Efficient Data Partitioning Method for Limited Memory Embedded Systems Sundaram Anantharaman, Santosh Pande A Design Environment for Counterflow Pipeline Synthesis
End-to-end Optimization in Heterogeneous Distributed Real-Time Systems Seonho Choi
Invited Talks
Applying UML to Complex Real-Time Systems Bran Selic Evaluating ASIC, DSP, and RISC Architectures for Embedded Applications
Marc Campbell
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