Call for Papers: ESTIMedia 2008
6th IEEE Workshop on Embedded Systems for Real-Time Multimedia
October 23-24, 2008, Atlanta, Georgia
IEEE ESTIMedia '08 is organized as part of the Embedded Systems Week 2008
http://www.science.uva.nl/events/ESTIMedia08/

Today, the design process for high-end multimedia systems has become a crucial bottleneck due to the increasing complexity of both the software and the underlying hardware, coupled with shortened time-to-market pressures. While there has been a notable growth in the use and applications of multimedia systems and in the evolution of system-on-chip design technology, there are still enormous opportunities for improving design productivity in this domain. Given this backdrop, the aim of this workshop is to bring together people from different multimedia-related research communities (e.g, software, architectures, real-time systems, DSP, compilers, multimedia applications) who have worked separately, but did not interact sufficiently to address the challenges facing the design of hardware and software for multimedia systems.

After a very successful debut in 2003, consolidated in successive years, we hope that this sixth edition will present a good opportunity for specialists from academia and industry to contribute to this exciting research area. The program will bring together original work from both, academic and industrial research and development. As in the previous editions, papers will be accepted for 30-min oral presentation followed by interactive poster sessions.

All accepted papers will appear in the workshop proceedings to be published by the IEEE.

A special issue of Springer's Journal of Signal Processing Systems with the best papers from ESTIMedia '07 will appear this year and a similar journal special issue is planned for ESTIMedia '08.

Areas of Interest (but not restricted to)
- Specification and modeling of multimedia systems
- Multimedia systems design methodologies and case studies
- Circuits and architectures for embedded multimedia architectures
- Multimedia processors and reconfigurable architectures
- Emerging trends (Systems-on-Chip, Networks-on-Chip, Game applications, etc.)
- Validation and verification
- Software optimization and compiler techniques
- Timing aspects of media streams

- Scheduling of media processing
- Resource and QoS management methods
- Temporal estimation and protection of media streams
- Real-time kernels, OS and middleware support

Paper Submission Guidelines

Both research and application-oriented papers are welcome. Research papers should describe original research, such as new ideas, promising approaches and experiences with practical systems. Application-oriented papers should describe interesting technical aspects of real-life applications, prototypes, experiences, and standards. All papers should be submitted electronically via the workshop webpage. Papers must be in PDF format and should include (1) title, (2) authors and affiliation, (3) e-mail address of the contact author. Submissions must be limited to 6 pages, single-spaced, double-column IEEE format with 10-point fonts. Papers deviating significantly from these paper size and font constraints may be rejected without review. All submitted papers should have original content that has not been previously published in other conferences or journals.

Any questions regarding the submission process may be directed to the TPC Co-Chairs Petru Eles (petel@ida.liu.se) and Andy D. Pimentel (andy@science.uva.nl).

Important Dates

Submission Deadline:	June 30, 2008
Author notification:	August 22
Camera-ready version:	September 1
ESTIMedia Workshop:	October 23-24

Organizers

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