



ESTIMedia 2004

Second Workshop on Embedded Systems for Real-Time Multimedia

September 6-7, 2004
Stockholm, Sweden

<http://www.ece.cmu.edu/~sld/ESTIMedia/>

Workshop organized under CODES-ISSS 2004

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SCOPE

Embedded multimedia systems represent an important segment of today's electronic industry. While there has been a notable growth in the use and application of these systems, the design process has become a remarkably difficult problem due to the increasing design complexity and shortening time-to-market. Also, mixed hardware/software solutions are increasingly common in multimedia systems so the separation between the hardware engineers and software developers is simply disappearing. This workshop is meant to bring together people from different multimedia-related research communities who have worked separately yet not sufficiently interacted: software, architectures, circuits, real-time, DSP, compilers, multimedia applications, etc. After a very successful debut in 2003, we hope that this second edition will represent a real opportunity for specialists from academia and industry to contribute to defining the design methodologies of future multimedia systems. Topics of interest with respect to embedded multimedia systems include but are not limited to:

- Specification, modeling, optimization
- Low-power design methodologies and design experiences
- Validation and verification
- Embedded multimedia architectures
- Multimedia processors and reconfigurable architectures
- Software optimization and compiler techniques
- Emerging design platforms (Systems-on-Chip, Networks-on-Chip)
- 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

PROGRAM

The program of the workshop will include several regular sessions based on contributed papers and posters. Leading specialists will also be invited by the Program Committee to deliver invited talks. Copies of the workshop proceedings will be handed out to workshop participants and made available on the web. Authors of the accepted papers will need to sign the copyright form from IEEE. Selected papers will also be considered for journal publication in a special issue.

PAPER SUBMISSION AND DEADLINES

Authors should send the PDF file of their paper using the on-line instructions available on the ESTIMedia website. Each submission should include (1) title, (2) authors and affiliation, (3) e-mail address of the contact author, (4) a short abstract describing the contribution. Submissions must be limited to 6 pages, double-column format, 9 or 10 pt fonts, single-spaced lines. The important dates are:

Submission Deadline: June 4, 2004

Authors notification: July 16, 2004

Final version due: July 30, 2004