



Call for Papers
**15th International Conference on
 Reliable Software Technologies –
 Ada-Europe 2010**
 14-18 June 2010, Valencia, Spain



<http://www.ada-europe.org/conference2010.html>

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In cooperation with
 ACM SIGAda
 (approval pending)



General Information

The 15th International Conference on Reliable Software Technologies – Ada-Europe 2010 will take place in Valencia, Spain. Following its traditional style, the conference will span a full week, including a three-day technical program and vendor exhibition from Tuesday to Thursday, along with parallel tutorials and workshops on Monday and Friday.

Schedule

16 November 2009	Submission of regular papers, tutorial and workshop proposals
11 January 2010	Submission of industrial presentation proposals
1 February 2010	Notification of acceptance to all authors
1 March 2010	Camera-ready version of regular papers required
10 May 2010	Industrial presentations, tutorial and workshop material required
14-18 June 2010	Conference

Topics

The conference has successfully established itself as an international forum for providers, practitioners and researchers into reliable software technologies. The conference presentations will illustrate current work in the theory and practice of the design, development and maintenance of long-lived, high-quality software systems for a variety of application domains. The program will allow ample time for keynotes, Q&A sessions, panel discussions and social events. Participants will include practitioners and researchers representing industry, academia and government organizations active in the promotion and development of reliable software technologies. To gather experience on the latest periodic revision of the Ada language standard, contributions that present and discuss the potential of the revised language are especially welcome.

All prospective contributions, whether regular papers, industrial presentations, tutorials or workshops, should address the topics of interest to the conference, which for this edition include but are not limited to:

- **Methods and Techniques for Software Development and Maintenance:** Requirements Engineering, Object-Oriented Technologies, Model-driven Architecture and Engineering, Formal Methods, Re-engineering and Reverse Engineering, Reuse, Software Management Issues.
- **Software Architectures:** Design Patterns, Frameworks, Architecture-Centered Development, Component and Class Libraries, Component-based Design and Development.
- **Enabling Technologies:** Software Development Environments, Compilers, Debuggers, Run-time Systems, Middleware Components, Concurrent and Distributed Programming, Ada Language and Technology.
- **Software Quality:** Quality Management and Assurance, Risk Analysis, Program Analysis, Verification, Validation, Testing of Software Systems.
- **Theory and Practice of High-Integrity Systems:** Real-Time, Distribution, Fault Tolerance, Security, Reliability, Trust and Safety, Languages Vulnerabilities.
- **Embedded Systems:** Multicore Architectures, Architecture Modeling, HW/SW Co-Design, Reliability and Performance Analysis.
- **Mainstream and Emerging Applications:** Manufacturing, Robotics, Avionics, Space, Health Care, Transportation, Energy, Games and Serious Games, etc.
- **Experience Reports:** Case Studies and Comparative Assessments, Management Approaches, Qualitative and Quantitative Metrics.
- **Ada and Education:** Where does Ada stand in the software engineering curriculum; how learning Ada serves the curriculum; what it takes to form a fluent Ada user; lessons learned on Education and Training Activities with bearing on any of the conference topics.

Program Committee

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Call for Regular Papers

Authors of regular papers which are to undergo peer review for acceptance are invited to submit original contributions. Paper submissions shall be in English, complete and not exceeding 14 LNCS-style pages in length. Authors should submit their work via the Web submission system accessible from the Conference Home page. The format for submission is solely PDF. Should you have problems to comply with format and submission requirements, please contact the *Program Chairs*.

Proceedings

The conference proceedings will be published in the Lecture Notes in Computer Science (LNCS) series by Springer, and will be available at the start of the conference. The authors of accepted regular papers shall prepare camera-ready submissions in full conformance with the LNCS style, not exceeding 14 pages and strictly by 1 March 2010. For format and style guidelines authors should refer to the following URL: <http://www.springer.de/comp/lncs/authors.html>. Failure to comply and to register for the conference will prevent the paper from appearing in the proceedings.

The conference is ranked class A in the CORE ranking and is listed among the top quarter of CiteSeerX Venue Impact Factor.

Awards

Ada-Europe will offer honorary awards for the best regular paper and the best presentation.

Call for Industrial Presentations

The conference also seeks industrial presentations which may deliver value and insight, but do not fit the selection process for regular papers. Authors of industrial presentations are invited to submit a short overview (at least 1 page in size) of the proposed presentation to the *Conference Chair* by 11 January 2010. The *Industrial Program Committee* will review the proposals and make the selection. The authors of selected presentations shall prepare a final short abstract and submit it to the *Conference Chair* by 10 May 2010, aiming at a 20-minute talk. The authors of accepted presentations will be invited to submit corresponding articles for publication in the Ada User Journal, which will host the proceedings of the Industrial Program of the Conference.

Call for Tutorials

Tutorials should address subjects that fall within the scope of the conference and may be proposed as either half- or full-day events. Proposals should include a title, an abstract, a description of the topic, a detailed outline of the presentation, a description of the presenter's lecturing expertise in general and with the proposed topic in particular, the proposed duration (half day or full day), the intended level of the tutorial (introductory, intermediate, or advanced), the recommended audience experience and background, and a statement of the reasons for attending. Proposals should be submitted by e-mail to the *Tutorial Chair*. The authors of accepted full-day tutorials will receive a complimentary conference registration as well as a fee for every paying participant in excess of 5; for half-day tutorials, these benefits will be accordingly halved. The Ada User Journal will offer space for the publication of summaries of the accepted tutorials.

Call for Workshops

Workshops on themes that fall within the conference scope may be proposed. Proposals may be submitted for half- or full-day events, to be scheduled at either end of the conference week. Workshop proposals should be submitted to the *Conference Chair*. The workshop organizer shall also commit to preparing proceedings for timely publication in the Ada User Journal.

Call for Exhibitors

The commercial exhibition will span the three days of the main conference. Vendors and providers of software products and services should contact the *Exhibition Chair* for information and for allowing suitable planning of the exhibition space and time.

Grants for Students

A limited number of sponsored grants is expected to be available for students who would like to attend the conference or tutorials. Contact the *Conference Chair* for details.