



Model-Based Engineering of Embedded Real-Time Systems: International Dagstuhl Workshop, Dagstuhl Castle, Germany, November 4-9, 2007. Revised Selected Papers (Lecture Notes in Computer Science)

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The topic of “Model-Based Engineering of Real-Time Embedded Systems” brings together a challenging problem domain (real-time embedded systems) and a solution domain (model-based engineering). It is also at the forefront of integrated software and systems engineering, as software in this problem domain is an essential tool for system implementation and integration. Today, real-time embedded software plays a crucial role in most advanced technical systems such as airplanes, mobile phones, and cars, and has become the main driver and catalyst for innovation. Development, evolution, verification, configuration, and maintenance of embedded and distributed software nowadays are often serious challenges as drastic increases in complexity can be observed in practice. Model-based engineering in general, and model-based software development in particular, advocates the notion of using models throughout the development and life-cycle of an engineered system. Model-based software engineering reinforces this notion by promoting models not only as the tool of abstraction, but also as the tool for verification, implementation, testing, and maintenance. The application of such model-based engineering techniques to embedded real-time systems appears to be a good candidate to tackle some of the problems arising in the problem domain.

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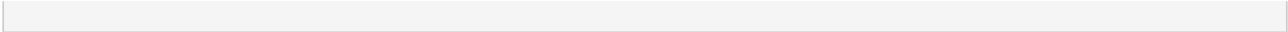
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