

Call for Papers

The Thirteenth IEEE Asia-Pacific Computer Systems Architecture Conference (ACSAC 2008)

August 4-6, 2008

Lakeshore Hotel, Hsinchu, Taiwan

<http://www.ccrn.nthu.edu.tw/acsac2008>

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PURPOSE AND SCOPE

Computer systems are becoming ubiquitous and provide enormous computational potential for science, engineering, medicine, finance, and entertainment. The ACSAC conference provides a forum for presenting research on most aspects of computer system architecture, with a focus on parallel architectures, computation models, reconfigurable systems, high performance architectures, compilers, power aware techniques, ubiquitous computing architectures and next-generation computing technologies. ACSAC has been held annually since 1996 to allow leading research groups to present their current research activities and their latest results.

TOPICS OF INTEREST

- Instruction-level parallelism (ILP) and thread-level parallelism (TLP)
- Processor architectures and microarchitectures
- Parallel architectures and computation models
- Reconfigurable computing systems
- Memory systems
- OS for emerging architectures
- High-performance I/O architectures
- Compilers and tools for all of the above
- Benchmarking and measurement of real systems
- OS and architecture support for secure computing
- Architectures for high-productivity embedded systems
- Simulation and performance evaluation
- Hardware support for OS and compilers
- Energy efficient and power aware techniques
- Interconnect networks and network interfaces
- Methodologies and architectures for application-specific systems
- Impact of VLSI scaling and advanced submicron design
- High-availability, high-reliability and fault tolerant architectures
- Hardware/software partitioning, co-design and co-verification
- Self-timed/globally asynchronous locally synchronous designs
- Mobile system designs and implementations
- Ubiquitous computing and architectures
- Next-generation computing technologies

PAPER SUBMISSION

- Both research and industry papers are solicited. All the accepted papers will appear in the Proceedings of ACSAC 2008, which is to be published by the IEEE Computer Society Press.
- Selected best papers presented at ACSAC'08 will be published in a special issue of the Journal of Supercomputing (SCI Indexed) and the Future Generation Computer Science (SCI Indexed).
- Papers are limited to 8 pages including figures and references and they must follow the IEEE 8.5"x11" two-column format guidelines described at http://www.computer.org/portal/pages/cscps/cps/cps_forms.html.
- Papers should be submitted electronically in PDF format through <https://www.softconf.com/starts/acsac2008/>.
- The publication of a paper requires at least one of the authors to register and present at the conference.
- Manuscripts that are previously published or are being considered for publication elsewhere are not eligible to be considered for publication.

IMPORTANT DATES

Full Paper Due:	March 30, 2008 (extended)
Notification of Acceptance:	May 15, 2008
Final Camera-Ready Due:	June 01, 2008
Conference Dates:	August 4-6, 2008

WORKSHOPS

Workshop on Urban Networks and Applications (UNA '08), Workshop on Zero-configuration Application Systems (ZCAS '08) and Workshop on Concurrent Programming Environment (CoPE '08) will be co-hosted with ACSAC '08. Please visit <http://www.ccrn.nthu.edu.tw/acsac2008/workshop.htm> for detailed information about workshops.

Please visit the conference page at: <http://www.ccrn.nthu.edu.tw/acsac2008> for more ACSAC 2008 and workshop information.

For any further questions, please send an email to acsac2008@gmail.com.