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Nota di contenuto	Heterogeneous Modeling Support for Embedded Systems Design -- Hierarchical Hybrid Modeling of Embedded Systems -- Some Synchronization Issues When Designing Embedded Systems from Components -- Synchronous Programming Techniques for Embedded Systems: Present and Future -- From Requirements to Validated Embedded Systems -- Usage Scenarios for an Automated Model Compiler -- Embedded Control: From Asynchrony to Synchrony and Back -- Verification of Embedded Software: Problems and Perspectives -- A Network-Centric Approach to Embedded Software for Tiny Devices -- Storage Allocation for Real-Time, Embedded Systems -- Interface Theories for Component-Based Design -- Giotto: A Time-Triggered Language for Embedded Programming -- Directions in Functional Programming for Real(-Time) Applications -- Rate-Based Resource

Allocation Models for Embedded Systems -- The Temporal Specification of Interfaces in Distributed Real-Time Systems -- System-Level Types for Component-Based Design -- Embedded Software Implementation Tools for Fully Programmable Application Specific Systems -- Compiler Optimizations for Adaptive EPIC Processors -- Embedded Software Market Transformation through Reusable Frameworks -- An End-to-End Methodology for Building Embedded Systems -- An Implementation of Scoped Memory for Real-Time Java -- Bus Architectures for Safety-Critical Embedded Systems -- Using Multiple Levels of Abstractions in Embedded Software Design -- Hierarchical Approach for Design of Multi-vehicle Multi-modal Embedded Software -- Adaptive and Reflective Middleware for Distributed Real-Time and Embedded Systems -- Modeling Real-Time Systems — Challenges and Work Directions -- VEST — A Toolset for Constructing and Analyzing Component Based Embedded Systems -- Embedded Software: Challenges and Opportunities -- Embedded Software in Network Processors — Models and Algorithms -- Design of Autonomous, Distributed Systems -- Formalizing Software Architectures for Embedded Systems -- Reliable and Precise WCET Determination for a Real-Life Processor -- Embedded Systems and Real-Time Programming -- Embedded Software for Video.