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Nota di contenuto	Design and Implementation of an Operational Flight Program for an Unmanned Helicopter FCC Based on the TMO Scheme -- Energy-Efficient Process Allocation Algorithms in Peer-to-Peer Systems -- Power Modeling of Solid State Disk for Dynamic Power Management Policy Design in Embedded Systems -- Optimizing Mobile Application Performance with Model–Driven Engineering -- A Single-Path Chip-Multiprocessor System -- Towards Trustworthy Self-optimization for Distributed Systems -- An Experimental Framework for the Analysis and Validation of Software Clocks -- Towards a Statistical Model of a Microprocessor's Throughput by Analyzing Pipeline Stalls -- Joining a Distributed Shared Memory Computation in a Dynamic Distributed System -- BSART (Broadcasting with Selected Acknowledgements and Repeat Transmissions) for Reliable and Low-Cost Broadcasting in the Mobile Ad-Hoc Network -- DPDP: An Algorithm for Reliable and Smaller Congestion in the Mobile Ad-Hoc Network -- Development of Field Monitoring Server System and Its Application in Agriculture -- On-Line Model Checking as Operating System Service -- Designing Highly Available Repositories for Heterogeneous Sensor Data in Open

Home Automation Systems -- Fine-Grained Tailoring of Component Behaviour for Embedded Systems -- MapReduce System over Heterogeneous Mobile Devices -- Towards Time-Predictable Data Caches for Chip-Multiprocessors -- From Intrusion Detection to Intrusion Detection and Diagnosis: An Ontology-Based Approach -- Model-Based Testing of GUI-Driven Applications -- Parallelizing Software-Implemented Error Detection -- Model-Based Analysis of Contract-Based Real-Time Scheduling -- Exploring the Design Space for Network Protocol Stacks on Special-Purpose Embedded Systems -- HiperSense: An Integrated System for Dense Wireless Sensing and Massively Scalable Data Visualization -- Applying Architectural Hybridization in Networked Embedded Systems -- Concurrency and Communication: Lessons from the SHIM Project -- Location-Aware Web Service by Utilizing Web Contents Including Location Information -- The GENESYS Architecture: A Conceptual Model for Component-Based Distributed Real-Time Systems -- Approximate Worst-Case Execution Time Analysis for Early Stage Embedded Systems Development -- Using Context Awareness to Improve Quality of Information Retrieval in Pervasive Computing -- An Algorithm to Ensure Spatial Consistency in Collaborative Photo Collections -- Real-Sense Media Representation Technology Using Multiple Devices Synchronization -- Overview of Multicore Requirements towards Real-Time Communication -- Lifting the Level of Abstraction Dealt with in Programming of Networked Embedded Computing Systems.

Sommario/riassunto

This book constitutes the refereed proceedings of the 7th IFIP WG 10.2 International Workshop on Software Technologies for Future Embedded and Ubiquitous Systems, SEUS 2009, held in Newport Beach, CA, USA, in November 2009. The 20 revised full papers presented together with three invited talks were carefully reviewed and selected from numerous submissions for inclusion in the book. The papers address all current issues in embedded and distributed computing, ubiquitous systems, sensor networks, and middleware with a special respect of dependability, real-time, human-computer interaction, autonomy, resource constraints, etc.