The Inaugural International Conference on Distributed Event-Based Systems is following on the success of the previous five DEBS Workshops held from 2002 to 2006 in companion with major conferences sponsored by IEEE and ACM such as ICD-CS, ICSE, and SIGMOD/PODS. The conference is organized in cooperation with USENIX, the IEEE and IEEE Computer Society, and ACM (pending).

Event-based systems have been established in industry and research for many years. They are now gaining increasing momentum as witnessed by current efforts in areas including event-driven architectures, business process management and modeling, Grid computing, Web services notifications, and message-oriented middleware. Events represent asynchronous state transitions in the environment and event-based computing refers to the computational support and abstractions required to adequately manage and process events.

Continuing DEBS as an independent conference aims to satisfy this growing and interdisciplinary interest in event-based computing. The objectives of the DEBS Conference are to provide a forum dedicated to the dissemination of original research, the discussion of practical insights, and the reporting on relevant experience relating to event-based computing previously scattered across several communities.

The scope of the conference covers all topics relevant to event-based computing ranging from those discussed in related disciplines (e.g., coordination, software engineering, peer-to-peer systems, Grid computing, and streaming databases), over domainspecific topics of event-based computing (e.g., workflow management systems, mobile computing, pervasive and ubiquitous computing, sensor networks, user interfaces, component integration, Web services, and embedded systems), to enterprise related topics (e.g., enterprise application integration, real time enterprises, and Web services notifications).



Main event sponsor:



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Conference Scope

The topics addressed by the conference include, but are not limited to:

Models, Architectures, and Paradigms

- **Event-driven architectures**
- Complex event processing
- Basic interaction models (publish/subscribe, register/notify, hybrids etc.)
- Event schemas and type systems
- Languages for event correlation and patterns, streaming and continuous queries, data fusion
- Performance modeling and prediction based on analytic approaches
- Design and programming methodologies (e.g., MDA-based approaches)
- Event-based business process management and modeling
- Experimental methodologies (e.g., design of simulations and experiments)
- Models for static and dynamic environments (e.g., client mobility models, distribution of clients and their behavior)

Middleware Infrastructures for Event-Based Computing

- Federated event-based systems (e.g., scoping and transforming)
- Middleware for actuator and sensor networks
- Algorithms and protocols
- Event dissemination based on peer-to-peer routing substrates
- Implementations of streaming queries, transformations, or correlation engines
- Fault-tolerance, reliability, availability, and recovery
- Security issues
- (Self-)Management (e.g., reconfiguration, adaptation, and organization)
- Context and location awareness
- Mobility and resource-constrained devices

Applications, Experiences, and Requirements

- Use cases and applications of event-based
- Real-world application deployments using event-based middleware
- Domain-specific deployments of event-based
- Real-world data characterizing event-based applications
- Benchmarks, evaluations, testbeds

- Seamless integration of event-based mechanisms into middleware platforms
- Application requirements for next-generation event-based solutions
- Relation to other architectures such as SOA
- Enterprise application integration
- Event-driven business process management (e.g., using RFID in logistics and healthcare)
- Information logistics

Important Dates

Paper Submission: March 14, 2007
Author Notification: May 7, 2007
Final Manuscript due: May 28, 2007
DEBS Conference: June 20-22, 2007

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Submission Guidelines

All papers must represent original and unpublished work that is not currently under review. Each paper will be reviewed by at least three independent referees. Papers will be evaluated according to their significance, originality, technical content, style, clarity, and relevance to the conference. At least one author of each accepted paper is expected to attend the conference.

Three types of paper submissions will be accepted: research papers, industry papers, and demo papers. Submitted papers should clearly indicate their type. Accepted papers will be published by ACM.

The conference proceedings will be published as part of the ACM International Proceedings Series and will be disseminated through the ACM Digital Library.

The conference adopts a *double blind* review process, where neither authors nor reviewer know each others' identities.

Papers must not exceed the given number of pages for the respective paper type (see below). The required format for the submission is the ACM SIG Proceedings Style. The author(s) name(s) and address(es) must not appear in the body of the paper, and self-reference should be in the third person. This is to facilitate a double-blind review process. Please apply the ACM Computing Classification categories and terms. The ACM Computing Classification scheme be found can http://acm.org/class/1998/. The author kit containing the Latex templates for the required style can be found at: http://acm.org/sigs/pubs/proceed/template- .html. More detailed submission instructions will be posted at the conference web site.

Research Papers: (max. 12 pages)

A research paper describes new results that advance the state-of-the-art in basic or applied research. Short papers (max. 6 pages) presenting work-in-progress are also welcome.

Industry Papers: (max. 8 pages)

An industry paper describes the design, the experience (in building, deploying and running), or the performance of an industry system. Commonly, the majority of authors on the paper are from industry. Product marketing will not be accepted as paper.

Demo Papers: (max. 4 pages)

A demo paper reports on an existing research prototype by clearly identifying the original contributions and ideas demonstrated. The authors are expected to prepare a poster and perform a live software demonstration on their own laptop during an exhibit-style conference reception. Any special requirements should be identified in the appendix of the paper.