Modern computing systems are becoming increasingly diversified. Nowadays we hear about Systems of Systems, Cyber-Physical Systems, Ubiquitous Systems, and so on. Many of these systems are embedded, many are subject to real-time constraints, and most of them run an operating system. In this context, the term computing systems engineering involves techniques related to development of a safe, correct, and deadline-compliant methodology for these systems.

The Brazilian Symposium on Computing Systems Engineering (SBESC) is an initiative of the research community originally associated with three events, the Operating Systems Workshop (WSO), Embedded Systems Workshop (WSE), and Real-Time Systems Workshop (WTR), acknowledging the strong synergy between these three areas, and also motivated by the fact that the design of computing systems is an increasingly multidisciplinary task. Since 2013, the Brazilian Conference on Critical Embedded Systems (CBSEC) has been a part of SBESC. To further strengthen the integration between these communities and to better represent the interdisciplinarity found in many research initiatives, starting in 2015 SBESC will no longer be divided into separate tracks. Instead, a broad list of topics of interest is presented, covering the main aspects of the original SBESC tracks.

Co-Events

- V Embedded Systems School (ESSE 2015)
- Intel Embedded Systems Contest 2015
- Forum on Education in Computer Engineering (FEEC)