



XI Southern Programmable Logic Conference (SPL2023) San Luis - Argentina, March 29th - 31th, 2023

The Southern Programmable Logic Conference (SPL) is an international conference that has become the meeting point in Latin America for researchers and developers interested in technology and applications based on programmable logic. After ten previous editions, this conference has received the growing participation of several countries not only from Latin America, but also from Europe and Asia.

Authors are invited to submit original and unpublished contributions as 6-page full papers, which must be written in English. Best papers will be selected to be published in the IEEE Embedded Systems Letters, which provides excellent visibility and accessibility to its contents.

Also, a Designer Forum is available, to give exposure to ongoing works, academic experiences and industrial designs, and get feedback from experienced researchers and industrial partners. Authors are invited to submit 4-page short papers, which can be written in English, Spanish or Portuguese.

Accepted contributions will be included in a separate proceedings volume.

SPL covers a broad spectrum of topics related to programmable logic including, but not limited to:

- . Design Methodology and Tools
- . Architectures and Technologies
- . Applications and Benchmarks
- . High-Level Abstraction
- . High Performance, Acceleration, Data Processing
- . Reconfigurable Computing and Adaptive Designs
- . Hardware/software co-design
- . Survey, Trends, Education

DEADLINE EXTENDED!

Important Dates:

SPL Full Papers and Designer Forum Submission: **Deadline: December, 5th - 2022**

Notification of acceptance date: **December, 29th – 2022**

SPL and Designer Forum Camera-Ready: **February, 15th – 2023**

Manuscripts must not identify authors or their affiliations for double-blind review. Papers that identify authors will NOT be considered. For submission details, please visit the SPL23 website.

Paper Submission: **EasyChair** | E-mail: sp12023@easychair.org

