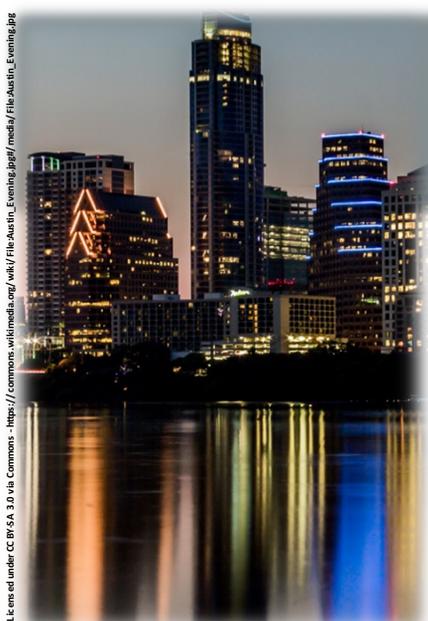


CSED'16

International Workshop on
Continuous Software Evolution and
Delivery @ ICSE 2016
May 14-15, 2016, Austin, US



Aims and Scope

Today, software development is conducted in increasingly turbulent business environments. Typically, fast-changing and unpredictable markets, complex and changing customer requirements, pressures of shorter time-to-market, and rapidly advancing information technologies are characteristics found in most software development projects.

Continuous software evolution and delivery refers to the organisational capability to evolve and release software in fast parallel cycles, typically hours, days or very small numbers of weeks. For example, lean start-ups release up to 50 times per days. This includes determining new functionality to build, prioritising the most important functionality, evolving and refactoring the architecture, developing the functionality, validating it, releasing it to customers and collecting experimental feedback from the customers to inform the next cycle of development. As reaching the goal of continuous evolution and delivery is a holistic endeavour, it cannot be addressed only by automating the release engineering pipeline, but requires changes across the whole development cycle, both before (even up until requirements) and after release. For example, reducing the scope of a release has to be done during requirements analysis, while prioritization of post-release bugs to resolve in the next release needs to be done once a release has been pushed to the customer.

CSED 2016 will bring together researchers and practitioners to discuss challenges of continuous software evolution and delivery and exchange innovative ideas to solve them. The workshop is co-located with ICSE 2016, the International Conference on Software Engineering (see <http://2016.icse-conferences.org>), in Austin, Texas. CSED will be a highly interactive workshop with a strong emphasis on discussions.

Topics of Interest

In summary, topics relevant to the scope of the workshop are as described above and specifically the following:

- best practices for code movement (branching/integration)
- continuous integration and testing
- build and configuration of software
- package and dependency management
- continuous delivery, deployment, installation and software update
- release management for different domains, e.g., cloud services, mobile apps, embedded systems
- principles and automated techniques for release planning
- DevOps and interaction with developers, end users, etc.
- process aspects and agile practices supporting continuous *
- organizational and human aspects
- rapid cycles in e.g., requirements engineering, architectural design, programming languages, validation and verification
- application / system monitoring
- live and automatic experimentation and quick feedback of experimental results

Paper Submission Details

We are soliciting full research papers (up to 7 pages), position papers (up to 4 pages), and industrial talks (1 page abstract). Full research papers present original and evaluated research whereas position papers describe novel ideas, identified challenges, or experiences related to the workshop's theme. Industrial talks present challenges from practice and lessons learned.

The paper has to follow ICSE 2016 formatting and submission instructions: <http://2016.icse.cs.txstate.edu/formatInstr>

Please submit your abstract and/or paper using the EasyChair page for the workshop: <https://www.easychair.org/conferences/?csed2016>

Special issue

The authors of the best papers of the workshop will be invited to submit a revised and extended version of their paper to a special issue in a top software engineering journal.

Further Information

Email: csed2016@easychair.org

Home page: <http://continuous-se.org/CSED2016/>

Organisation

- Matthias Tichy, University of Ulm (Germany)
- Stephany Bellomo, SEI, Carnegie Mellon University, Pittsburgh (United States)
- Brian Fitzgerald, Lero & University of Limerick (Ireland)
- Rick Kazman, University of Hawaii (United States)

Program Committee

- Bram Adams, Polytechnique Montreal
- Chris Bird, Microsoft Research
- Jan Bosch, Chalmers University of Technology
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- Meiyappan Nagappan, Rochester Institute of Technology
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- Tien Nguyen, Iowa State University
- John O'Duinn, Stealth Startup
- Markus Seitz, Nokia
- Klaas-Jan Stol, Lero & University of Limerick
- Stefan Wagner, University of Stuttgart
- Andy Zaidman, TU Delft
- <to be extended>

Important Dates

- Abstract Submission: **Jan 15, 2016**
- Paper Submission: **Jan 22, 2016**
- Notification: Feb 19, 2016
- Camera ready: Feb 26, 2016
- Workshop: May 14-15, 2016