The 2002 International Conference on Software Engineering

Buenos Aires, Argentina
May19-25, 2002

Call For Participation

Introduction

No one will dispute the significant role that software has played in changing the lives of everyone on the face of the earth, or the increasingly crucial role it plays in human endeavors on land, in the air, on and under the oceans, and in space. No comparably significant technical achievement has ever been accomplished without depending on sound engineering principles. The maturing field of software engineering, then, will play an increasingly central role in protecting, sustaining, and evolving world economies and infrastructures.

SIGSOFT

ICSE is an international forum for software engineers, software engineering researchers, and software engineering managers to exchange information regarding advancements in the state of the art and practice of software engineering, as well as to identify gaps between present reality, research horizons, and marketing hyperbole.

TCSE

Because software engineering is a non-polluting industry, based on scarce but completely renewable resources, it has great economic potential to those who can harness emerging technologies coupled with sound development processes.

SADIO

ICSE has a rich tradition of bringing the best and the brightest researchers together with seasoned practitioners to share ideas on what was, what is, and what could be. ICSE also serves as the melting pot for the separate focus technologies (e.g., requirements engineering, software architecture, security, safety, performance, process, etc.) facilitating synergetic opportunities for attendees.

I encourage everyone involved in research, development, and management of software to seriously consider participating in ICSE. Buenos Aires is a wonderful location and the facilities promise to accommodate everyone's needs.

If you have any questions, don't hesitate to contact me.

With all due regards

Will Tracz
Lockheed Martin Systems Integration - Owego
<Will.Tracz@LMCO.com>

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ICSE 2002 Website: <http://www.icse-conferences.org/2002/>

Technical Papers

Technical papers describe innovative and significant work in software engineering research and practice. Papers are collected in an archival, refereed conference proceedings, published by ACM/IEEE, which is cited and read by researchers and practitioners world-wide. Accepted papers are presented at the ICSE conference, attended by hundreds of people. Having a paper on the technical program gives authors an opportunity to have a tremendous impact on the study and application of software engineering principles, theory, and techniques.

Paper submissions to ICSE are reviewed rigorously by the program committee, who are volunteers drawn from the international technical community of software engineering researchers and professionals. Papers will be evaluated on the basis of originality, importance of contribution, soundness of rationale and evidence, quality of written and graphic presentation, and appropriate comparison of results to relevant research and literature. Because there is no revision cycle, the content and presentation of submitted papers must be essentially acceptable as received.

Scope

The software engineering community consists of researchers and practitioners from many different disciplines and intellectual traditions. Technical papers report on a full range of topics relevant to this community, including software engineering principles, theories, techniques, tools, and empirical evaluations.

How To Submit

Submission of abstracts and full papers will be accepted electronically beginning August 2001, using forms that will be linked from the conference web site. In brief, you must follow these steps:

Submit an abstract via electronic submission. The abstract must be plain ASCII text only—no markup, no HTML, no RTF or binary word processor formats. The abstract is limited to 200 words. The web form will also require keywords and classification of your paper as an aid to selection of suitable reviewers from the program committee.

Submit a full paper via electronic submission. Full papers must appear in the standard conference proceedings format, and must not exceed 11 pages including references, appendices, and figures. All submissions should be in Adobe portable document format (PDF). Hardcopy submissions, submissions in other formats, submissions exceeding 11 pages, and submissions not conforming to the conference format will be rejected without review.

Review Process

Each submitted paper conforming to the submission guidelines will be reviewed by a group of at least three members of the program committee. The committee members will develop a summary review and recommendation for acceptance or rejection, in addition to comments directed to paper authors. Final decisions will be made at a program committee meeting, where the committee as a whole will review the recommendations and rationale made by the reviewers. Authors will be notified of the committee decision, and provided with comments from the reviewers, by electronic mail.

Types of Papers

The four primary categories of papers are grouped into sets that will be published and identified separately in the conference proceedings.

Research Contributions

Theory Papers describe principles, concepts, or models on which work in software engineering might be based; authors of theoretical papers are expected to position their ideas within a broad context of software engineering frameworks and theories. Review criteria include the originality and soundness of the analysis provided, as well as the relevance of the theoretical content to software engineering practice and/or research.

Systems Papers describe novel technology for any aspect of software engineering. Review criteria include the originality and relevance of the system's architecture and behavior with respect to the existing state-of-the-art. Authors should state to what extent the system has been implemented and applied in practical circumstances.

Empirical Papers describe the collection and interpretation of data concerning the use of software engineering methods, techniques, and tools. Data might include interviews, observations, surveys, or experimental manipulations. Both qualitative and quantitative approaches to data collection and analysis are welcome. Review criteria include the appropriateness and rationale for the methods of data collection and analysis, and the significance of the conclusions for practice or research in software engineering.

Experience Reports

Experience Papers describe the application of software engineering methods, theory or tools to the development of significant software products. Review criteria include the value of the reflections abstracted from the experience and their relevance to other designers or to researchers working on related methods, theory or tools.

Opinion Papers

Opinion papers present the author's **well-supported** opinion about some aspect of software engineering. Review criteria include the impact and quality of the argumentation, including the experience (research or practice) used to support the opinion. Authors are advised that these criteria are difficult to satisfy, and as a consequence ICSE rarely accepts opinion papers.

Education Papers

Papers describing innovative approaches and significant work in software engineering education and training are invited. They should focus on ensuring that the results they present can be picked up and used by others.

Quality

For an ICSE submission to be accepted you must say something significant and relevant to an audience of software engineering researchers and practitioners. Authors who are unfamiliar with ICSE are strongly encouraged to read papers from past ICSE

conferences and papers in other leading software engineering journals and conferences. All submissions should address the following:

Content
- State your message clearly.
- What research methods did you use, and why?
- What are your findings or what are the issues? Be specific regarding the status of any software systems discussed.
- Review the literature carefully. Please read and cite relevant material from previous ICSE proceedings, journals, and other conference proceedings.
- Identify the innovative aspects of your work clearly.

Consequences
- What should the audience do differently if and when they have accepted your message?
- What are the directions for future work based on your work?

Language of the Conference
The written and spoken language of ICSE 2002 is English.

Important Dates

Abstracts Due	10 September 2001
Full Papers Due	18 September 2001
Notification	10 December 2001

Contact Information

Michal Young
University of Oregon
<michal@cs.uoregon.edu>

Jeff Magee
Imperial College
<jnm@doc.ic.ac.uk>
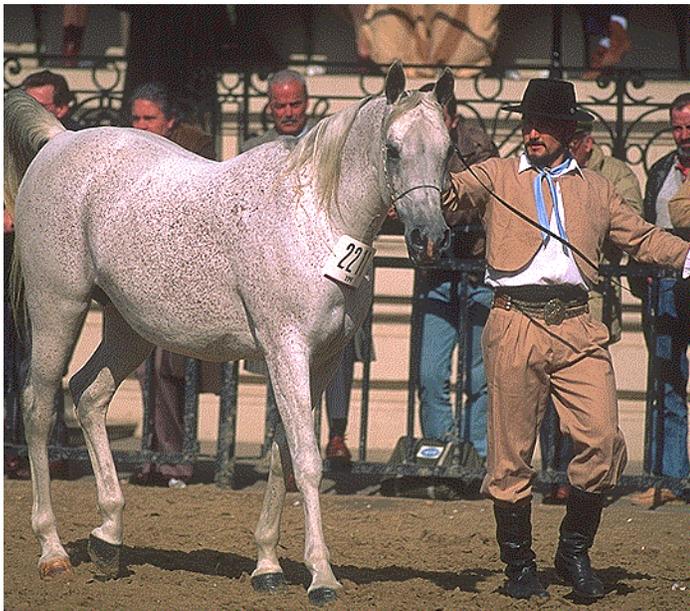
Technical Paper Topic Areas

ICSE 2002 encourages submissions from the many perspectives that contribute to the whole of software engineering. We particularly encourage papers addressing topics wherein software engineering issues play a key role, but where those topics have not been highlighted in previous ICSEs. We encourage discussions of both the process and outcome of research, design, engineering, development, installation, use, and maintenance.

Example Topics

Requirements Engineering
Acquisition, modeling, specification, prototyping, and analysis requirements.

Software Architectures
Domain-specific software architectures, evaluation of architectures, architecture description languages, supporting environments, architecture development approaches, and marketplace issues. Issues with specific architectural styles, such as client-server, event-based, and blackboard architectures. Development of architectures.

Hypermedia
Establishing and navigating links among disparate artifacts. Use of hypermedia in software development. Configuration management of hyperwebs used to support software evolution. Navigation paradigms.

Design
Design methods and strategies, languages, and evaluation of designs. Design patterns.

Reuse
Technologies, tools, and strategies for developing reusable software. Issues in changing organizations to support and reward reuse. Legal issues.

Object-Oriented Technology and Patterns
Development and specification of interfaces, encapsulation issues, changing the interfaces over time, adapting components. Codification and regularization of standard solutions to typical problems.

Programming Languages and Software Engineering
Language issues in component description and implementation. Dynamic components. Generic components. Language issues in system evolution. Language issues in software deployment (a la Java).

Knowledge-Based Approaches
Applications of automated reasoning, knowledge representation, and artificial intelligence techniques to software engineering problems. Techniques may be fully automatic, may support, or may cooperate with humans.

Information Retrieval, Digital Libraries, and Information Systems Design
Software engineering issues in the construction or use of information retrieval systems and digital libraries, including issues of filtering, routing, and integration with other aspects of an enter-

prise's computing. Special techniques for information systems design.

Mobile Computing and Mobile Applications
Design issues, dynamic languages and application architectures, quality assurance, configuration management, deployment, and operations management.

Reliability
Development of operational profiles. Reliability models. Assessment of value.

Formal Methods
Formal approaches to specification.

Information Retrieval, Digital Libraries, and Information Systems Design

Software engineering issues in the construction or use of information retrieval systems and digital libraries, including issues of filtering, routing, and integration with other aspects of an enterprise's computing.

Testing, Analysis, and Verification
Algorithms, techniques, and processes concerned with assuring, developing, or assessing software with respect to requirements or goals. Development, analysis, and testing. Reverse engineering and program transformation. Incremental approaches to dealing with legacy software.

Environments
Organization and integration principles. Object management support, language-directed tools.

Software Process
Modeling, analysis, execution, evolution. Formalisms and support tools. Integration with environments. Empirical evaluations, identification of processes through empirical means. Process improvement. Strategies, approaches, and experiences in enhancing organizations' corporate abilities. Process assessment strategies. Demonstration of benefits.

Workflow, Computer Supported Cooperative Work (CSCW) and Software Engineering
Supporting/coordinating teams of software engineers. Workflow and process specification and execution.

Project Management
The relationship of organizational structure to product characteristics. Tools for management support. Team restructuring, and relation to software processes and process technology.

Measurement, Metrics, Experimentation
Integration of metrics gathering and evaluation into processes. Experimental paradigms for software research. Integration of multiple metrics.

Distributed and Parallel Systems
Special software requirements, design issues, and real-time and safety-critical systems.

Software Documentation
Documentation in an era of the Web and multimedia. Video and audio documentation. Information retrieval issues and approaches to software documentation.

Application of Artificial Intelligence Techniques
Design environments, evaluation agents, knowledge-based approaches.

Human-Computer Interaction (HCI)
The role and relation of HCI research to requirements engineering, usability assessment. User involvement in system specification, design, and implementation. Ethnographic studies and software development.

Technology Transfer, Education
Software engineering curriculum design. Teaching issues of large-scale systems in the classroom.

Standards and Legal Issues
De facto and unofficial standards. Evolution of standards in a highly dynamic world. Standards formation processes. Recent and influential standards from OMG and others.

Interoperability
Between languages, frameworks, platforms, components, processes, object repositories, and environments.

Module Interconnection Languages
MILs and rapid prototyping. MILs and software architecture research.

Configuration Management
Version control and system evolution. Integration of configuration management tools with environments.

Industrial Participation and Sponsorship

We would particularly like to invite and encourage participation by industry, in the form of paper, panel and tutorial submissions. Significant experiences, positive or negative, with the application of methods, metrics, technology and tools in real world situations will be especially welcome. Issues related to the customization and adoption of software engineering techniques, or their adaptation to specific industries, will also be valued.

Industry can show their support for industrial strength software engineering theory and practice by sponsoring different parts of the program, hosting specific events or elements, or sponsoring the conference as a whole. Different levels of sponsorship will provide visibility of company logo and name on the conference materials and associated items, as well as some number of complementary registrations for employees of the sponsors.

This is a formidable opportunity for the Latin American industry to participate in a fundamental event in the yearly calendar of software engineers world-wide. As a region that has historically been unfavored by its remoteness with regard to the frequent location of the mainstay conferences, ICSE 2002 in Buenos Aires is a windfall. Start your plans today. Participate and support what must become the landmark of software engineering conferences in the region. Your progress, special needs, and particular problems are a "must-see" for attendees from all over the globe. We expect your collaboration to make this the most successful ICSE yet. Help us make this the event the industry deserves and get in return a snapshot of the state of the art in software engineering that will boost your personnel with new ideas and renewed energy. Send ideas on local participation and all proposals to Martin Griss or Jorge Boria (see contact information below).

For more information, contact Martin L. Griss, Industry Chair, or Jorge Boria, regional liaison:

Martin L. Griss, Hewlett-Packard Laboratories
tel: +1.650-857-8715
fax: +1.650-852-8941
E-mail: <martin_griss@hp.com>

Jorge Boria, TeraQuest Metrics
Cell: +1.512-773-7922
Office: +1.512-219-9152 x123
E-mail: boria@teraquest.com

Panels

ICSE panel sessions serve to stimulate discussion about ideas and issues of importance to the software engineering community. They provide an opportunity to air views and address controversies through informed discussion and debate. Suitable topics for discussion include pressing issues in software engineering theory and practice, emerging industrial trends and enabling technologies, and professional, educational, organizational, and social issues associated with software engineering.

Panels last about ninety minutes and can be organized in many formats.

Selection Process

Panel proposals are reviewed and selected by the Panels Chair in consultation with the General Chair and the Program Chairs. We are looking for stimulating and timely proposals that focus on topical issues and include well-informed and engaging panelists. We encourage proposals of original panel formats that will engage the panelists and audience in lively and substantive discussions.

Submission Process

In brief, a panel proposal should contain the following:

*   a description of the topic, stating the issues to be discussed, and their relevance to software engineering;
*   a description of the panel format, stating how the panel will be conducted and why the proposed format is suitable for the proposed topic;
*   a list of the panelists and their credentials.

The format of panel proposals (two pages or fewer each) may be ASCII text (plain or HTML), or Adobe Portable Document Format (PDF) files.

Proposals must be submitted via e-mail to the Panels Chair.

Each accepted panel will have a two-page summary in the conference proceedings. This summary must conform to the proceedings publication format. The final camera-ready copy must be accompanied by a signed copyright release form.

Important Dates

Panel Proposals Due	18 September 2001
Notification	31 December 2001
Panel Summary Due	1 February 2002

Contact Information

Bashar Nuseibeh
Computing Department
The Open University
B.A.Nuseibeh@open.ac.uk

State-Of-The-Art

Goal

The SOA track will enable experts to present their views on the future of existing and emerging trends in software engineering.

Scope

We are looking for SOA proposals in both traditional and emerging areas of software engineering. Submissions are encouraged on topics that comprise mainstream software engineering (e.g., software requirements, architecture, design, process, analysis, testing). Submissions are also encouraged in areas that traditionally have been considered outside of software engineering (e.g., robotics, nano-technology, medical informatics), but that are likely to have significant implications on this field in the future. The proposed topics may be broad in scope (e.g., Program Verification Techniques) or they may address specific problems deemed to be of interest and importance (e.g., XML-Based Web Portals).

Review Process

The SOA committee will review each SOA proposal. Acceptance will be based on an evaluation of the authors' qualifications, the proposed topic's relevance, and the extent to which the topic is deemed to be thought-provoking and likely to generate discussion. The accepted SOA proposals will be complemented by several invited SOA talks.

Important Dates

Proposal Submissions Due	21 October 2001
Notification	30 November 2001

Contact Information

Nenad Medvidovic
Computer Science Department
Henry Salvatori Computer Center 338
University of Southern California
Los Angeles, CA 90089-0781 U.S.A.
Phone: +1-213-740-5579
Fax: +1-213-740-4927
E-mail: <neno@usc.edu>
WWW: <http://sunset.usc.edu/~neno/>

Tutorials

Goal

The ICSE tutorial program provides conference participants with the opportunity to gain new insights, knowledge, and skills in a broad range of areas of software engineering.

Participants at the tutorials include software practitioners, managers, teachers, researchers, and students seeking to gain a better understanding of software engineering.

Scope

We are soliciting proposals for full-day (6-hour) or half-day (3-hour) tutorials. A tutorial can cover a wide range of topics, from practical techniques, guidelines, standards, and surveys, to theoretical issues. We encourage tutorials that reflect the conference themes and provide clear utility to practitioners. The topics are not limited to past ICSE tutorial offerings. We also encourage, where justified by the complexity of the subject matter, tutorials offered in two forms: introductory, and advanced. Offerers should clearly indicate such paired submissions, and describe how the submissions are related. For example, introductory tutorials might cover the same material in a more elementary way, or might cover material that is prerequisite to the subject of the advanced tutorial. Introductory/Advanced paired tutorials should otherwise be independent of each other, however. In particular, either or both such tutorials may be accepted.

Tutorials are intended to provide independent instruction on a topic of relevance to software engineers. Therefore no commercial or sales-oriented presentations will be accepted. Potential presenters should keep in mind that there may be quite a varied audience, including novice graduate students, seasoned practitioners, and specialized researchers. They should be prepared to cope with this diversity unless they make clear that the tutorial is oriented to a particular subgroup. Also bear in mind that not everyone will have English as their first language. Thus, presenters should provide comprehensive notes written in clear, standard English. Idioms, irony, slang and culture-specific references should be avoided as far as possible.

Review Process

The tutorials committee will evaluate each tutorial proposal on its anticipated benefit for prospective participants and its fit within the tutorial program as a whole. Factors to be considered also include: relevance, timeliness, importance, and audience appeal; suitability for presentation in a half- or full-day tutorial format; effectiveness of teaching methods; and past experience and qualifications of the instructors.

How to Submit

> In brief, the tutorial proposal should include a title, proposer's contact information, tutorial aims and objectives, duration (full- or half-day), purpose and scope, and summary of material to be covered.

The format of tutorial proposals (ten pages or fewer each) may be:

1. ASCII text (plain or HTML)

2. Adobe Portable Document Format (see instructions for submitting PDF files).

Submit proposals via e-mail to the address below.

Acceptance Notification

November 31, 2001 for notification.

Each accepted tutorial will have two pages for a summary in the conference proceedings. This summary must conform to the proceedings publication format.

Important Dates

Tutorial Proposals Due	21 October 2001
Notification	31 November 2001

Contact Information

Kurt Wallnau
Software Engineering Institute
4500 Fifth Avenue
Pittsburgh, PA 15213-3890
Voice +1-412-268-3265
FAX +1-412-268-5758
E-mail: <kcw@sei.cmu.edu>
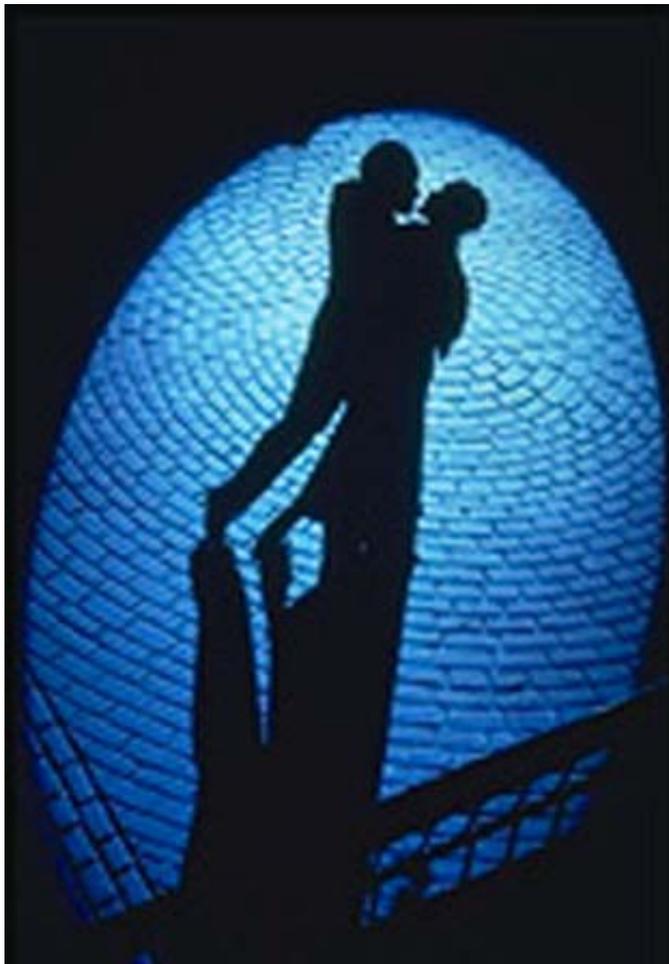
Workshops

Goal

ICSE workshops are forums for small groups to engage in intellectual discussions that aim to significantly advance the state of software engineering research. To foster dialog, the ideal group size is twenty. Group size can range as high as forty, but at the cost of limiting the opportunities to engage all participants in meaningful discussions.

Non-Goal

ICSE workshops are not mini-conferences. They are not forums for full research papers. Full papers should be submitted to the main ICSE conference. Nor should workshops be organized like conferences, in which formal presentations dominate. At least half of the time should be devoted to discussion.

Format

A workshop is either open or closed. An open workshop will accept any participant up to the agreed enrollment limit for the workshop. Participation in a closed workshop is to be by invitation only, typically on the basis of a submitted position paper. Registration in the closed workshops will be limited to those on lists of invited participants provided to ICSE 2002 by the workshop organizers.

Timing

ICSE workshops are held before and after the main conference. Workshops are one, one and a half, or two days long. The acceptance of a workshop proposal does not guarantee that the requested times will be accommodated. Scheduling and other constraints might in some cases require that actual workshop dates and durations be changed or shortened. We assume that submitters are available to run workshops on any of the days that ICSE has scheduled for workshops.

Review

A committee will review each proposal. Acceptance will be based on an evaluation of the potential to advance the state of software engineering research, expected level of interest in the topic, the organizers' ability to lead a successful workshop, and the need of ICSE 2002 to achieve balance and synergy in its workshop offerings.

Publication

ICSE 2002 will publish pre-workshop summaries in the ICSE Proceedings. ICSE 2002 will also work with workshop organizers to reproduce informal proceedings for each of the accepted workshops. Some workshop organizers might wish to produce published proceedings. Such arrangements may be pursued; however ICSE 2002 will not become involved in any such efforts.

Budget

ICSE 2002 will support the reproduction of informal workshop proceedings and the pre- and post-workshop summaries. ICSE 2002 will not pay for registration, travel, or other arrangements

for workshop organizers or any of their invited guests. All participants in workshops must register.

How to Submit

Workshop proposals should be submitted in two parts, each one no longer than one page, and each in Adobe Portable Document Format (PDF). The first part is a brief workshop title and abstract, suitable both for proposal evaluation and for early posting on a web site pending production of an official call for participation or papers. The second document is to provide supporting and logistical documentation.

A brief abstract including the following:

- workshop title and organizers
- a statement of the theme and goals of the workshop
- statement of how the workshop can advance software engineering research
- the min. and max. number of workshop participants
- whether the workshop would be open or closed
- an overview of the participant solicitation and selection process

Supporting administrative and other documentation

- requested workshop date(s) and duration, and any schedule constraints
- requested equipment, room capacity and organization, and materials
- brief description of each organizer's background, including experience with past workshops, and whether the organizers have conducted ICSE workshops before
- an indication that, if your proposal is accepted, you agree to the following:
  - to produce a pre-workshop summary of up to two pages for publication in the ICSE proceedings
  - similarly to produce a post-workshop summary for publication
  - to conform to common deadlines for submission of position papers and notification of acceptance (if applicable)
  - to limit the lengths of papers solicited or presented to five pages

After Acceptance

Each accepted workshop will have two pages for a summary in the conference proceedings. This summary must conform to the proceedings publication format.

Important Dates

Workshop Proposals Due	21 October 2001
Notification	31 November 2001

Contact Information

Kevin Sullivan
Department of Computer Science
University of Virginia
E-mail: <sullivan@virginia.edu>

Posters and Informal Demonstrations

Posters and informal demonstrations at ICSE2002 will provide the opportunity to exhibit speculative or untested ideas and to discuss these ideas with conference participants. Posters and informal demonstrations are appropriate for work that is very new, in a prototype stage, or otherwise not as fully developed as a formal research demonstration. Submissions by young researchers and Ph.D. students at early stages of their research are especially encouraged.

Exhibitors are expected to attend the poster and informal demonstration exhibition during breaks for exchange of ideas and discussion with ICSE2002 participants. Exhibitors are responsible for preparing their own posters. The conference will provide the easels for displaying the posters and informal demonstrations, but will not provide any computing equipment such as computers, disk drives, or monitors.

Accepted posters and informal demonstrations will be included in the conference proceedings.

The poster proposals should clearly indicate the novelty of the approach and indicate how the ideas will be presented graphically on the poster. The informal demonstration proposals should outline the supported technique or method and discuss how the exhibited tool and environment supports it. The proposals will be evaluated on their originality, importance and generality of contribution, soundness, quality of written and graphic presentation, appropriate consideration of relevant literature, and their relevance to the conference.

How to Submit

The format of poster and informal demonstration proposals (two pages or fewer each) may be ASCII text (plain or HTML), or Adobe Portable Document Format (PDF) files.

In addition to the proposal you must also submit a one-half page (e.g., one column of a two column page of text) summary for inclusion in the conference proceedings.

Submit the proposals via e-mail to the address below.

Important Dates

Proposals Due	15 December 2001
Notification	1 February 2002

Contact Information

Martina Marré
Universidad de Buenos Aires, Argentina
E-mail: <martina@dc.uba.ar>

2002 Doctoral Workshop

The ICSE 2002 Doctoral Workshop is a one-day workshop to be held Tuesday, May 21st, the day prior to the regular ICSE technical conference. The goal of the Doctoral Workshop is to publicly discuss research goals, methods, and results at an early enough stage in Ph.D. research to provide useful guidance in completion of the dissertation research and initiation of a research career. The workshop and ICSE will also provide an opportunity for student participants to interact with established researchers and others in the wider software engineering community.

Participants will be offered support in the form of complementary admission to the workshop and ICSE 2002. Additional support may be provided depending on available resources.

Doctoral Workshop Committee

Steve Easterbrook	University of Toronto Workshop Chair
Juan Echague	Universidad de la Republica Uruguay

Additional members will be added to this list, soon.

Who Should Submit?

Student participants should consider participating in the doctoral workshop at least six months before completion of their dissertation, but after having settled on a research area or thesis topic.

Review Process

Each prospective student participant will submit a package of materials for consideration by the workshop organizing committee. The committee will select participants on the basis of their anticipated contribution to the workshop goals. Among the criteria that will be considered in reviewing submissions are:

*   The potential quality of the research and its relevance to software engineering.
*   The stage of the research. The organizers will seek to select students across a range of research stages.
*   Diversity of background, research topic, and approach.

Submissions

To apply as a student participant in the Doctoral Workshop, prepare a submission package consisting of three parts listed below. Each of these parts must be submitted electronically by the listed deadlines.

General Information
*   Name of student participant
*   Name of thesis advisor
*   University and department
*   Full mailing address (repeat information from above as needed), including country and postal code.
*   Telephone
*   Fax
*   Electronic mail address

*   Electronic mail address of thesis advisor
*   Universal resource locator (URL), if available
*   Related submissions (e.g., if you are also submitting a technical paper to ICSE)
*   Brief description of research topic (25 words or less)
*   2 to 5 keywords and phrases

Research Abstract
Submit an abstract describing your dissertation research. Your abstract should be at least 3 pages, but not more than 5 pages long, when prepared according to the format guidelines below.

The research abstract should clearly indicate:

*   The title of your work.
*   The research area or sub-area of your work (10 words or less).
*   The technical problem to be solved. The importance of the problem should be justified.
*   Justification that prior research has not solved the problem.
*   The research hypothesis (claim) and details of the proposed solution.
*   The expected contributions of your dissertation research. Progress in solving the stated problem should be the major contribution, but there may be others.
*   The methods you are using or will use to carry out your research. It is important to describe a plan for evaluating your work and presenting credible evidence of your results to the research community.

Students at early stages of their research will have some difficulty addressing some of these areas. Nonetheless, each prospective student participant should address them as well as possible.

Letter of Recommendation
Ask your thesis advisor to submit a letter of recommendation to <sme@cs.toronto.edu>. The letter of recommendation must include a detailed assessment of the current status of your thesis research and an expected date for thesis submission.

Format

The general information packet and letter of recommendation should be plain ASCII text with no markup.

Research abstracts may be submitted in any of the following formats (in order of preference):

1. Adobe Portable Document Format (PDF)
2. HTML 3.0 or lower, no images
3. Plain ASCII text with no markup
4. Level 1 PostScript, with all fonts included except Times and Symbol

Each research abstract must be a single file. Typeset abstracts should be set in 12-point type on a 14-point baseline, with 1-inch margins on all sides. Page size letter is preferred to A4. For plain text, line length should be limited to 80 characters. Please note that this format is for initial submissions only. PDF and PostScript files should be sent uuencoded to prevent corruption by mail handlers.

Upon Acceptance

Notification of acceptance or rejection will be transmitted by electronic mail. Those requiring a written acceptance letter may request one after notification.

Participants are asked to include a two-page summary of their abstracts in the ICSE proceedings. The summary will include a statement of research objectives, key concepts, and relation to other works. These abstracts must be prepared according to the ICSE Conference Proceedings format.

Final versions of full thesis abstracts will be required for inclusion in a workshop-only electronic proceedings. Directions for production of abstracts for the proceedings will be provided upon acceptance.

Ground Rules

- All submitted materials must be in English.
- All materials must be submitted electronically in the formats listed above.
- Your submission should contain no proprietary or confidential material and should cite no proprietary or confidential publications.
- Permissions to use video, audio or pictures of identifiable people must be obtained by you, not ICSE 2002.
- If your submission is accepted, it will not be published without copyright release forms signed by you.

How To Submit

The general information should be submitted using electronic mail to <sme@cs.toronto.edu> by the date listed below. The subject line of the email message should be APPLICATION.

The letter of recommendation should be submitted using electronic mail to <sme@cs.toronto.edu> by the date listed above under Deadline. The subject line of the email message should be RECOMMENDATION FOR XXX, where XXX is the name of the student applicant.

The research abstract should be submitted electronically using ftp or electronic mail to <sme@cs.toronto.edu>. Directions for submitting by ftp and electronic mail can be obtained by sending a message with subject line SUBMISSION.

Important Dates

Submissions Due	6 January 2002
Notification	1 February 2002
Final Summaries Due	1 March 2002
Final Abstracts Due	15 April 2002

Contact Information

Steve Easterbrook, Associate Professor
Dept. of Computer Science, University of Toronto
Email: <sme@cs.toronto.edu>

ICSE 2002 Website: <http://www.icse-conferences.org/2002/>

Keynote Speakers

ICSE 2002 will feature three keynote speakers.

Wednesday, 22 May 2002

Donald Feinberg, Gartner Group Vice President and General Manager, Latin America donald.feinberg@gartner.com

Mr. Feinberg is currently Group Vice President and General Manager, Latin America, responsible for Gartner's operations in Latin America. Previous to this, Mr. Feinberg was GVP of Latin America Operations, responsible for Latin American Research and the delivery of all Gartner products throughout Latin America. Previously, Mr. Feinberg was Vice President of Emerging Markets Operations, responsible for delivery of GartnerMeasurement services throughout Asia / Pacific, Japan and Latin America. Upon joining Gartner, Mr. Feinberg was a Research Director with Gartner's Strategic Data Management service and has been a lead analyst with Gartner in the database area since 1990. Donald has analyzed the database market, database technologies and the tools used by database administrators. He also has written and spoken about this area throughout the world

Before joining Gartner, Donald was Director of Technical Marketing for Oracle Corporation's IBM mainframe database business. He was responsible for technical sales and marketing support of the products worldwide. While at Oracle, Donald was also, Manager of Customer Education for the Eastern half of the country and was responsible for the development, scheduling and teaching of Oracle's Customer Education curriculum.

Prior to Oracle, Mr. Feinberg worked for several vendors and users in many areas of the software industry, including technical support and consulting. In addition to his degrees, he has finished all work, except for the dissertation, towards a Doctorate of Science in Computer Science.

Thursday, 23 May 2002

Donna H. Rhodes, Lucent Technologies Director of Process Engineering rhodes@incose.org

Dr. Donna H. Rhodes has eighteen years of professional and management experience in the systems integration industry. She is presently Director of Process Engineering at Lucent Technologies in Cambridge, Massachusetts where she is focused on addressing the increasing systems challenges in commercial software product development.

Previously Dr. Rhodes was the Systems Engineering Process Owner at Lockheed Martin Federal Systems (LMFS) in Owego, New York. She managed the engineering center-of-competence, providing consultation on engineering practices and technologies. She was a member of the team awarded the 1998 Lockheed Martin NOVA Award for contributions leading to LMFS Owego's attainment of the Software Engineering Institute's highest rating of Software Capability Maturity Level 5.

Dr. Rhodes was the 2000 Past President of the International Council on Systems Engineering (INCOSE), and presently serves in the office of Past President. She is an Associate Editor of Systems Engineering, the journal of INCOSE. She has published over 30 technical papers in the field of systems engineering, co-authored industry and company standards and guidebooks, and has been an invited speaker and panelist for numerous industry, government, university, and company activities. Dr. Rhodes received her M.S. and Ph.D. in Systems Science/Advanced Technology from State University of New York at Binghamton, where she has also served as an adjunct professor. Dr. Rhodes is a member of several university/industry advisory boards focused on establishing systems engineering graduate degree programs.

Friday, 24 May 2002

Bob Balzer, Teknowledge Corporation Chief Technical Officer Director, Distributed Systems Group balzer@teknowledge.com

Dr. Robert Balzer received his B.S., M.S., and Ph.D. degrees in Electrical Engineering from the Carnegie Institute of Technology, Pittsburgh, Pennsylvania, in 1964, 1965, and 1966, respectively.

After several years at the Rand Corporation, he left to help form the University of Southern California's Information Sciences Institute (USC-ISI) where he served as Director of ISI's Software Sciences Division and Professor of Computer Science at USC from 1972 to 2000. Last year he joined Teknowledge Corporation as their Chief Technical Officer and Director of their Distributed Systems Unit. The Distributed Systems Unit combines artificial intelligence, database, and software engineering techniques to automate the software development process. Current research includes wrapping COTS products to provide safe and secure execution environments, extend their functionality, and integrate them together; instrumenting software architectures; and generating systems from domain specific specifications.

Special Discount Airfares from United Airlines

ICSE 2002 is pleased to announce that it has been able to secure a special discount agreement with United Airlines to Buenos Aires unavailable to the general public.

A 10% discount off any applicable fare, excluding first class, will be offered ONLY when you or your travel agent call United's toll-free number 1-800-521-4041 and refer to the Meeting ID Number 556HM. A 15% discount off the full coach booked in Y class of service. An additional 5% discount will apply when you purchase your tickets at least 60 days in advance of the your travel date. Discounts apply on United, Shuttle by United and United Express. Dedicated reservationists are on duty 7 days a week, 7:00 AM to 12:00 midnight EST. Book early to take advantage of promotional fares that give you the greatest discount. Mileage Plus members receive full credit for all miles flown to ICSE 2002 using this promotional fare.

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Information on Buenos Aires

The site of ICSE 2002 is Buenos Aires, capital of Argentina. It is a safe, lively city on the south bank of the River Plate, close to the fascinating Paraná river delta, and across from the quaint town of Colonia del Sacramento, in Uruguay. Buenos Aires is a metropolis of over 10 million inhabitants and a melting pot of many cultures. It is an important financial center, with active commercial centers, where you can stroll among stores and sit at a café, or even jog or walk through the extensive and forested Palermo Park, near downtown.

A culturally active city, Buenos Aires is renowned for its universities, museums, theatres, and the world famous Colón Opera House. Eating out is a favorite pastime for the porteños—the origin and growth of the city is due to it being the port of entry since colonial times—and there are a multitude of restaurants where, in addition to the traditional Argentine barbecue, one can enjoy many other types of cuisine. Tango was born in Buenos Aires, and one can hear it, and dance to it in many old-style bars.

Argentina extends over 3,700 kilometers from North to South, and has many types of climates and regions to visit:

- the Northwest, with its colored mountainous landscapes—the Train of the Clouds goes through them—and colonial cities;

- the Northeast, with the famous Iguazú Falls, ruins of Jesuitic missions, and the Iberá swamps;

- the West, with its Ischigualasto Valley—called the Moon, because of its curious geological shapes—and Talampaya gorge, with its red rocks, vineyards on the edge of the Andes, and Aconcagua—6956 meters high, the highest mountain in America;

- the flat pampas grasslands on whose edge lies Buenos Aires, with the estancias and the gaucho horsemen, where one can visit and eat a delicious asado (barbecue) and watch them show off their equestrian abilities and traditional dances;

- the Patagonic coast, where one can visit colonies of penguins, sea-lions, and whales;

- the Patagonic Andes, where one can visit the Perito Moreno Glacier, standing within 50 meters of a 30 meter wall of ice;

- Tierra del Fuego, with Ushuaia, the southernmost city in the world alongside the Beagle Channel, and some of the best trout fishing in the world.

On your way to Argentina, you can tour South America: visit the lost Inca city of Machu Pichu, in Perú; ski in world-class centers near Santiago, Chile; and sunbathe on the beaches of Rio de Janeiro, in Brazil.