



“WOW” ICSE's *Window On the World*

Tuesday, May 6
Volume 9, Issue 1



Portland Hilton
Portland, Oregon, USA
2003 May 3-10

Conference Opens *Scaling New Heights!*

By Hal Hart, WOW Editor (Northrop Grumman Mission Systems, the company formerly named "TRW")



Today the *Silver Anniversary* ICSE shifts into full conference mode composed of renowned keynoters, high quality technical papers attested by rigorous refereeing, and all kinds of opportunities for you to network and learn from hundreds like yourself dedicated to advancing the profession of software engineering. For some of you this is your 2nd, 3rd, or 4th straight day, after workshops, tutorials, etc. For others this is your first day in Portland. The conference kicks off with the opening plenary session at 9am today featuring noted OO and component-based guru Bertrand Meyer's keynote address on "The Grand Challenge of Trusted Components." Then, starting this afternoon you're confronted with the tough decisions about which of 5 concurrent technical tracks to attend – study and mark your Final Program!

And please note that tonight offers **3** diverse opportunities (*see next column, plus page 6*) to make this a 12+ hour day. Keep that adrenalin flowing!

Today's WOW is jam-packed with reviews of past days' events, an interview with the ICSE Program Co-Chairs, repeats of a popular WOW quiz and survey, a movie review, scores, and more.

-H²



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SE Curriculum BOF Tonight

Progress toward a defined Computing Curricula for Software Engineering (CCSE) is of interest to many ICSE conferees. Attend tonight's session in the *Council room, 8-10pm, for a report and discussion on this joint IEEE-CS/ACM activity.*



SIGSOFT/TCSE General Meeting Tonight

Volunteer to help organize one of the many activities of ICSE sponsors SIGSOFT and IEEE – Technical Council on Software Engineering. Or come just to hear status and *politics*. Broadway II-IV, 6-7:30pm tonight.

Weather Forecast

Today: Partly Cloudy

High: 16 C (60 F)

Low: 7 C (44 F)

Sunrise: 5:52am

Sunset: 8:23pm

Tomorrow: Showers

High: 14 C (58 F)

Low: 7 C (44 F)



Interview with the ICSE Program Co-Chairs: Laura Dillon & Walter Tichy

By Nigamanth Sridhar (Ohio State)

WOW: So what are your first comments on putting this technical program together for us?

LD: We had no concept of the amount of work involved when we started, but as time progressed, it was so much fun. Now the feeling of accomplishment is very good.

WT: We originally thought that we were only going to handle the technical papers. However, we then realized that we had to coordinate the entire final program, including the workshops, tutorials, and other special tracks and sessions. The work was very fulfilling though.

WOW: Any special people you would like to acknowledge?

LD&WT: The entire program committee was very good. The reviews were all done well, and on time. *(continued on p. 4)*

Report on the Second International Summit on Software Engineering Education (SSEE II).



Report from "Bert the Roving Software Engineer" (loosely affiliated with Barrie Thompson and Helen Edwards of the University of Sunderland, UK).

A draft of the Computing Curricula Software Engineering (CCSE) volume, which is being developed by a joint task force of the IEEE Computer Society and the ACM, was evaluated by delegates who attended the Summit. The theme was "**Draft vs. Reality**" i.e. could delegates see how useful the volume would be in practice. To ensure no one snoozed quietly in the back the day was filled with "audience participation".

Some background material was presented by Tim Lethbridge and Rich LeBlanc from the CCSE Steering committee. Mary Shaw gave an overview of some initial thoughts on rethinking the CMU SE curriculum (some of which resonated with the CCSE draft – and some of which didn't!). Jamie Andrews from University Western Ontario provided a Canadian perspective – some of which illustrated the problems of the academic "real world" (*politics and protectionism*) even to the extent of SE programmes being offered by two different departments in the same university.

The interactive sessions began with the delegates individually trying to rank and group the curriculum guidelines (through the medium of printed lists and colour-coding categories (i.e. highlighters)). This defeated many of our august software engineers – we suspect more user trials are needed and an expert in human-paper interaction for any future summits. After some reengineering (and scribbling out) we were back on track! However the use of post-its

(yellow to carefully merge into the background of the wall) to highlight "missing" guidelines was successful on the first attempt.

The overall analysis of the resultant data suggested that there were two clear "winners", i.e. guidelines that were (almost) universally identified as essential: "*Software engineering must be taught as a problem-solving discipline*" and "*The underlying and enduring principles of software engineering should be emphasized, rather than details of the latest or specific tools*". If you want to know what the other twelve are, you'll need to get onto the CCSE website: sites.computer.org/ccse/.

Monty Python extracts lightened the proceedings, including King Arthur inviting us to lunch at Camelot: and after clearing a round table in the Pavilion we managed to do so.

In the afternoon, groups worked on different aspects of curricular design using the draft documentation. [However, those who waited for the official coffee break missed their cookies]. So task-focused were the delegates that the groups had to be forcibly broken up, with much wailing and gnashing of teeth, to ensure that feedback was reported in the final plenary session. This information has been taken away by members of the CCSE steering group to consider during their revisions before the "final" draft document is produced – this is due for public release by the end of May (**this** May we believe).

N.B. A copy of the draft proceedings of last year's Summit are available for consultation and comment at the registration desk.

N.B. There is to be a "birds-of-a-feather" session about the CCSE effort in the Council Room on Tuesday evening, 8-10pm, all are welcome.



Movie Review: "X2: X-Men United 2"

By Davor Cubranic (Univ. of Br. Col.)

If you care for the buzz, the movie to see this week is the second *X-Men* movie. Opening the blockbuster season, this superhero extravaganza made \$85.9 million in North America alone (*the fourth-best opening weekend gross ever*), and \$155.2 million world-wide. The movie certainly sounds like the right thing if you're looking for some light entertainment and to rest your brain after a long day at the conference: it has grander special effects, bigger cast, plentiful action, and just as jumbled-up and lightweight a script as in the first movie. Still, Bryan Singer directs with his own sure touch and keeps true to the spirit of the comic books. He maybe isn't Tim Burton and *X2* isn't the original *Batman*, but it's sure not *Daredevil* either, and in there between all the explosions and computer-generated special effects, you will still find some very human (and grown-up) issues that the characters have to struggle with. (*Not that the movie is worth seeing for those alone though: this is, after all, a blockbuster adaptation of a Marvel comic.*)

As Roger Ebert said: "Made for (and possibly by) those with short attention spans, it lives in the present, providing one amazing spectacle after another, and not even trying to develop a story arc. [...] Dumb, but good."

Techie Humor

T-shirt logo:

COFFEE.EXE Missing - Insert Cup and Press Any Key

6th ICSE Workshop on Component-Based Software Engineering

By Jason Hallstrom (Ohio State)

On Saturday and Sunday I was fortunate enough to participate in the 6th ICSE Workshop on Component-Based Software Engineering.

Eighteen papers were presented, falling into four broad categories:

- Measurement and prediction of extra-functional properties
- Specification and runtime verification
- Analysis, design, and patterns
- Generative modeling and synthesis

The papers, which without exception were well-presented, gave us a feeling of what our community views as the state of knowledge in component-based software engineering. These (sometimes varying) views served as foundation for the (often heated) working discussions that comprised the remainder of the workshop. The aim of course was to chase down how to do component-based software engineering, and I think that some reasonable progress was made. Once in awhile, however, what we'd end up chasing down was our own collective tail.

The discussion would occasionally loop back to the perennial CBSE questions. What is a component? What is compositionality? What is the relationship between components and architecture? Deceptively hard questions. One of the gents in the workshop raised the concern that in trying to answer these questions, we were often waylaid by even harder meta-questions. He noted that we ended up trying to decide what "is" is. Very existential indeed.

That we've been unable to answer (or at least agree on answers) to many of these questions is not surprising. Component-based software engineering is still in its adolescence. We should also not be discouraged from trying to answer these questions in the future. Their stubborn persistence may well be testament to their importance in forming a solid theoretical foundation for component-based software engineering.



New Software Engineering Faculty Symposium (NSEFS)

By Nigamanth Sridhar (Ohio State)

New assistant professors and graduate students close to getting their Ph.D. degrees had a chance to learn about the joy and the challenges of a research faculty life in software engineering. The all-day event was full of words of wisdom and active advice from some very eminent people in the trade. About 50 people, new and experienced faculty as well as graduate students attended.

The symposium was chaired by Lee Osterweil (UMass) and featured many other experts such as Barbara Ryder, Axel van Lamsweerde, Lori Clarke, Dick Taylor, Carlo Ghezzi, Vic Basili, Jeff Kramer, and Dieter Rombach, with more people stopping by and contributing through the day. Through talks and informal discussions these people very effectively schooled the attendees on various aspects of joining the software engineering community as a faculty member.

The day started off with advice on how to create an effective and long-term research agenda, and actually be successful with it. Then came some tips on the how, what, when, and where of publishing good, high-impact research papers. Other discussions in the morning session included tips on networking (and some actual networking during the break), and on teaching and mentoring students. During lunch, the group broke off into sub-groups by nationality to talk about funding, and how to write good grant proposals.

After lunch, the discussion focused on how to get tenure, how to balance the various aspects of faculty life (teaching, research, and service), and *how to still have a life!* The day ended with two panel sessions. The first one, run by experienced faculty members, talked dwelt upon ethical issues in conducting research. The other panel consisted of Gregg Rothermel and Bashar Nuseibeh, both recently tenured, and talked about a successful start to a career.

On the whole, the day was very useful and productive to most of the audience – a near-equal split of recent graduates and students.

SURVEY: How Many ICSE's Have You Attended? How Many "NOT"?

This is for everyone, not just the old-timer ICSE insiders!

WOW is repeating last year's survey to find:

- (1) How many ICSE's the average conferee has attended; and
- (2) The person attending this year who last attended ICSE longest ago (*i.e.*, *most years since your most recent ICSE if this isn't your first*).

Please drop a note with your name and either of the following 2 pieces of information in the WOW submission box at the registration desk, at the WOW Suite (room 2323, the *Alexander's Suite*), or email to icsewow@yahoo.com with message subject = "How Many."

1. Number of ICSE's attended: _____
2. Number of the last ICSE attended before 2002 (from list below; leave blank if this is your 1st ICSE): _____

The complete ICSE history:

- ICSE-1: Washington, DC (1975)
- ICSE-2: San Francisco, CA (1976)
- ICSE-3: Atlanta, GA (1978)
- ICSE-4: Munich, Germany (1979)
- ICSE-5: San Diego, CA (1981)
- ICSE-6: Tokyo, Japan (1982)
- ICSE-7: Orlando, FL (1984)
- ICSE-8: London, UK (1985)
- ICSE-9: Monterey, CA (1987)
- ICSE-10: Singapore (1988)
- ICSE-11: Pittsburgh, PA (1989)
- ICSE-12: Nice, France (1990)
- ICSE-13: Austin, TX (1991)
- ICSE-14: Melbourne, Australia (1992)
- ICSE-15: Baltimore, MD (1993)
- ICSE-16: Sorrento, Italy (1994)
- ICSE-17: Seattle, WA (1995)
- ICSE-18: Berlin, Germany (1996)
- ICSE-19: Boston, MA (1997)
- ICSE-20: Kyoto, Japan (April 1998)
- ICSE-21: Los Angeles, USA (May 1999)
- ICSE-22: Limerick, Ireland (June 2000)
- ICSE-23: Toronto, Canada (May 2001)
- ICSE-24: Orlando, USA (May 2002)

Entries are due **6pm Wednesday**. The results will be published in issue 3 of WOW on Thursday.



Geek Humor

Software Metrics - The Pizza Metric:

How: Count the number of pizza boxes in the lab.

What: Measure the amount of schedule under-estimation. If people are spending enough after-hours time working on a project that they need to have their meals delivered to the office, then there has obviously been a mis-estimation somewhere.

(WOW is testing this metric this week.)



**Interview with the ICSE Program Co-Chairs:
Laura Dillon & Walter Tichy**

(Continued from page 1)

The PC meeting was a very good experience also, with the entire committee, except for one person attending. However, there is one person who we would like to thank especially, and that is Richard van de Stadt, who ran the cyberchair. He was extremely responsive throughout the time we were running the submission, as well as the review process. We could not have done without him.

WOW: Did you folks do anything new this year?

LD&WT: This was the first ICSE when we did the *entire* review process paper-free. All reviews were collected electronically, and even the review books were electronic. All the PC

members brought their computers to the PC meeting, and we just gave them the review books to view and read electronically. Also, we put together a separate program committee to review the experience reports, as against just using the regular committee to review them as well.

There are also a couple of new events this year. The Pioneers Symposium is new to ICSE this year, and was a great success, and of special importance to the young ICSE attendees. They got a chance to listen to and interact with some of the most eminent people in the field of software engineering. We would like to thank Sun Microsystems and the NSF for sponsoring this event and making it possible.

Another new session this year is the session on Automotive Software Engineering (Session 3.4X, Tuesday 1.30 – 3.00) – software engineering directed at the automobile industry. Currently 10% of the value of an automobile is software. By 2010, this value is projected to grow to 30%. So its time we gave it some special attention.

WOW: So anything else interesting that you would like to share?

WT: Well, there was the fire...

LD&WT: Two days before the PC meeting was to happen, Richard van de Stadt was out of communication. This was very unusual, since he is usually extremely dependable. We then found out that his building in the University of Twente was burned down completely. In spite of that, he still got everything ready in time for the PC meeting. Fortunately, we did not lose anything. The servers, on which the files were, themselves were located in University of Karlsruhe.

WOW: So finally, can we do the numbers?

LD&WT: We had a total of 324 technical paper submissions, with 42 acceptances (rate of about 13%). Apart from these, we had 52 education papers, and

61 experience reports, with 11 and 16 papers accepted, respectively. The result is a very interesting program, and we are extremely satisfied with it.



**QUIZ: "PORTLAND"
the Acronym Means?**

By WOW

COCOMO	EJB	VS
COM	CORBA	WOW
JNI	OO	J2EE
XP	MBASE	JXTA

Software engineers love acronyms. We seem to thrive on making up acronyms for everything we come across. Since you are away from work, and away from working your research into acronyms, here is an exercise that the WOW team would like to give you to keep you in touch with acronyms. Come up with a software engineering phrase for which

PORTLAND

is an acronym. Drop off your entries in the WOW submission box at the registration desk anytime. Or bring your entries up to the WOW press office at room 21076, or send email to icsewow@yahoo.com



Geek Humor

Label pasted to monitor
loaned to WOW this week:

"I sense much NT in you.
NT leads to Blue Screen.
Blue Screen leads to downtime.
Downtime leads to suffering.
NT is the path to the darkside."

-- Unknown Unix Jedi

Geek Humor

If Operating Systems Were Beers...:

DOS Beer:

Requires you to use your own can opener, and requires you to read the directions carefully before opening the can. Originally only came in an 8-oz. can, but now comes in a 16-oz. can. However, the can is divided into 8 compartments of 2 oz. each, which have to be accessed separately. Soon to be discontinued, although a lot of people are going to keep drinking it after it's no longer available.

Mac Beer:

At first, came only a 16-oz. can, but now comes in a 32-oz. can. Considered by many to be a "light" beer. All the cans look identical. When you take one from the fridge, it opens itself. The ingredients list is not on the can. If you call to ask about the ingredients, you are told that "you don't need to know." A notice on the side reminds you to drag your empties to the trashcan.

**ICSE 2003
Window On the World (WOW)
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Jason Hallstrom (Ohio State)
Antoinette Ahiable (Aalborg University)
Annie Ying (Univ. of Br. Columbia)

HEADLINES AROUND THE WORLD

OUTER SPACE: "Software bug sends Soyuz to land off course."

HEALTH: " Chinese quarantine tens of thousands as SARS precaution."

BUSINESS: " Apple sells one million tracks in first week of digital music downloads."

DIPLOMACY: " US continues to round up top Iraqi officials"

SPACE: "Russia-US agree to send mission to Mars."

WOW ARTICLES SOUGHT

Remember to write up (150-300 words or so) particularly intriguing sessions, events, or just brainstormed ideas you heard in the hall. Keep it "lightHarted." (See p.6 as an example of light-heartedness.)

And, something new we're trying this year is asking software engineering professionals to "Tell us one (just one!) SE tip or piece of advice you regard most likely to be of enduring value to future generations."

Submit to Hilton room 2323 or via email to "icsewow@yahoo.com".



Techie Humor

Software Engineering Glossary:

ALL NEW -- The software is not compatible with previous versions.

ADVANCED DESIGN -- Upper management doesn't understand it.

EXCLUSIVE -- We're the only ones who have the documentation.



PLAYOFF SCORES

NBA 2nd Round:

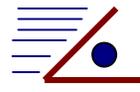
LA Lakers	82	⊗
San Antonio Spurs	87	
Boston Celtics	93	
New Jersey Nets	97	

NHL 2nd Round:

Anaheim Mighty Ducks	4*	(OT)
Dallas Stars	3	
Minnesota Wild	2	
Vancouver Canucks	7	
Ottawa Senators	5*	
Philadelphia Flyers	1	

*: Wins series & moves on to next round of playoffs





Mobile Widget

The Sweet Smell of Success

Mobile Widget Inc. is solving its agile development challenges:

Tuesday, May 6th, 18:00 – 23:00 hrs

Also known as the A Co-Operative Learning Experience at ICSE 2003: Managing Commitments and Risks: Challenges in Agile Development Experience Event

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The **COOLE** special event will be arranged as a special co-operative learning event during ICSE. The event will contain surprises, teamwork, and involve all participants to explore and experience software engineering challenges in a new light. Attending the meeting will be company management, media, investors and conference participants. “We hope to present the company in this exciting conference to attract the brightest minds in the industry to solve our challenges”, comments *Jack Pott*, the founder and CEO of Mobile Widget Inc. During the workshop, participants will be given problem scenarios to be solved, they will need to find innovative solutions to them, and present them to company executives. Problems deal with issues like people management, conflict resolution, risk management, and agile development. According to *Jack Pott*, the event will be a “multidimensional learning experience for

all participants”. The Mobile Widget Inc. has pioneered and invented a new mobile product concept: a revolutionary hand-held personal device that allows users to extend their virtual presence and awareness by transmitting odors over the 3G mobile networks and IP protocol. Mobile Widget has now developed a prototype of the product and is seeking help from software engineering experts to help adapt agile development methods in their situation and to manage their risks and commitments better. That is the reason Mobile Widget’s is organizing a special session for ICSE participants. “We are facing substantial software engineering challenges and we need to pick the best brains in the industry” stated *Charles Option*, the CTO of the company. The special event includes a dinner and combines learning and having fun. More information on the event is available from the web page at <http://www.soberit.hut.fi/COOLE/>

This press release should not be taken too seriously. Mobile Widget is not a registered trademark of anything and we are not even sure whether the company exists. However, this cooperative learning event promises to be an eye-opening and entertaining event and, therefore, we recommend that all open minded experts get involved

Registration required for this event tonight. Go to ICSE Registration if you wish to participate. Note that fee includes a buffet-style dinner.