Fifth International Workshop on Software Clones (IWSC 2011)
Clones in Evolution
23 May 2011 - Waikiki, Hawaii, USA - in association with ICSE 2011
http://www.cs.queensu.ca/iwsc2011/

Software clones are identical or similar pieces of code, design or other artifacts. Clones are known to be closely related to various issues in software engineering, such as software quality, complexity, architecture, refactoring, evolution, licensing, plagiarism, and so on. Various characteristics of software systems can be uncovered through clone analysis, and system restructuring can be performed by merging clones.

The purpose of this workshop is to continue to solidify and give shape to this research area and community. More specifically, the goals are to bring together researchers and practitioners from around the world to evaluate the current state of research and applications, discuss common problems, discover new opportunities for collaboration, exchange ideas, envision new areas of research and applications, and explore synergies with similarity analysis in other areas and disciplines.

Topics of interest include, but are not limited to:

- Definition of software clones
- Types, distribution, and nature of clones in software systems
- Causes and effects of clones
- Techniques and algorithms for clone detection, analysis, and management
- Clone and clone pattern visualization
- Tools and systems for detecting and analyzing software clones
- Applications of clone analysis
- Clone management
- Role of clones in system architecture
- Effect of clones on system complexity and quality
- Industrial experiences
- Measures of code similarity
- Cost/economic and trade-off models for clone removal
- Evaluation and benchmarking of clone detection methods
- Licensing and plagiarism issues
- Clone-aware software design and development
- Refactoring through clone analysis
- Raising the granularity/abstraction level of clone detection and analysis (higher-level clones)

And, as a particular focus for IWSC 2011:

- Clone evolution and variation
- Role of clones in software system evolution

Both full research and experience papers limited to 7 pages and short position papers limited to 2 pages are sought. Submissions must adhere to the ACM two-column proceedings format: http://www.acm.org/sigs/publications/proceedings-templates

Full 7-page papers are expected to present novel research ideas and open issues, significant experiences or empirical studies, or important viewpoints on the field. Short 2-page position papers are those designed to raise new ideas and issues for which the research is not yet ready for a full paper, or to introduce a tool demonstration. Position papers should emphasize originality and potential to stimulate active discussion at the workshop, or alternatively introduce a relevant practical tool to be demonstrated. A tool demonstration session will be organized if there are enough tools submitted.

Both kinds of papers will be formally reviewed by at least two members of the workshop program committee. They must be relevant to the goals of the workshop and hold the potential for lively discussion and debate.

Accepted research and position papers will be published in the workshop proceedings as part of the ICSE Companion Volume. Authors of selected papers will be invited to present their work during the workshop as a formal presentation and take part in an open panel discussion of the topics and issues raised.

Submissions should be uploaded online to the workshop’s submission web site: http://www.easychair.org/conferences/?conf=iwsc2011
Important Dates:
January 28, 2011: Full and position papers due
February 25, 2011: Notification of acceptance
March 10, 2011: Camera-ready copy due

Organizing Committee:
James R. Cordy, Queen’s University, Canada
Katsuro Inoue, Osaka University, Japan
Stanislaw Jarzabek, National University of Singapore
Rainer Koschke, University of Bremen, Germany

Program Committee:
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For More Information:
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