Call for Papers

Eighth International Workshop on Software Clones (IWSC 2014)

Monday, February 3, 2014, Antwerp, Belgium
in Conjunction with the CSMR-WCRE 2014 Software Evolution Week
http://www.softwareclones.org/iwsc2014

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:

- Use cases for clones and clone management in the software lifecycle
- Experiences with clones and clone management in practice
- Types and nature of clones in software systems
- Causes and effects of clones
- Techniques and algorithms for clone detection, search, analysis, and management
- Clone and clone pattern visualization
- Tools and systems for detecting software clones
- Applications of clone detection and analysis
- System architecture and clones
- Effect of clones to system complexity and quality
- Clone analysis in families of similar systems
- Measures of code similarity
- Economic and trade-off models for clone removal
- Evaluation and benchmarking of detection methods
- Licensing and plagiarism issues
- Clone-aware software design and development
- Refactoring through clone analysis
- Higher-level clones in models and designs
- Clone evolution and variation
- Role of clones in software system evolution

The following types of papers are sought:

- Full papers (18 pages) are expected to present novel research ideas and open issues, significant empirical studies, or important viewpoints on the field.
- Position papers (7 pages) raise new ideas and issues or describe early research achievements, emphasizing originality and potential to stimulate active discussion at the workshop.
- Tool demonstration papers (7 pages) describe clone management tools and their applications.

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

Accepted papers will be published in the workshop proceedings in the Electronic Communications of the EASST – a peer-reviewed, scientific open-access journal, free for authors and readers. Their authors 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 must be uploaded online to the workshop's submission web site[1] and adhere to the ECEASST proceedings format (http://journal.ub.tu-berlin.de/template/).

Important Dates:

Abstract submissions	No deadline
Paper submissions	November 19th, 2013
Notification to authors	December 15th, 2013
Workshop	February 3rd, 2014

General Chair

Rainer Koschke	University of Bremen, Germany

PC Co-Chairs

Nils Göde	CQSE GmbH, Munich, Germany
Yoshiki Higo	Osaka University, Japan

Steering Committee

James R. Cordy	Queens University, Kingston, Canada
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[1]http://www.easychair.org/conferences/?conf=iwsc2014