

ISSRE'2000 CALL FOR PAPERS

The Eleventh International Symposium on Software Reliability Engineering

Doubletree Hotel, San Jose, California, USA

8th October - 11th October 2000

<http://www.rstcorp.com/conferences/issre2000>

In Collaboration with

The International Conference on Software Maintenance - ICSM'2000

<http://www.rstcorp.com/conferences/icsm2000>

Sponsored by the IEEE Computer Society

Organized by the Committee on Software Reliability Engineering of the IEEE Computer Society and the Technical Council on Software Engineering

ABOUT ISSRE'2000

The role of software is expanding rapidly in many aspects of modern life, ranging from critical infrastructures, such as transportation, defense, and telecommunication systems, to work-place automation, productivity enhancement, education, health-care, publishing, on-line services, and entertainment. Given the potentially costly impact of software failures for many of these applications, it is important to have sound methods of engineering reliable software as well as accurate methods of quantitatively certifying software reliability. ISSRE'2000 seeks to bring together practitioners and researchers from around the world to share the latest information and know-how related to all areas of software reliability engineering for a broad range of applications. The theme of the 2000 symposium will be "Applying Software Reliability".

Like previous symposia, ISSRE'2000 seeks new results concerning today's software reliability problems. But ISSRE'2000 will give preference to papers focusing on the application of theory to the practice of reliability assessment. ISSRE'2000 has adopted this theme so that: (1) researchers can better hone their efforts toward the real problems expected in the next century, and (2) industry practitioners can describe real-world problems and the needed reliability technologies.

Submissions to ISSRE'2000 should report promising new research breakthroughs or advances to existing literature. Contributions are expected to advance the state of the art or to shed light on current best practices and to stimulate interaction between (and among) researchers and practitioners. Topics of interest include, but are not limited to:

- Practical applications of reliability modeling
- Measurement for software reliability assessment
- Software reliability models
- Software testing and verification
- Software safety
- Fault-tolerant and robust software
- Reliability of distributed systems
- SRE tools, education, and technology transfer
- Software reliability standards and legal issues
- Building high-integrity mobile code systems

Papers, panels, and tutorials that integrate software reliability with maintenance are particularly welcome.

ISSRE'2000 and ICSM'2000 will feature an entire day -- Industry Day -- on 11 October 2000 dedicated to key companies describing how they perform software reliability engineering, maintenance, and testing. The initial list of participants follows:

- IBM Global Solutions
- NASA
- Nortel
- Sun Microsystems
- European Industry
- Italian Industry
- RST Corporation

Industry Day will be following by a visit to the exciting Technical Museum of Innovation in San Jose for an evening of exhibits and dinner in the Communications Gallery: Global Communications and the Exploration Gallery: New Frontiers!

SUBMISSION INFORMATION

Regular Papers

Papers should describe original research or report industrial experience not previously reported. Submitted manuscripts should be in English and no longer than 6250 words or 25 double-spaced pages. Submissions should include a cover page containing title, all authors' names, affiliations, and complete mail and electronic mail addresses, together with an abstract not exceeding 250 words and keyword list of 4-5 keywords. Authors of accepted papers must sign a copyright release form. IEEE Computer Society Press will publish the proceedings. Final versions of accepted papers will be limited to 12 pages in the IEEE proceedings format described at <http://computer.org/cspress/instruct.htm>. If the paper is accepted, one of the authors is expected to pre-register for the symposium and present the paper at ISSRE'2000. This is a pre-condition for the publication of the paper in the Proceedings.

Industry Day Proposals

Industry Day Proposals: Propose a track, tell the audience about your organization's software reliability engineering practices. Which practices have you tried? Which have worked well, and which have not, and why? Submit proposals via email to one of the Industry Chairs.

Experience Reports

Experience Reports are intended to provide exposure to practical experiences with the application of software reliability engineering models, and tools. Contributors should submit an abstract and a 5-10 page description of the experience or case study, and a one-page summary of the project for a short presentation at the conference. The paper should be clearly identified as an experience report.

Panel Proposals

Panel Proposals should include the title, proposed chair, proposed panelists (include short vitae), two or three paragraphs describing the panel subject matter and the rationale for it. Panelists must have agreed to participate prior to the submission of the panel proposal.

Fast Abstracts

Fast abstracts are short presentations (e.g., 5 minutes) of work in progress, practical experience, or ideas for research programs. Their intent is to bring new ideas to attendees with minimal delay. Write a maximum of two pages, and submit it to the Fast Abstracts Chair.

Student Papers

Student papers are intended to introduce work being done by today's students to software reliability practitioners and researchers. Student papers will be presented as poster presentations. Submit an abstract of one page maximum and slides to one of the Program Chairs. We anticipate sponsorship to help authors of accepted presentations meet travel expenses.

Tools Fair Participation

Participation in the Tools Fair is sought for those software vendors who have specific products that are relevant to the software reliability community and also for the software maintenance community. Vendors should provide a description of the software product to be demonstrated and the relevance of the product to the fields of software reliability engineering and/or software maintenance.

Media

Electronic submission is encouraged, but hardcopy submissions will also be accepted. Electronic submissions may be in PDF or portable PostScript only; word processor files will not be accepted. Please do not fax paper submissions. Detailed instructions for preparing and submitting suitable electronic documents can be found at <http://www.cs.uidaho.edu/~ISSRE2K/submission>. If the authors are not able to submit electronically, 6 paper copies may be submitted. All electronic submissions should be sent to issre2k@cs.uidaho.edu. Hardcopy submissions should be sent to one of the Program Co-Chairs.

RELEVANT DATES

Abstract

Please submit an abstract (250 words maximum in plain ASCII text) and a list of keywords to the Program Chair, John C. Munson, jmunson@cs.uidaho.edu before February 1, 2000 to enable proper referee assignment.

Papers

Six hardcopies of the complete papers and experience reports should be submitted to the Program Chair by March 1, 2000. All the accepted papers and experience reports will be published in the conference proceedings.

Industry Practice Abstracts

Submit an abstract (250 words maximum) to one of the Industry Track Chairs by April 1, 2000.

Panel Proposals

Panel proposals should be submitted to one of the Program Chairs by April 1, 2000.

Tutorial Proposals

Both full-day and half-day tutorial proposals should be submitted to the Tutorials Chair by April 1, 2000.

Fast Abstracts

Fast abstracts should be submitted to the Fast Abstracts Chair by September 7, 2000.

Student Papers

Student papers should be submitted to one of the Program Chairs by September 7, 2000.

Tools Fair Entries

Tools fair participants should submit their application to one of the Tools Fair Chairs by April 1, 2000.

Acceptance Notification

Acceptance notifications will go out by June 1, 2000.

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