Call for Papers
Workshop on Reengineering towards Product Lines (R2PL 2005)

http://www.st.ewi.tudelft.nl/~basgraaf/r2pl2005/

November 10, 2005
Pittsburgh, Pennsylvania, USA (Carnegie Mellon)
co-located with WCRE and WICSA 2005

Background

Today, software intensive systems are developed more and more using product line approaches. These approaches require the definition of a product line architecture that implicitly or explicitly specifies some degree of variability. This variability is used to instantiate concrete software product instances. A product line approach not only implies reuse of architecture-level design knowledge, it also facilitates reuse of implementation-level artefacts, such as source code and executable components. The use of software product lines can reduce the cost of developing new products significantly.

In practice software products are usually not developed from scratch. Also software product lines are typically introduced following an evolutionary approach. First a product line architecture is defined based on an initial set of products. Subsequently the scope of the product line is gradually extended by incorporating more existing and new products. Possibly before extending a product line its suitability for incorporating more products, needs to be evaluated first as well as the extent to which the new products and the products already included conform to the product line architecture.

For companies adopting a product line approach for their software development, the problem remains; how to reuse as much as possible of the existing legacy development artefacts. This applies to both the definition of a product line architecture and specifications of concrete product instances based on (legacy) software development artefacts. In this workshop we discuss the use of reverse engineering technology to solve the problems described above.

Objectives

The workshop aims at bringing together practitioners and researchers to discuss the problems, and potential solutions related to reverse engineering and reengi-
neering involved in introducing product line approaches. In particular we want to attract members from both the reverse engineering and software architecture communities. This year’s WCRE theme and the co-location of the WCRE and WICSA conferences provide an excellent opportunity to discuss the topics addressed in this workshop.

Topics

The topics of interest for this workshop have an architecture focus and include (but are not limited to):

- Architecture conformance checking, e.g. between architecture and code or between product instances and product line architectures
- Evaluation of the scope of software product line architectures
- Derivation of a product line architecture from software development artefacts related to a set of existing products.
- Derivation of product instance descriptions from legacy architectures using reengineering techniques, e.g. by using MDA type of approaches
- Industrial experiences related to introduction of product line approaches in software development organisations.

In the workshop we focus on the use of reverse engineering and reengineering techniques in the areas mentioned above.

Submissions

We solicit position papers not exceeding 5 pages in IEEE conference format. Submissions should explain how the (proposed) research or solution contributes or contributed to solving the problem of introducing product-lines in a software development organisation. Submissions are selected based on originality, novelty, and practical relevance to the workshop topic and their suitability for triggering discussion. Workshop paper submissions should be sent electronically, no later than October 3, to b.s.graaf@ewi.tudelft.nl All accepted submission will be published on the workshop web page prior to the workshop.

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<th>Organisers</th>
<th>Bas Graaf (Delft University of Technology)</th>
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<tr>
<td></td>
<td>Liam O’Brien (Software Engineering Institute)</td>
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<td>Rafael Capilla (Rey Juan Carlos University)</td>
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<td>Program Committee</td>
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<td>Arie van Deursen (Delft University of Technology)</td>
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