

7th International Workshop on Feature-Oriented Software Development



October 30, 2016
Amsterdam, The Netherlands
Collocated with
SPLASH, GPCE, SLE 2016



Call for Papers

Important Dates

Abstracts: **Jul. 25, 2016**
Research papers: **Aug. 1, 2016**
Notification: **Sept. 5, 2016**
Tech talks: **Sept. 12, 2016**
Camera ready: **Sept. 19, 2016**

Program Co-Chairs

Christoph Seidl, [TU Braunschweig, DE](#)
Leopoldo Teixeira,
[Federal University of Pernambuco, BR](#)

Program Committee

Vander Alves, [Universidade de Brasilia, BR](#)
Ebrahim Bagheri, [Ryerson University, CA](#)
Loek Cleophas, [TU Eindhoven, NL](#)
Ferruccio Damiani, [University of Turin, IT](#)
Christoph Elsner, [Siemens AG, DE](#)
Martin Erwig, [Oregon State University, US](#)
Paul Grünbacher,
[Johannes Kepler Universität Linz, AT](#)
Sebastian Götz, [TU Dresden, DE](#)
Malte Lochau, [TU Darmstadt, DE](#)
Flávio Medeiros,
[Federal University of Campina Grande, BR](#)
Bruno Oliveira, [University of Hong Kong, CN](#)
Leonardo Passos, [University of Waterloo, CA](#)
Márcio Ribeiro, [Federal University of Alagoas, BR](#)
Julia Rubin, [MIT, US](#)
Ina Schaefer, [TU Braunschweig, DE](#)
Klaus Schmid, [Universität Hildesheim, DE](#)
Sandro Schulze, [TU Hamburg-Harburg, DE](#)
Norbert Siegmund, [University of Passau, DE](#)
Stefan Sobernig, [WU Vienna, AT](#)
Salvador Trujillo, [IK4-ikerlan, SP](#)

Steering Committee

Sven Apel, [University of Passau, DE](#)
Don Batory, [University of Texas at Austin, US](#)
Krzysztof Czarnecki,
[University of Waterloo, CA](#)
Christian Kästner,
[Carnegie Mellon University, US](#)
Christian Lengauer, [University of Passau, DE](#)



Feature orientation is an emerging paradigm of software development. It supports the automatic generation of large-scale software systems from a set of units of functionality called features. The key idea of *feature-oriented software development* (FOSD) is to emphasize the similarities of a family of software systems for a given application domain with the goal of reusing software artifacts among the family members. Features distinguish different members of the family. A feature is a unit of functionality that satisfies a requirement, represents a design decision, and provides a potential configuration option. A challenge is that a feature does not map cleanly to an isolated module of code. Furthermore, the decomposition of a software system into its features gives rise to a combinatorial explosion of possible feature combinations and interactions. Research on FOSD has shown that the concept of features pervades all phases of the software life cycle and requires a proper treatment in terms of analysis, design, and programming techniques, methods, languages, and tools, as well as formalisms and theory.

Goal

The goal of FOSD'16 is to foster and strengthen the collaboration between researchers and practitioners who work in the field of FOSD or in the related fields of software product lines, service-oriented architecture, model-driven engineering and feature interactions. The focus of FOSD'16 will be on discussions, rather than on presenting technical content only.

Format

The workshop is scheduled for one full day and will be a highly interactive event. After a keynote by Prof Thorsten Berger from Chalmers | University of Gothenburg, the day is divided into two sessions:

Research Paper Session: Accepted research papers are presented in this session. Additionally, we allocate a discussion slot to address issues raised during the presentations, or other pressing research issues.

Tech Talk Session: This session comprises practice-oriented "tech talks" about FOSD and technologies. Tech talks are based on the publication of an extended abstract in the proceedings. Tech talks present or demonstrate the application of technology (methods, tools, analyses, etc.) to realize feature-oriented development.

For both sessions, we allocate time for **lightning talks**. These present new ideas and results, an interesting topic for discussion, or a cool project. They are also a good opportunity to present published results to a broader audience.

Submission & Topics

For the research paper session, we invite submissions 4 to 10 pages long in ACM proceedings format. The papers will be reviewed by at least three members of the program committee. For the tech talk session, we invite the submission of a 1-page extended abstract, also in ACM proceedings format. For both sessions, authors will be notified about acceptance before the early registration deadline. We are looking for contributions in the following topics:

- Programming language and tool support for FOSD
- Formal methods and theory for FOSD
- Variability-aware analysis
- Feature interaction, modeling, composition, and refactoring
- Versioning, evolution, and maintenance
- Generative programming and automatic programming
- Components, services, and models
- Build systems and feature-to-code mappings
- Program comprehension
- Empirical studies of all these topics

Accepted papers will be published in the ACM Digital Library. Previous editions of FOSD have been indexed by DBLP.