

2nd International Workshop on Principles of Engineering Service-Oriented Systems (PESOS)

May 1–2, 2010, Cape Town, South Africa

<http://www.s-cube-network.eu/PESOS>

In Conjunction with the 32nd ACM/IEEE International Conference on Software Engineering (ICSE 2010)

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Important Dates

Full Paper Submission (Extended!): 18 January, 2010
Acceptance Notification: 20 February, 2010
Camera-Ready Copy: 3 March, 2010

Motivation

Service-oriented systems represent a new class of software systems, in which software is being used and integrated as temporary services rather than being 'physically' integrated and owned permanently by the software user. Those services are loosely-coupled, autonomous software entities owned by third parties and representing different functionality, which can be combined to support dynamic business processes. Thereby, service-oriented systems provide a more flexible approach to software development, provisioning and maintenance, allowing addressing the dynamics of a system's environment and continuously evolving requirements.

Service-oriented systems have attracted great interest from industry and research communities worldwide. Service integrators, developers, and providers are collaborating to address the various challenges in the field.

Workshop Goals

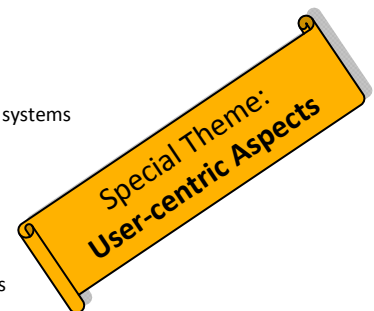
PESOS 2010 is intended to provide a forum for presenting and discussing a wide range of topics related to service-oriented systems. The aim of PESOS is to bring together researchers from academia and industry, as well as practitioners working in the areas of software engineering and service-oriented systems to discuss research challenges, recent developments, novel applications, as well as methods, techniques, experiences, and tools to support the engineering and use of service-oriented systems. The workshop seeks contributions that address theoretical foundations, practical techniques, empirical studies, experience, and lessons learned related to service-oriented systems.

Topics

PESOS 2010 will place special emphasis on understanding user-centric aspects, i.e., all the aspects related to the participation of human actors during the specification, design, implementation, verification, validation, deployment, and operation of service-oriented systems. This includes contributions that discuss what activities can be automated (e.g., replacing human intervention) and for which activities user interaction and involvement will remain key.

PESOS also invites submissions addressing, but not limited to, the following topics:

- Service-oriented software system life-cycle
- Specification of service-oriented systems
- Requirements for service-oriented systems
- Design and architecture of service-oriented systems
- Verification, validation, and testing of services and service-oriented systems
- Evolution and maintenance of service-oriented systems
- Adaptation of service-oriented systems
- Service description, discovery, and composition
- Service semantics and interoperability
- Service deployment, binding, and monitoring
- Resource organization and management in service-oriented systems
- Service-oriented business process integration and management
- Service personalization and context-aware provisioning
- Service dependability, survivability, and reliability
- Trust, security, and privacy in service-oriented systems
- Quality of service
- Service visualization and re-factorization



Paper Submission & Publication

All contributions will be reviewed and evaluated based on originality, technical quality and relevance to the workshop theme. Besides research papers, experience papers and practical reports on industrial case studies are particularly welcome.

Papers must be no longer than seven pages and follow the ICSE 2010 paper format.

The submission process for the workshop will be managed using EasyChair. The link for submissions is <http://www.easychair.org/conferences/?conf=pesos2010>

The workshop proceedings will be published together with the ICSE proceedings on the ACM digital library. Authors of accepted papers must register for the workshop.