

International Workshop on Release Engineering

Organizing Committee

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Program Committee

Researchers

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Slinger Roijackers Jansen (*Utrecht Univ.*)

Guenther Ruhe (*Univ. of Calgary*)

Andy Zaidman (*TU Delft*)

Yuanyuan Zhang (*Univ. College London*)

Practitioners

Ray Cort (*release engineer, Microsoft*)

Sonia Dimitrov, (*release engineer, IBM*)

Eelco Dolstra (*cloud deployment, LogicBlox*)

Christina Ho (*release engineer, Microsoft*)

Merijn de Jonge (*chief softw. dev., Sorama*)

John Ransier (*release mgmt., Microsoft*)

Paul Reed (*consultant, Releng Approaches*)

Hyrum Wright (*software engineer, Google*)

Stefano Zacchiroli (*Debian Project Leader & Université Paris Diderot*)

Important Dates

Submission: February 7th, 2013

Notification: February 28th, 2013

Camera Ready: March 7th, 2013

Workshop: May 20, 2013

RELENG 2013 — Call for Papers

International Workshop on Release Engineering

May 20, 2013, San Francisco, CA, USA in conjunction with ICSE 2013.

<http://releng.polymtl.ca>

 @relengcon

Release engineering deals with all activities in between regular development and actual usage of a software product by the end user, i.e., integration, build, test execution, packaging and delivery of software. Although research on this topic goes back for decades, the increasing heterogeneity and variability of software products along with the recent trend to reduce the release cycle to days or even hours starts to question some of the common beliefs and practices of the field.

RELENG 2013 is a full-day workshop that aims to provide a highly interactive forum for researchers and practitioners to interact and address the challenges of, and share experiences with release engineering, and to build connections between the various communities. The workshop will consist of keynotes, practitioner talks, paper presentations, working groups and a fishbowl panel for semi-structured group discussions. The two keynotes by [John O'Duinn](#), **director of Release Engineering at Mozilla Corporation**, and [Roman Scheiter](#), **director of Engineering Services at LinkedIn**, will set the stage for the workshop, introducing the release engineering challenges of modern organizations.

In an effort to engage with practitioners, one of the co-organizers is a release engineer at Mozilla and one third of the PC consists of release engineers, so *we guarantee that each paper or abstract submission receives at least one review from a practitioner*.

Topics for papers and talks include but are not limited to:

- best practices for code movement (branching and integration)
- continuous integration and testing
- build and configuration of software
- build system maintenance
- testing and reporting infrastructures
- package and dependency management
- legal signoff and bill-of-materials
- delivery and deployment of software
- code signing and certificate management
- continuous delivery, deployment, installation and software update
- cloud provisioning and management
- interaction with app stores
- principles and automated techniques for release planning
- release engineering for product lines
- devops and interaction with regular development, maintenance, end user, etc.
- large-scale build and test farms
- multi-platform build and test

Technical Papers (4 pages) should identify challenges, discuss opposing viewpoints, outline processes, or present solutions related to various aspects of release engineering. These papers will be published in the electronic ICSE workshop proceedings.

Talk Abstracts (500 words) are only open to practitioners and should describe, in 500 words or less, a talk (approx. 15 minutes in length) on a key aspect of release engineering. These talks should be primarily experience-based and should be used as a means of communicating challenges or possible techniques that are in need of research.

Submissions should follow [ICSE formatting guidelines](#) and should be submitted through [easy-chair](#). Talk abstract authors can organize the text into one or multiple sections, but it should be uploaded as a pdf (together with a 2 or 3 sentence summary in the site's "abstract" box). Accepted papers and talks will have 10 to 15 minutes of presentation, followed by discussion.



In conjunction
with ICSE 2013