

4th International Workshop on *Release Engineering*

Seattle, WA, USA—November 18th, 2016

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 2016 is a full-day workshop that aims to provide a highly interactive forum for researchers and practitioners to interact and address the challenges of, find solutions for and share experiences with release engineering, and to build connections between the various communities. The workshop will consist of a keynote, practitioner talks, paper presentations, working groups and a fishbowl panel for semi-structured group discussions. The keynote, presented by a prominent industrial release engineer, will set the stage for the rest of the workshop, introducing the challenges of modern companies related to release engineering.

In an effort to engage with practitioners, many co-organizers 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.

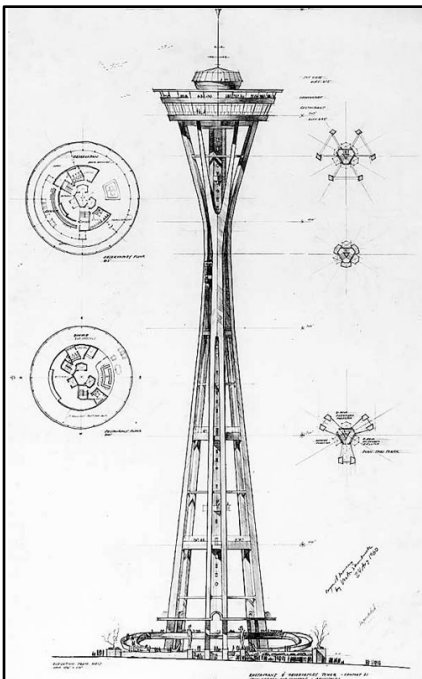
Topics for papers and talks include (but are not limited to):

- Best practices for code movement (branching and merging)
- Continuous integration and testing
- Build and configuration of software
- Testing and reporting infrastructure
- Package and dependency management
- Delivery and deployment of software
- Code signing and certificate management
- Continuous delivery, deployment, installation, and software update
- Legal signify and bill-of-materials
- Cloud provisioning and management
- Interaction with app stores
- Principles and automated techniques for release planning
- Release engineering for product lines
- DevOps and interaction with developers and end-users

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 FSE workshop proceedings.

Talk Abstracts (500 words) are only open to practitioners and should describe 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 that are in need of research, or possible techniques that should be analyzed in more detail in other contexts.

Submissions should follow the FSE formatting guidelines and should be submitted through easychair (<http://www.easychair.org/conferences/?conf=releng2016>). Accepted papers and talks will have 10-15 minutes for presentation at the workshop, followed by discussion.



Organizing Committee

Bram Adams

Polytechnique Montreal

Stephany Bellomo

SEI, Carnegie Mellon University

Christian Bird

Microsoft Research

Foutse Khomh

Polytechnique Montreal

Kim Moir

Mozilla

John O'Duinn

United States Digital Service

Program Co-chairs

Shane McIntosh

McGill University

Boris Debić

Google

Program Committee

To be determined

Important Dates

Submission:

July 15th, 2016

Notification:

August 8th, 2016

Camera Ready:

September 15th, 2016

Workshop:

November 18th, 2016