**Call for Papers**

**International Workshop on Software Refactoring (IWSR 2016)**

**Sunday, September 4, 2016**

to be held in conjunction with the

The 31st IEEE/ACM Automated Software Engineering Conference (ASE 2016)

Successful software products evolve through a process of continuous changes as bugs are fixed, features added, and quality issues are addressed. Refactoring supports the extremely volatile software life cycle, and provides better ways to reduce and manage the growing complexity of software systems while improving developer's productivity. Basically, refactoring improves the internal structure of a software system without altering its external behavior. In general, refactoring can be performed in various levels such as the requirement, design, architecture or code level. Developers can use it to clean up their code, to improve program readability, understandability and quality, and as a preparation for releasing their software product, fixing bugs, or adding features. We invite submissions from both academia and industry about any of the following topics of interest, but not limited to:

* Code refactoring
* Requirement, design and architectural refactoring
* Refactoring of object-oriented, mobile, web and cloud applications
* Refactoring of code clones
* Refactoring recommendation
* Search-based refactoring
* Refactoring detection techniques
* Experiences with refactoring in practice
* Evaluation and benchmarking of refactoring methods
* Role of refactoring in software system evolution
* Mining refactoring changes from software repositories
* Code smells detection and correction
* Refactoring opportunities detection
* Effect of refactoring to system complexity and quality
* Empirical studies about refactoring practice
* Software remodularization
* Program/model transformation
* Introduction of design patterns through refactoring
* Software evolution and migration through refactoring
* Machine learning applied to software refactoring

### Submission

We solicit novel papers related to the main topics of the workshop. Papers should be one of the following types:

* Research paper (8 pages)
* Position paper (4 pages)
* Tool demo paper (4 pages)
* Industry presentations (2 pages overview)

Each paper will be reviewed by at least three referees. Papers should be submitted as PDF files in standard ACM two-column conference format (Latex, Word). Papers accepted for the workshop will be published in the ACM digital library, providing a lasting archived record of the workshop proceedings. Papers will be submitted through EasyChair.

### Important Dates

* Paper submission: May 20, 2016
* Paper notification: June 27, 2016
* Paper camera ready: July 31, 2016