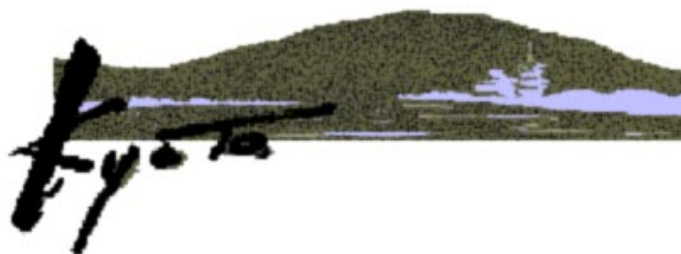


**ICSE98** in



## **FORGING NEW LINKS**

The 20<sup>th</sup> International Conference on Software Engineering

April 19-25, 1998

Kyoto International Conference Hall,

Kyoto, JAPAN

<http://icse98.aist-nara.ac.jp/>

### **Sponsored by**

Science Council of Japan,



Information Processing Society of Japan,



Japan Society of Software  
Science and Technology,



IEEE Computer Society,



ACM Special Interest Group on  
Software Engineering

ICSE's twentieth birthday affords an opportunity to reflect on profound changes of the past two decades.

Since ICSE's founding, politics and technology have converged to shatter once formidable barriers to international cooperation. The collapse of the Berlin Wall symbolizes the end of the Cold War, and links in a Web page are a metaphor for our enhanced capacity for global information exchange.

In this spirit, we have worked hard to ensure that ICSE98 will see an unprecedented increase in the level of international participation and provide an opportunity to highlight the interests and accomplishments of members from the Asian-Pacific region. Yet our outreach must extend beyond geography.

As we continue to build bridges to other software disciplines, researchers and practitioners in allied fields will benefit from an understanding of the contributions that software engineering can make to their work. In turn, we must address their problems in our research. New collaborations between academia and industry will also enrich ICSE98 and our profession as a whole.

The presentation of top-notch papers will, of course, constitute the core activity of ICSE98. Cutting edge research will be showcased in technical paper sessions, workshops, panels, posters, demonstrations, and special sessions devoted to the lessons learned from building large and complex software systems.

We hope you will take advantage of this unique opportunity to meet new colleagues, exchange ideas, and explore the nearly limitless possibilities that lie ahead. Join us in Kyoto for ICSE98 and share the excitement that comes from forging new links.

### Corporate Sponsors (Tentative)



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## ICSE98 Committee Members

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Will Tracz (Lockheed Martin Federal Systems, USA)  
Alexander L. Wolf (U of Colorado, USA)  
Michal Young (Purdue U, USA)

### Lessons and Status Reports

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Shigeru Otsuki (Hitachi, Japan)  
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Terry Rout (Griffith U., Australia)  
Walt Sccachi (USC, USA)  
Kenji Uehara (Mitsubishi, Japan)

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Yoshiaki Fukazawa (Waseda U., Japan) [fukazawa@cfi.waseda.ac.jp](mailto:fukazawa@cfi.waseda.ac.jp)  
Ray Offen (Macquarie University, Australia) [roffen@mpce.mq.edu.au](mailto:roffen@mpce.mq.edu.au)

### Doctor Symposium

Simon Kaplan (U. of Queensland, Australia) [s.kaplan@dstc.edu.au](mailto:s.kaplan@dstc.edu.au)  
Tetsuo Tamai (Tokyo U., Japan) [tamai@graco.c.u-tokyo.ac.jp](mailto:tamai@graco.c.u-tokyo.ac.jp)

### Tutorials

Gail Murphy (U. of British Colombia, Canada) [murphy@cs.ubc.ca](mailto:murphy@cs.ubc.ca)  
Bashar Nuseibeh (Imperial College, UK) [ban@doc.ic.ac.uk](mailto:ban@doc.ic.ac.uk)  
Motoshi Saeki (TITEC, Japan) [saeki@cs.titech.ac.jp](mailto:saeki@cs.titech.ac.jp)

### Workshops

Mikio Aoyama (NIIT, Japan) [mikio@sdb.csd.ts.fujitsu.co.jp](mailto:mikio@sdb.csd.ts.fujitsu.co.jp)  
Frances Paulish (Siemens, Germany) [Frances.Paulish@zfe.siemens.de](mailto:Frances.Paulish@zfe.siemens.de)  
Dewayne Perry (Bell Lab, USA) [dep@research.bell-labs.com](mailto:dep@research.bell-labs.com)

### Exhibition

Shinichi Honiden (Toshiba, Japan) [honiden@ssel.toshiba.co.jp](mailto:honiden@ssel.toshiba.co.jp)  
Bernd J. Kraemer (Fern U. Hagen, Germany)  
[bernd.kraemer@fernui-hagen.de](mailto:bernd.kraemer@fernui-hagen.de)  
Anthony Wasserman (Software Methods & Tools, USA)  
[tonyw@methods-tools.com](mailto:tonyw@methods-tools.com)

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### Publication

Tsuneo Ajisaka (Wakayama U., Japan) [ajisaka@sys.wakayama-u.ac.jp](mailto:ajisaka@sys.wakayama-u.ac.jp)  
Hiroyuki Tarumi (Kyoto U., Japan) [tarumi@kuis.kyoto-u.ac.jp](mailto:tarumi@kuis.kyoto-u.ac.jp)

### Local Arrangement

Kiyoshi Agusa (Nagoya U., Japan) [agusa@nuie.nagoya-u.ac.jp](mailto:agusa@nuie.nagoya-u.ac.jp)

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## OVERALL CONFERENCE STRUCTURE

The annual International Conference on Software Engineering (ICSE) is the leading forum for the exchange of ideas on all aspects of software engineering. ICSE98 invites you to submit work to share with the ICSE community.

Different classes of contributions are sought, ranging from research papers to lessons and status reports from software engineering organizations. The ultimate goal is to build a rich and comprehensive conference program that can fit the interests and needs of different classes of attendees: professionals, researchers, managers, and students. If you are unsure of which category to submit to, please consult the co-chairs in charge of specific events you may be interested in.

You may prepare as many submissions as you like in the same or different categories. In a given category, the same materials should be presented only once.

In keeping with the international character of past ICSEs, the written and spoken language of the conference is English.

## Submissions at a Glance

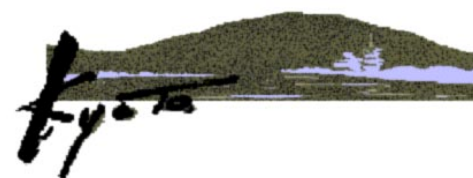
Participation Category	Description	Deadline	Event Dates*
Technical Papers	Report research or practical experiences	20 August 1997(electronic abstract) 3 September 1997 (full paper due)	22-24
Panels	Discuss and debate pressing issues	20 September 1997	22-24
Lessons & Status Reports	Present summaries of work taking place in institutions, organizations, or groups	1 December 1997	22-24
Posters & Research Demonstrations	Present late-breaking results and ongoing work	1 January 1998	22-24
Doctoral Symposium	Discuss Ph.D. students' work	1 November 1997	TBD
Tutorials	Teach Software Engineering techniques and theory	6 October 1997 (proposal)	20-21
Workshops	Discuss focused topic in a small-group setting	1 July 1997 (proposal)	19-21, 24-25
Exhibition	Show commercial and research tools	Contact <a href="mailto:icseexpo@po.iijnet.or.jp">icseexpo@po.iijnet.or.jp</a>	21-24
Asia Pacific Forum	Discuss Asia-Pacific SE issues	1 July 1997 (proposal)	TBD

\*Note: Event dates show a current plan of those held in the conference week from April 19 (Sun.) to 25 (Sat.), '98. These dates are subject to change.

## TOPIC AREAS

ICSE 98 encourages submissions from the many perspectives that contribute to the whole of Software Engineering. We particularly encourage papers addressing topics wherein software engineering issues play a key role, but where those topics have not been highlighted in previous ICSEs. We encourage discussions of both the process and outcome of research, design, engineering, development, installation, use, and maintenance. Examples include:

- ♦ Computer supported cooperative work (CSCW) and software engineering.
- ♦ Configuration management.
- ♦ Design.
- ♦ Distributed and parallel systems.
- ♦ Environments: organization and integration principles.
- ♦ Experimentation.
- ♦ Formal methods.
- ♦ Human-computer interaction (HCI).
- ♦ Hypermedia.
- ♦ Information retrieval, digital libraries, and information systems design.
- ♦ Interoperability.
- ♦ Knowledge-based approaches and artificial intelligence.
- ♦ Measurement, metrics.
- ♦ Module interconnection languages.
- ♦ Object oriented technology and patterns.
- ♦ Programming languages and software engineering.
- ♦ Project management.
- ♦ Reliability.
- ♦ Requirements engineering.
- ♦ Reuse.
- ♦ Reverse engineering and program transformation.
- ♦ Safety and Security.
- ♦ Software architectures.
- ♦ Software documentation.
- ♦ Software process and process improvement.
- ♦ Standards and legal issues.
- ♦ Technology transfer, education.
- ♦ Testing, analysis, and verification.





### DEADLINE

Abstract in electronic format (ASCII email): 20 August 1997  
Full paper due (6 copies, hard copy only): 3 September 1997

### AIM

Papers describe innovative and significant work in the research and practice of Software Engineering. Papers are collected in an archival, refereed conference proceedings, published by IEEE/ACM, which is cited and read by researchers and practitioners world-wide. Accepted papers are presented at the ICSE conference, attended by hundreds of people. Having a paper on the technical program gives authors an opportunity to have a tremendous impact on the study and application of Software Engineering principles, theory, and techniques.

### SCOPE

The Software Engineering community consists of researchers and professionals from many different disciplines and intellectual traditions. The paper review process tries to rigorously review all submissions in a manner that takes into account the different criteria from different parts of the community. For reviewers to do this effectively, they need an accurate assessment of the type of each paper they read; that is, research contributions or experience papers. Please select the type of paper that best describes your submission and write it in the appropriate place on the Cover Page (see the home page). If you feel that your submission does not fit any of these types, please contact either program co-chair for help in best classifying your submission.

### REVIEW PROCESS

Each submitted paper will be reviewed by a group of at least three members of the program committee. Reviewer assignment will be done by matching the topic and focus of the paper with committee member expertise. The committee members will develop a summary review and recommendation for acceptance or rejection. Final decisions will be made at a program committee meeting, where the committee as a whole will review the recommendations and rationale made by committee members.

Note that in addition to considering the criteria outlined for each type of paper (see the ICSE98 Home Page), all papers will be evaluated for overall quality of presentation: the prob-

lem and its context must be clearly described, including relation to prior work. It must also be clear from the presentation that a succinct, high quality verbal presentation at the conference will be possible.

### HOW TO SUBMIT

If you decide to submit, you should look into the ICSE98 Home Page to get the necessary information for the submission! In particular, note that the deadline for requesting ICSE98 mentoring is 10 weeks before the deadline of the paper submission.

The following lists the steps you should follow for submitting a paper.

1. Electronic Submission of Title and Abstract (Required): In addition to their appearance in the full, printed paper, the title and abstract of every submission must also be transmitted by email to [icse-98-papers@cs.ucsb.edu](mailto:icse-98-papers@cs.ucsb.edu) by the deadline for abstracts shown above. The abstract must be plain text only (ASCII) - no markup languages, no binhex, no binary files.
2. Submission of Full Papers: Submitted papers must conform to the standard Conference Proceedings format (See <http://icse98.aist-nara.ac.jp/how-to-submit.html>). Papers may be no longer than 10 pages in the Conference Proceedings format, including references, appendices and figures. The full papers may not be submitted electronically; six paper copies are required.

### UPON ACCEPTANCE

Authors will be notified of acceptance or rejection by the end of November 1997. Accepted papers will be published in the ICSE 98 Conference Proceedings. The primary author of each accepted paper will receive an Author Kit with detailed instructions on how to submit the camera-ready copy.

### SEND TO

Richard A. Kemmerer  
ICSE 98 Program Co-Chair  
Computer Science Department  
University of California, Santa Barbara  
Santa Barbara, CA 93106  
USA  
E-mail: [icse-98-papers@cs.ucsb.edu](mailto:icse-98-papers@cs.ucsb.edu)

## PANELS

### DEADLINE

Panel Proposal: 20 September 1997

### AIM

The aim of the ICSE 98 panels is to stimulate discussion about ideas and issues of crucial importance to the software engineering community. Panels may emphasize complex technical issues, but they may equally provide an opportunity to propose views and address controversies through the medium of informed debate. Suitable topics for such discussion include pressing issues in software engineering theory and practice, emerging industry trends and enabling technologies, and professional, organizational, and social issues associated with software engineering. Panels last about 90 minutes and can be organized in many formats. We strongly encourage proposals in original formats that will engage the panelists and audience in a lively and substantive discussion.

Panels may address any topic of relevance to software engineering research and practice. Panels are an opportunity to stimulate thinking about how software engineering is evolving. This means that topics need not be limited to the con-

ventional boundaries of the field.

### REVIEW PROCESS

Each proposal will be reviewed by the program co-chairs. We are looking for stimulating and timely proposals that will be debated by well-informed and engaging panelists and that will form a diverse, controversial, and well thought out collection. Please feel free to contact either program co-chair in advance to discuss your proposal.

### HOW TO SUBMIT

If you decide to submit, you should look into the ICSE98 Home Page to get the necessary information for the submission! Panel proposals should be sent via e-mail to both of the program co-chairs. The proposal should contain the following:

- A one-page description of the topic, stating compelling issues to be debated, and their relevance to software engineering.
- A one-page description of the panel format (not limited to

those specified above), stating how the panel will be conducted and why the proposed format is suitable for the given topic.

- One page summary of the organizer(s) and all the panelists, including names, affiliations, telephone numbers and e-mail addresses. Panelists must have agreed to be members of the panel.

Authors will be notified of acceptance or rejection by the end of November 1997.

#### **SEND TO**

Kokichi Futatsugi  
ICSE98 Program Co-Chair

Graduate School of Information Science  
Japan Advanced Institute of Science and Technology  
1-1 Asahidai, Tatsunokuchi, Ishikawa 923-12, Japan  
E-mail: icse-98-panels@ldl.jaist.ac.jp

and

Richard A. Kemmerer  
ICSE 98 Program Co-Chair  
Computer Science Department  
University of California, Santa Barbara  
Santa Barbara, CA 93106, USA  
E-mail: icse-98-panels@cs.ucsb.edu

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## LESSONS AND STATUS REPORTS

### **DEADLINE**

Reports: 1 December 1997

### **AIM**

Lessons and Status Reports were introduced to the ICSE program at ICSE97. The reports are intended to provide software engineering professionals with a picture of practices, procedures, techniques, products, and organizational structures. Our goal is to provide software engineers and managers with:

- insights that can be adapted and applied within their own work practices and organizations;
- information on the activities of software engineering practitioners doing innovative and potentially influential work;
- information on software engineering activities which form the basis for future generations of software engineering tools, techniques and management.

### **SCOPE**

We encourage submissions from institutions, organizations, and groups within companies, universities, and government. Submissions may be from organizations of any size and any maturity level, ranging from small software development teams to larger teams of professional software developers working in large companies. We also encourage submissions describing a broad range of applications, from single-user PC software to global, enterprise-wide solutions.

Reports may describe software engineering activities in:

- Software planning, acquisition, and integration organizations,
- Software development and maintenance organizations,
- Software engineering process groups or consultative organizations,
- Quality assurance groups or independent products evaluators,
- Collaborative efforts involving several groups or organizations,
- Partnerships of different types of groups, or
- Groups cooperating across geographical, political, or cultural boundaries.

We are looking for lessons, procedures, techniques and products, including new perspectives on old but as yet unsolved problems, that stimulate practicing software engineers, R&D organizations, and software engineering researchers, and that can be learned and applied.

Examples of topics may include but are not limited to:

- Assessment and transfer of new technologies, including education, training and supporting issues.
- Planning and implementation of a new methodology into

an organization;

- Experience in the application of CASE Tools;
- Practice of process design, process assessment and process improvement;
- Application of software quality metrics and evaluation practice;
- Experience on some aspects of the application of innovative software engineering techniques in organizations.

The submissions should emphasize;

- the circumstances under which work is done;
- the underlying goals, policies, and organizational background;
- perspectives of past, present, and future software engineering efforts.

We aim to bring together people to report about their practice with the focus on giving the "big picture" rather than a technically interesting focus on a single scientific result.

### **REVIEW PROCESS**

Submissions will be reviewed for acceptance based on: the interest to members of the software engineering community; the significance of impact of the report to the Software Engineering community; and the objective of informing the software engineering community activities world wide.

Submissions are solicited from organizations. Solicited proposals will be subject to the same review process and criteria as proposals submitted in response to this call.

### **HOW TO SUBMIT**

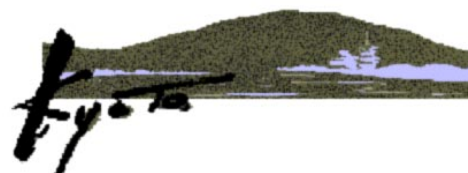
Proposed Lessons and Status Reports must be prepared in the Conference Proceedings Format (see <http://icse98.aist-nara.ac.jp/>). Proposals must not exceed 2 pages in length.

Accepted papers will be published in the conference proceedings. The primary author of each accepted report will receive an Author Kit with detailed instructions on how to submit camera-ready materials for publication.

At the conference, the Status Report should be presented by a major participant in the work. The presentation should be based on the material described in the Status Report Summary.

### **SEND TO**

Motoei AZUMA,  
Department of Industrial and Management Systems  
Engineering  
Waseda University  
Okubo, Shinjuku-ku, Tokyo 169, Japan  
TEL: +81-3-5286-3302  
FAX: +81-3-3200-2567  
E-MAIL: azuma@azuma.mgmt.waseda.ac.jp





### DEADLINE

Proposals: 1 January 1998 (Contact the chair for late submission)

### AIM

Posters and Research Demonstrations provide an excellent opportunity to show late-breaking results and to discuss the results with the conference participants. Interactive communication and demonstration will be the most exciting and powerful presentation.

### SCOPE

#### · Posters

All types of work in software engineering can be presented effectively using posters during the conference. Display space will be provided in the poster and research demonstration room. A description of each poster will appear in the proceedings for posters and research demonstrations.

#### · Research Demonstrations

Research demonstrations are intended to show early implementation of novel software engineering concepts. Research demonstrations will be scheduled into blocks of time for demonstration. In addition, a booth will be provided in the poster and research demonstration room to allow informal demonstrations throughout the conference. A description of each research demonstration will appear

in the proceedings for research demonstrations. We consider any system which is at least six months away from appearing in a commercial product as a "research system". Commercial systems will not be accepted as research demonstrations.

### REVIEW PROCESS

Submissions will be reviewed by the committee using the standard ICSE criteria : originality, importance and generality of contribution, soundness of rationale or demonstration, quality of written and graphic presentation and appropriate citation of relevant literature.

### COMPUTING AND PROJECTION EQUIPMENT

The conference will not provide any electronic equipment such as CPUs, disk drives, displays or videotapes for demonstration or presentation.

### HOW TO SUBMIT

Authors should prepare a four page description of their poster and research demonstration proposal for review.

### SEND TO

Yoshiaki Fukazawa  
Waseda University  
3-4-1, Ohkubo, Shinjuku-ku,  
Tokyo 169 JAPAN  
E-MAIL : fukazawa@fuka.info.waseda.ac.jp

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## DOCTORAL SYMPOSIUM

### DEADLINE

Students may request application forms by electronic mail beginning October 1997.

Applications are due no later than 1 November 1997.

Notification of acceptance will be by 10 January 1998.

### AIM

ICSE'98 will host a forum for graduate students to present and discuss their dissertation research objectives, approaches and preliminary results. Doctoral students, who are within approximately one year of thesis completion, are invited to apply to the Doctoral Symposium, a closed session in which a group of students present their research and get useful guidance and comments from established researchers and other doctoral students. The one-day symposium aims to broaden the perspectives of new entrants to the software engineering research community and to provide constructive comments on the ongoing thesis research.

As the systems of doctoral courses are different by cultures, we are expecting participants coming from America, Europe, Asia-Pacific and all over the world. We plan to invite people

from typical academic cultures to explain their doctoral systems so that we can compare and discuss differences between countries.

### HOW TO APPLY

We are looking for students who are advanced enough to have a specific research proposal and some preliminary results, but with sufficient time remaining to thesis completion to benefit from the symposium experience. Application forms for describing the thesis topic and progress are available from the Symposium chair. A letter of recommendation from the student's thesis advisor is also required. The applications are reviewed by the committee, and acceptance and rejection will be notified. Students selected as participants will receive partial reimbursement for conference-related expenses.

### SEND TO

Doctoral Symposium Chair  
Tetsuo Tamai  
Graduate School of Arts and Sciences  
University of Tokyo

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## TUTORIALS

### DEADLINE

Tutorial Proposals : 6 October, 1997

### AIM

The ICSE'98 Tutorials Program provides conference participants with the opportunity to gain new insights, knowledge and skills in a broad range of areas in the field of software engineering. Participants at the tutorials include software professionals, teachers, researchers and students both in software engineering and in other areas seeking to gain a better understanding of software engineering topics. Proposals for full-day (6 hours) or half-day (3 hours) tutorials are solicited. Tutorial topics are expected to cover a wide range, from practical guidelines, standards and surveys to academic and theoretical issues. The topics are not limited to past ICSE tutorial offerings.

### REVIEW PROCESS

Submitted proposals will be reviewed and evaluated by a committee consisting of experts based on their estimated benefit for the prospective participants and on their fit within the tutorial program as a whole. Factors to be considered also include: relevance, timeliness, importance and audience appeal; suitability for presentation in a half- or full-day tutorial format; effectiveness of teaching methods; and past experience and qualifications of instructors.

### HOW TO SUBMIT

Tutorial proposals (of ten pages or less) for review purposes should include:

- title, proposer's name, postal and email addresses, telephone and fax numbers, a list of keywords
- aims and learning objectives
- duration (half- or full-day)



- scope (survey or in-depth of one/few topics)
- target audience:
- beginners, intermediates, advanced
- practitioner, researchers, teachers, (university) students
- background required for target audience
- suitability for ICSE audience
- description of the material that will be covered (including breakdown & content summary)
- schedule of events with time allocations
- description and samples of material that will be included in tutorial notes
- list of requirements for running the tutorials (e.g., supplies, restrictions, etc...)
- brief history of tutorial (if given before), including how it will be modified for ICSE98)
- short curriculum vitae (biography) of instructors

Please submit proposals to one of the tutorial co-chairs by E-mail (ASCII text only) or air mail (six copies) to arrive by 6<sup>th</sup> October 1997. Please mark your submissions "ICSE98 Tutorial".

## SEND TO

Tutorial Co-Chairs  
Motoshi Saeki  
Dept. of Computer Science  
Tokyo Institute of Technology  
Ookayama 2-12-1, Meguro-ku,  
Tokyo 152, Japan  
TEL: +81-3-5734-2192 / FAX: +81-3-5734-2911  
E-MAIL: saeki@cs.titech.ac.jp  
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## WORKSHOPS

### DEADLINE

Proposal: 1 July 1997 (7 copies, hard copy only)

### AIM

Workshops provide a forum for a group of participants to exchange opinions on topics in either research or applications. Workshops are held either before or after the conference and may be one, one and a half or two days in length. Workshops are not alternative forums for full papers which otherwise could be submitted to ICSE. Participation in workshops is typically dependent on submission of position statements.

### REVIEW PROCESS

Workshop proposals will be reviewed by a committee representing a cross-section of software engineering researchers and professionals. Acceptance will be based on an evaluation of the workshop's potential for generating useful results, the timeliness and expected interest level in the topic, and organizer's ability to lead a successful workshop.

### HOW TO SUBMIT

Prepare a three-page proposal for the workshop review committee. Workshop proposal should contain:

- an outline of the theme and goals of the workshop and its relevance to the field;
- a description of the desired number of participants, the participant solicitation and selection process, pre-workshop activities, and planned workshop activities including length of time and required rooms;
- a brief description of each organizer's background, including relevant past experience with workshops, and whether the organizers have organized ICSE workshops before.

### SEND TO

Mikio Aoyama  
Global Development Division, Fujitsu Limited  
2-12-5 Shimo-kodanaka, Nakahara-ku  
Kawasaki 211, Japan  
TEL: +81-44-754-4139/ FAX: +81-44-754-4140  
E-MAIL: mikio@csd.ts.fujitsu.co.jp

## EXHIBITION

### AIM

The Exhibit offers commercial exhibit space to vendors as well as research exhibit space for products by academic and government research laboratories.

There are two types of exhibits.

- Commercial products from vendors.
- Research products from academia, industrial research laboratories, and government laboratories.

### EXHIBIT SPACE

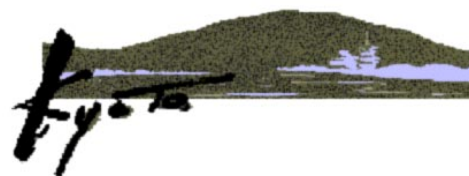
The Exhibit has commercial exhibit space and research exhibit space. All commercial exhibit space is sold in increments of 2m x 1.5m. Space rental rate is 400,000Yen per 2m x 1.5m booth, prior to 1 January 1998. After 1 January, the rate increases to 420,000Yen per booth. Cancellations of space will be assessed a 40,000Yen fee if cancellation is received in

writing by 1 January 1998. Thereafter, no refunds will be provided for unoccupied space; space may not be sublet. As for research exhibits from academia and government laboratories, no rental rate is required.

### CONTACT

Proposals and questions should be directed to the following.

Shinichi Honiden  
c/o ICSE EXPO 98 Kyoto Producer Office, Nikkei Advertising Co., LTD.  
Nikkei Koraibashi Bldg., 1-4-2  
Koraibashi, Chuo-ku, Osaka 541  
Japan  
TEL: +81-6-231-9808  
FAX: +81-6-229-1780  
E-MAIL: icseexpo@po.ijnet.or.jp



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## ASIA PACIFIC FORUM

### DEADLINE

Proposal: 1 July, 1997

### AIM

ICSE98 provides an opportunity for exchanging ideas and/or information for researchers and practitioners in Asia-Pacific Region. At ICSE18 in Seattle 1994, we had a workshop on "Asian Approaches to Software Engineering". It was very successful. We are planning to have a similar event in Kyoto. And it will also be possible to implement other plans such as to have a forum to discuss emerging Asian software markets, or for special exhibits of software Engineering tools made in Asia.

### HOW TO SUBMIT

Prepare a two-page proposal. It should contain:

- Theme and objective of the event.
- Desired number of participants, participant solicitation and selection process, planned activities including time length and requirement for rooms.
- Brief description of organizers' background.

### SEND TO

Kouichi Kishida  
Technical Director  
Software Research Associates, Inc.  
3-12 Yotsuya, Shinjuku-ku,  
Tokyo 160 JAPAN  
TEL: +81-3-3357-1507  
FAX: +81-3-3351-0880  
E-MAIL: k2@sra.co.jp

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## WELCOME TO KYOTO IN CHERRY BLOSSOM SEASON

### CITY OF HISTORY AND LEARNING

Kyoto, a city with 1,200 years of history, is the cultural soul of Japan. Nestled among low mountains, it is blessed with both natural beauty and a rich historical legacy. It is the ideal site for international conventions. From its establishment as Japan's capital in 794 until the Meiji Restoration in 1868, Kyoto flourished as the center of government, commerce and culture in Japan. Traditional arts and an abundance of shrines and temples give the city its distinct character. With nearly 1.5 million residents, Kyoto is a vibrant mixture of old and new. Many high-tech firms have chosen it as their headquarters, and the city boasts 47 public and private colleges and universities. These significant intellectual resources combine with Kyoto's long history and tradition to provide an ideal milieu for innovation and creativity.

### NATURAL BEAUTY

Kyoto is a panorama of the changing seasons: from the springtime cherry blossoms lining narrow walkways, the lush greenery of summer, to the brilliant autumn foliage of Japanese maples and the delicate layer of snow covering the surrounding mountainsides in winter. The passage of seasons is also evident in the beautiful gardens of Kyoto's ancient temples and shrines.

### CULTURAL HERITAGE

Reflecting its long history as the cultural and religious center of Japan, Kyoto is home to nearly 2,000 Buddhist temples and Shinto shrines. The city's international cultural significance was recognized when 17 historical sites in Kyoto were designated as UNESCO World Cultural Heritage Sites. Kyoto is the location of 20% of Japan's national treasures. More than 60 museums throughout the city offer visitors the opportunity to view priceless works of art and important cultural objects.

### KYOTO INTERNATIONAL CONFERENCE HALL

Japan's leading convention center, the Kyoto International Conference Hall, is a complex consisting of seven separate conference halls, the largest of which can hold 2,000 persons. Another 70 conference rooms of various sizes are available for smaller meetings. Two large banquet halls and a Japanese landscape garden offer additional settings for convention participants to meet and communicate informally.

### TRANSPORT

Kyoto has many modern hotels with accommodations for up to 20,000 visitors. Located near the center of Japan, it is readily accessible by land and air. The high-speed Shinkansen (bullet train) links Tokyo with Kyoto in 2 hours and 15 minutes. Overseas visitors arriving at Kansai International Airport have a comfortable 75-minute ride by the Haruka Express train to Kyoto Station. Kyoto has a well-developed public transportation system of trains, subways and buses. Extensions to the Kyoto subway system will provide a direct link from Kyoto Station to the Kyoto International Conference Hall by the end of July '97.

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