CALL FOR PAPERS

Libraries are central to all major scientific, engineering, and business areas, yet the design, implementation, and use of libraries are underdeveloped arts. This workshop is one of the first steps in the process of placing all aspects of libraries on a sound technical and scientific basis through research into fundamental issues and documentation of best practices.

A software library is an organized collection of code with associated tools supporting programming in general or in specific domains, usually united by a specified set of principles and conventions. Most libraries are aimed for use by several people and in different environments. The areas of software library research include:

- Design and implementation of libraries
- Program and system design based on libraries
- Libraries supporting specific application domains, such as biology or banking
- Evolution, refactoring, and maintenance of libraries
- Empirical studies of library use
- Performance of libraries, including benchmarking and library-based optimizations
- Design of language facilities and tools in support of library definition and use
- Validation, debugging, and testing of libraries
- Extensibility, parameterization, and customization
- Distribution of libraries
- Specification of libraries and their semantics
- Usability for library users and developers
- Assessing quality of libraries
- Documentation and teaching of libraries
- Creating and supporting communities of library users
- Using several libraries in combination

We invite the submission of extended abstracts on software library research, including, but not limited to, the above list of topics. The extended abstracts should address issues important to libraries as a field, i.e., describe ideas or techniques that can be reused for libraries across problem domains and/or languages; they should refrain from merely describing a particular library, no matter how novel the choice of domain. As an additional criterion, the extended abstracts are reviewed against suitability for a journal publication of the corresponding full paper.

Accepted extended abstracts will be posted on the workshop’s Web site prior to the workshop, and collected in a proceedings published as a Rensselaer Polytechnic Institute tech report. Authors of selected papers will be invited to submit a full paper for a special issue of a journal, to be announced later.

IMPORTANT DATES

- Aug 14 Submission of extended abstracts
- Sep 12 Notification of acceptance
- Oct 10 Final versions of extended abstracts due
- Oct 15 Final versions posted on workshop Web site
- Oct 22 Workshop

SUBMISSION PROCEDURE

For details of the electronic submission procedure, see the workshop’s Web site.

ORGANIZERS

- Josh Bloch, Google Inc.
- Jaakko Järvi, Texas A&M University
- David Musser, Rensselaer Polytechnic Institute
- Sibylle Schupp, Chalmers University of Technology
- Jeremy Siek, Rice University

PROGRAM COMMITTEE

- Dave Abrahams, Boost Consulting
- Olav Beckman, Imperial College London
- Hervé Brönnimann, Polytechnic University
- Cristina Gacek, Univ. of Newcastle upon Tyne
- Douglas Gregor, Indiana University
- Doug Lea, State University of New York at Oswego
- Andrew Lumsdaine, Indiana University
- Erik Meijer, Microsoft Research
- Tim Peierls, Prior Artisans LLC
- Doug Schmidt, Vanderbilt University
- Anthony Simons, University of Sheffield
- Bjørn T. Strostrup, Texas A&M and AT&T Labs
- Todd Veldhuizen, University of Waterloo

In addition, the organizers will serve as program committee members, with Jaakko Järvi and Josh Bloch as program co-chairs.

Primarily, the email address lcsd06@cs.tamu.edu should be used for questions addressed to the organizers.

KEYNOTE ADDRESS

There will be an invited talk by Sean Parent, Adobe Inc.