Software clones are identical or similar pieces of code or design. Clones are known to be closely related to various issues on software engineering, such as software quality, complexity, architecture, refactoring, evolution, licensing, plagiarism, and so on. Various characteristics of software systems can be uncovered through the clone analysis, and system restructuring can be performed by merging clones.

The purpose of this workshop is to continue to solidify and give shape to this research area and community. More specifically, the goals are to bring together researchers and practitioners from around the world to evaluate the current state of research and applications, discuss common problems, discover new opportunities for collaboration, exchange ideas, and envision new areas of research and applications.

Topics of interest include, but are not limited to:

- Definition of software (code) clones
- Types, distribution, and nature of clones in software systems
- Causes and effects of clones
- Techniques and algorithms for clone detection, analysis, and management
- Clone and clone pattern visualization
- Tools and systems for detecting and analysing software clones
- Applications of clone analysis
- Clone management
- System architecture and clones
- Effect of clones on system complexity and quality
- Clone analysis in families of similar systems
- Industrial experience
- Measures of code similarity
- Cost/economic and trade-off models for clone removal
- Evaluation and benchmarking of clone detection methods
- Evolution of clones
- Licensing and plagiarism issues
- Clone-aware software design and development
- Refactoring through clone analysis
- Raising the granularity/abstraction level of clone detection and analysis.

We aim at full papers limited to 8 pages and position papers limited to 2 pages. Submissions must adhere to the ACM two-column proceedings format:

http://www.acm.org/sigs/publications/proceedings-templates

Papers must present novel ideas and open issues, or represent important viewpoints on the field. They must be relevant to the goals of the workshop and hold the potential for lively discussion. Papers will be reviewed by at least two members of the workshop program committee.

Accepted research and position papers will be published in the workshop proceedings. Authors of selected papers will be invited to present their work during the workshop and/or act as discussion group leaders during workshop sessions.

Submission

Submissions should be uploaded online to the workshop’s submission web site: http://www.easychair.org/conferences/?conf=iwsc2010
Important dates

- January 20, 2010: Position and full papers due
- February 15, 2010: Notification of acceptance
- February 25, 2010: Camera-ready copy due
- May 8, 2010: Workshop

Organizing Committee

- Katsuro Inoue, Osaka University, Japan
- Stanislaw Jarzabek, National University of Singapore
- Rainer Koschke, University of Bremen, Germany
- James R. Cordy, Queen’s University, Canada

Program Committee

- Andrew Walenstein (University of Louisiana at Lafayette)
- Angela Lozano (Université Catholique de Louvain)
- Chanchal K. Roy (University of Saskatchewan)
- Daniel M. German (University of Victoria)
- Giuliano Antoniol (Ecole Polytechnique de Montréal)
- Ira Baxter (Semantic Designs, Inc.)
- James R. Cordy (Queen’s University)
- Jens Krinke (King’s College London)
- Katsuro Inoue (Osaka University)
- Masafumi Katahira (Japan Aerospace Exploration Agency)
- Massimiliano Di Penta (University of Sannio)
- Michel Wermelinger (The Open University)
- Mike Godfrey (University of Waterloo)
- Miryung Kim (University of Texas at Austin)
- Rainer Koschke (University of Bremen)
- Stanislaw Jarzabek (National University of Singapore)
- Toshihiro Kamiya (AIST)
- Xing Zhenchang (National University of Singapore)

Contact Information

http://iwsc2010.ist.osaka-u.ac.jp
iwsc2010@ist.osaka-u.ac.jp