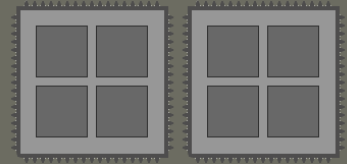


# SEPS 2016

The third workshop on Software Engineering for Parallel Systems  
Workshop held in conjunction with SPLASH 2016  
Amsterdam, The Netherlands



<http://2016.splashcon.org/track/seps2016>

November 1, 2016

## Important Dates

Submissions Due Aug 1, 2015  
Author Notification Sep 5, 2015

## Workshop Organizers



Ali Jannesari  
University of California, Berkeley



Yukinori Sato  
Tokyo Institute of Technology



Stefan Winter  
Technische Universität Darmstadt

## Program Committee

Guido Araujo (University of Campinas, Brazil)  
Ehsan Atoofian (Lakehead University, Canada)  
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Miquel Pericas (Chalmers University of Technology, Sweden.)  
Michael Philippsen (University of Erlangen-Nuremberg, Germany)  
Bernhard Rumpe (RWTH Aachen University, Germany)  
Neeraj Suri (Technical University of Darmstadt, Germany)  
Massimo Torquati (University of Pisa, Italy)  
Xinghui Zhao (Washington State University, USA)

## General Scope

The purpose of this workshop is to provide a stable forum for researchers and practitioners dealing with compelling challenges of the software development life cycle on modern parallel platforms. The increased complexity of parallel applications on modern parallel platforms (e.g. multicore/manycore, distributed or hybrid) requires more insight into development processes, and necessitates the use of advanced methods and techniques supporting developers in creating parallel applications or parallelizing and reengineering sequential legacy applications. We aim to advance the state of the art in different phases of parallel software development, covering software engineering aspects such as requirements engineering and software specification; design and implementation; program analysis, profiling and tuning; testing and debugging.

Both authors and attendees can discover new ideas and directions to solve software engineering issues for parallel programming. Specific topics of interest include, but are not limited to:

- Process models for parallel software development
- Requirement engineering of parallel software
- Design and build of parallel programs
- Parallel design patterns
- Parallel software architectures
- Modeling techniques for parallel software
- Parallel programming models and paradigms
- Profiling and program analysis
- Dynamic and static analysis
- Refactoring and reengineering for parallelism
- Performance tuning and auto-tuning
- Energy-efficient parallel computing
- Testing and debugging of parallel applications
- Tools and environments for parallel software development
- Case studies and experience reports

## Submission Details

The workshop welcomes the following two types of submissions:

- Original, unpublished regular papers on current research (max. 10 pages)
- Short papers (max. 4 pages, without references) including:
  - Industrial and practical experiences
  - Tool presentations/demonstration
  - Early results & novel ideas without a comprehensive/extensive evaluation
  - Preliminary and exploratory work with unconventional approaches or wild and crazy ideas

Especially, we encourage early-stage work, tool papers categorized in short papers on parallel systems explicitly targeted at interaction in SEPS 2016 workshop venue.

**Paper Submission:** Papers submitted to SEPS 2016 must not have been published or simultaneously submitted anywhere else. Accepted papers will be published as formal proceedings in the ACM Digital Library. Contributions should be submitted electronically in PDF format via the submission site:

Submission site: <https://seps16.hotcrp.com/>

For further information, please check SEPS2016 web site:

<http://2016.splashcon.org/track/seps2016>

## Keynote

**Prof. Beverly Sanders (University of Florida, USA)**