Track Report for CSP: Summary and Preface

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Abstract— This report provides an introduction to the papers accepted for the CSP track at IEEE WETICE 2015.

I. INTRODUCTION

The Collaborative Software Processes (CSP) track of WETICE 2015 focuses on collaborative aspects of modelling, enactment and use of software and systems development processes. It aims to gather researchers and industrial practitioners working in the field of Collaborative Process Support for Software Development. New and specially designed techniques are welcome, given that they provide an opportunity for the community to exchange ideas and to present emerging new technologies and understanding in the field.

II. BRIEF DESCRIPTION OF ACCEPTED PAPERS

This is the fourth edition of this track at the WETICE series of conferences. Despite the youthfulness of the event we were pleased to receive several interesting contributions ranging in a wide spectrum of aspects of the main, general theme. This year, 6 papers were submitted and every paper was reviewed by at least three members of the Program Committee. The track features 3 long papers.

The first paper by Mojtaba Hajmoosaei, Hanh-Nhi Tran, Agnes Front, Christian Percebois and Claudia Roncancio presents Impact Analysis of Process Change at Run-time to help process practitioners deciding. In particular, it presents an approach based on the abstract Process Dependency Graph to represent and monitor the dependencies among running process instances managed by a Business Process Management System. The idea is to analyze the Process Dependency Graph when a change occurs. The authors of this paper deduce the affected process elements and measure the impact of change by using workflow Quality of Service metrics. The proposed approach provides a generic framework which can be adapted to a specific process domain.

In the second contribution, Jean-Philippe Schneider, Joel Champeau, Loic Lagadec and Eric Senn present a Role Framework to Support Collaborative Virtual Prototyping of System of Systems. This work addresses an important problem in developing systems of systems. It suggests an approach to supporting the simulation of the evolving SoS even though the SoS is being composed from subsystems that are based upon different formalisms having different semantic features. The approach explores the use of the notion of roles as a complement to the more usual approach based upon types. The approach has been evaluated by applying it to a system composed of two subsystems.

Finally, Zakaria Maamar, Vanilson Buregio and Mohamed Sellami, present a work on Collaborative Enterprise Applications based on Business and Social Artifacts. This paper proposes a framework for combining Social Artifacts and Business Artifacts to help enterprises develop collaborative applications based on the interplay of business and social processes. The paper proposes a running example, a collaborative architecture based on middle-platform and an example of a function specification. Also an implementation is detailed.

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