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OSSPL07

Open Source Software and Product Lines 2007



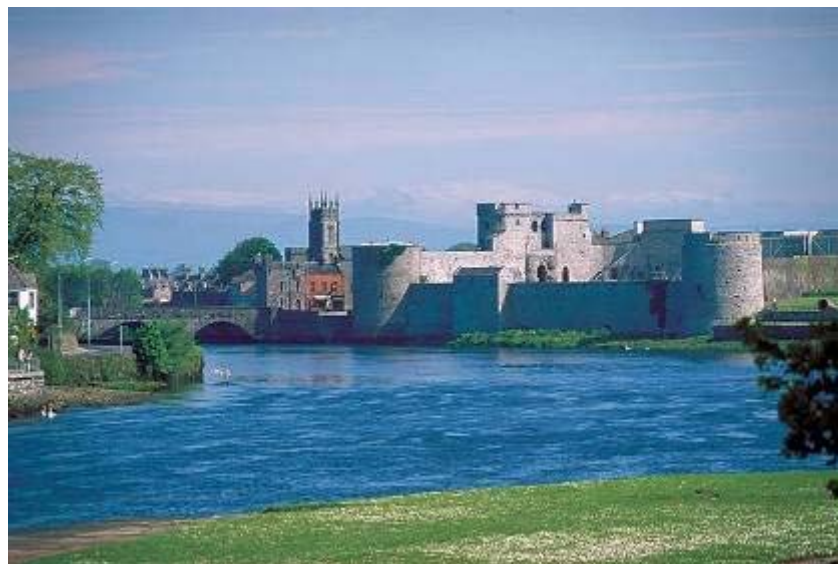
The Third International Conference on Open S

[Call for participation](#)

OSSPL07

June 14 2007, Limerick, Ireland

co-located at [OSS 2007](#)



Workshop Topics

Embedded industries have invested a lot in the introduction of software their software development. In addition, using open source software a

profitable way to obtain good software. This is also applicable for open source product line engineering. On the other hand, because of the diverse uses of software, product line development is an attractive way of working in open source communities. In fact, the configuration mechanisms used in open source software can be applicable within software product lines as well. In addition, product lines are usually involved in distributed development, which works very effectively in open source communities. However, at present, there is limited interaction between open source and product line development communities. The aim for the workshop is to see what the two communities can learn from each other and to develop a shared understanding of how the two communities can benefit from each other. The workshop deals with the following issues:

Community: Ownership, control and management of product line assets in an open source community

Visibility of the code: when it is valuable to share proprietary code and how to make a right decision.

Architecture Views: Creation of different levels of architecture visibility among closed consortium, public. Is this possible?

Product line requirements roadmaps and planning in open source development

Variability management: Using the open source community to evolve product lines by being explicit about variability

Variability representation: in an open source community

Deployment: Open source for the platform and in applications

Heterogeneous processes: Cohabitation of product line management and open source processes

Tools: Open source asset management tools in product line development

Domain and application engineering and their meaning in an open source context

Recovery and recognition of a product line in an open source asset base

Legal: Aspects dealing with evolutionary, variability or distribution of assets relating to legal risks involving: liability, warranties, patent infringement

Participant selection process

The workshop solicits position papers (no more than 2500 words), which can be from both the software product line and open source software. All papers must be approved by at least 2 members of the Program Committee and the program co-chairs. We will select those submissions that give the best chance for a good discussion.

Planned workshop activities

We plan to have the workshop with an introduction, followed by two technical sessions, and a final session. The content related session will have one presentation followed by a discussion. Accepted papers will be published in the proceedings for OSS 2007, which is separate from the main conference.

Previous workshop

A previous workshop [OSSPL06](#) with the same topic was held during the OSSPL06 conference in Baltimore. Proceedings are at the OSSPL06. The OSSPL06 workshop dealt with the following topics that need further investigation:

Human issues: The way that people are recruited and fired, Culture

