10th International Conference on
GPCE
Generative Programming and Component Engineering
2011
Portland, Oregon, USA (collocated with SPLASH 2011)

Scope: Generative and component approaches are revolutionizing software development just as automation and componentization revolutionized manufacturing. Key technologies for automating program development are Generative Programming for program synthesis, Component Engineering for modularity, and Domain-Specific Languages (DSLs) for compact problem-oriented programming notations.

The International Conference on Generative Programming and Component Engineering is a venue for researchers and practitioners interested in techniques that use program generation and component deployment to increase programmer productivity, improve software quality, and shorten the time-to-market of software products. In addition to exploring cutting-edge techniques of generative and component-based software, our goal is to foster further cross-fertilization between the software engineering and the programming languages research communities.

Empirical Studies

Model-driven Development

Organization:
General Chair
Ewen Denney (SGT/NASA Ames, USA)

Program Chair:
Ulrik Pagh Schultz (University of Southern Denmark)

Publicity Chair:
Chang Hwan Peter Kim (University of Texas, USA)

Important Dates:
Submission of abstracts: May 16
Submission of papers: May 22
Author notification: July 6
Tech talk submission: August 7
Conference: October 22-23

Submissions:
Research papers: 10 pages
Total demos: 6 pages
Tech talks: 1 hour
(see www.gpce.org for details)

Workshops and Tech Talks:
Workshops run by SPLASH
Tech talks run by GPCE
(contact chairs@gpce.org)