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Autore	Ricciardi, Mario
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Altri autori (Persone)	Melucci, Massimoauthor Agosti, Maristellaauthor
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Nota di contenuto	Invited Talk -- Primacy of Place: The Reorientation of Software Engineering Demanded by Software Architecture -- Research Papers -- Fault Tolerant Web Service Orchestration by Means of Diagnosis -- Synthesis of Concurrent and Distributed Adaptors for Component-Based Systems -- Introspective Model-Driven Development -- Eliminating Execution Overhead of Disabled Optional Features in Connectors -- Automated Selection of Software Components Based on Cost/Reliability Tradeoff -- On the Modular Representation of Architectural Aspects -- Configurations by UML -- Modes for Software Architectures -- Integrating Software Architecture into a MDA Framework -- Layered Patterns in Modelling and Transformation of Service-Based Software Architectures -- Towards MDD Transformations from AO Requirements into AO Architecture -- Modeling and Analyzing Mobile Software Architectures -- Preserving Software Quality Characteristics from Requirements Analysis to Architectural Design -- Position Papers -- Identifying "Interesting" Component Assemblies for NFRs Using Imperfect Information -- Towards More Flexible Architecture Description Languages for Industrial Applications --

Architecture Transformation and Refinement for Model-Driven Adaptability Management: Application to QoS Provisioning in Group Communication -- Automating the Building of Software Component Architectures -- Component Deployment Evolution Driven by Architecture Patterns and Resource Requirements.

Sommario/riassunto

Following the successful workshops held in St. Andrews, Scotland, UK in 2004 (EWSA 2004, Springer LNCS 3527) and in Pisa, Italy in 2005 (EWSA 2005, Springer LNCS 3047), the 3rd European Workshop on Software Architecture (EWSA 2006) held in Nantes, France during September 4–5, 2006 provided an international forum for researchers and practitioners from academia and industry to present innovative research and discuss a wide range of topics in the area of software architecture. Software architecture has emerged as an important subdiscipline of software engineering encompassing a broad set of languages, styles, models, tools, and processes. The role of software architecture in the engineering of software-intensive systems has become more and more important and widespread. Challenging applications include support for dynamic, adaptive, autonomic and mobile systems. The workshop focused on formalisms, technologies, and processes for describing, verifying, validating, refining, building, and evolving software systems, in particular based on component and service-oriented architectures. Topics covered included architecture modeling, architectural aspects, architecture analysis, transformation and synthesis, quality attributes, model-driven engineering, and architecture-based support for assembling components and developing component and service-oriented systems. EWSA 2006, distinguished between two types of papers: research papers, which describe authors' novel research work, and position papers, which present concise arguments about a topic of software architecture research or practice.
