

Foundations of Computer Software: Future Trends and Techniques for Development

This volume contains revised and expanded versions of the papers presented at the 15th Monterey Workshop, held during September 24–26, 2008 in Budapest, Hungary. The Monterey Workshops series was initiated in 1993 by Dr. David Hislop, a longtime program manager at the U. S. Army Research Office, with the purpose of exploring the critical problems associated with cost-effective development of high-quality software systems. During their 15-year history, the Monterey Workshops have brought together scientists that share a common interest in software development research serving practical advances in next-generation software-intensive systems. Each year is dedicated to a particular topic of critical importance. In recent years, workshop topics were “Innovations for Requirement Analysis: From Stakeholders Needs to Formal Designs” (2007 in Monterey, California), “Composition of Embedded Systems, Scientific and Industrial Issues” (2008 in Paris, France), “Networked Systems: Realization of Reliable Systems on Unreliable Networked Platforms” (2005 in Laguna Beach, California), “Software Engineering Tools: Compatibility and Integration” (2004 in Vienna, Austria), “Engineering for Embedded Systems: From Requirements to Implementation” (2003 in Chicago, Illinois), “Radical Innovations of Software and Systems Engineering in the Future” (2002 in Venice, Italy). The topic of the 2008 workshop was “Foundations of Computer Software, Future Trends and Techniques for Development.” Modern computer systems manage very large amounts of information, performing complex computations in a distributed way. At the same time, there is a need to display information in a way that aids human actors in the interpretation of this information and in decision making.

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