

WOSP-C'17 Welcome by the Chair

We are delighted to welcome you to the third edition of WOSP-C, the Workshop on Challenges in Performance Methods for Software Development.

New challenges to assuring software performance arise as new software development methods emerge. In addition to using middleware and database platforms, new applications may be implemented using environments such as Software as a Service (SaaS) and Service-Oriented Architectures. The performance characteristics of these services will inevitably influence the performance and scalability of the applications that use them. The use of DevOps means that new components will be introduced to existing systems while they are running. The performance requirements of existing components must still be met after the new ones are introduced.

In this edition of WOSP-C, we will explore the performance implications of this evolution in architecture and development and their impact on the inclusion and development of performance. We seek to do this by including research and experience papers, vision papers describing new initiatives and ideas, and discussion sessions. As implied by the title, the workshop focus is on methods usable anywhere across the life cycle, from requirements to design, testing and evolution of the product.

This year's workshop presents an eclectic mix of topics related to performance challenges in various aspects and phases of software development. Alberto Avritzer's keynote address discusses performance engineering for DevOps using survivability evaluation of high availability systems. Other papers discuss performance challenges relating to microservices, cyberphysical systems, the internet of things, service level objectives, modeling from diverse perspectives, and architecture.

We would like to thank the authors for their contributions and the members of the program committee for their diligent reviews.

We encourage all attendees to participate in open-space discussions during the last session of the workshop. The discussions will attempt to map the future of the field. The discussions will be moderated and summaries posted on line for future reference. This is in keeping with the spirit of the first Workshop on Software and Performance, WOSP98, which successfully identified issues that were current at the time.

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