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Titulo: **Software Architectural Slicing**

Abstract:

Program slicing techniques are widely used for identifying and isolating the parts of a program that depend on or are depended upon by a specific element (e.g. a variable, a routine). My PhD project aims to scale up such techniques, well-known at the micro, program-oriented level, to the macro, software architectural level. This research effort requires the development of generic slicing algorithms, applicable to large, multi-language, heterogeneous systems as well as new formal techniques to extract, represent and reason upon architectural information.