

Topics	# Submitted Papers	# Accepted Papers	Acceptance Rate
<none>	9	0	0.00%
Agile Methods and Software Processes	18	2	11.11%
API Design and Evolution	17	6	35.29%
Apps and App Store Analysis	26	7	26.92%
Autonomic Systems and Self Adaptation	8	2	25.00%
Configuration Management	16	7	43.75%
Crowd-based Software Engineering	9	2	22.22%
Debugging	40	8	20.00%
Distributed and Collaborative Software Engineering	26	9	34.62%
Embedded/Cyber-Physical Systems	19	3	15.79%
Ethics in Software Engineering	11	2	18.18%
Evolution and maintenance	105	31	29.52%
Fault Localization	28	11	39.29%
Formal Methods	37	9	24.32%
Green and Sustainable Technologies	5	2	40.00%
Human Aspects of SE	68	20	29.41%
Human-Computer Interaction	25	5	20.00%
Machine Learning with and for SE	237	74	31.22%
Mining Software Repositories	105	23	21.90%
Mobile Applications	43	13	30.23%
Modeling and Model-Driven Engineering	16	1	6.25%
Parallel, Distributed, and Concurrent Systems	12	2	16.67%
Performance	32	10	31.25%
Privacy	13	3	23.08%
Program Analysis	117	35	29.91%
Program Comprehension	40	10	25.00%
Program Repair	28	9	32.14%
Program Synthesis	11	5	45.45%
Programming Languages	15	4	26.67%
Recommender Systems	34	9	26.47%
Refactoring	14	3	21.43%
Release Engineering and DevOps	11	4	36.36%
Reliability and Safety	46	15	32.61%
Requirements Engineering	22	3	13.64%
Reverse Engineering	16	4	25.00%
Search-based Software Engineering	33	7	21.21%
Software Architecture and Design	16	2	12.50%
Software Economics	4	2	50.00%
Software Ecosystems	18	7	38.89%
Software Fairness	5	4	80.00%
Software Reuse	22	4	18.18%
Software Security	85	25	29.41%
Software Services	11	3	27.27%
Software Testing	181	47	25.97%
Software Visualization	6	1	16.67%
Tools and Environments	49	12	24.49%
Validation and Verification	53	15	28.30%
Variability and Product Lines	11	5	45.45%

Legend
Of the 691 papers submitted at ICSE,
18 selected "Agile Methods and Software processes"
as one of the topics.
Of these 18, 2 (or 11.11%) were accepted.
Note that most papers would have multiple topics.

