Message from the WOOT '26 Program Co-Chairs

We are delighted to introduce the proceedings of the 20th edition of the USENIX WOOT Conference on Offensive Technologies (WOOT '26).

For the first time, this year we had two submission cycles, with 79 total submissions, including 20 in the first cycle and 59 in the second. Three submissions were resubmitted between cycles. In total, we accepted a record number of papers—26—corresponding to an acceptance rate of 34% when counting unique submissions.

Paper topics covered a broad range of offensive security research, including hardware security, AI and LLMs, wireless and network security, program analysis, and fuzzing. We are delighted to have such a great set of papers covering a varied, cutting edge, and fun range of offensive security research. Additionally, the 14 accepted posters and demos add further breadth to the program and will create further opportunities for discussion and interaction.

As with last year, we continue to encourage broader participation in WOOT, especially from researchers outside academia and traditional research communities. Although none of the submissions to the Up-and-Coming track were accepted this year, we are proud that each of these submissions received at least four reviews rather than the usual three, and some authors also explicitly thanked us for the quality and usefulness of the feedback they received. More broadly, we still have both academic and industry participants in the program, and we are looking forward to seeing their work presented at the conference.

Thanks to all the authors who submitted papers, the many hardworking members of the Program Committee who provided constructive feedback, and especially everyone who volunteered to shepherd papers.

This year, in the spirit of open science, we required the authors of accepted papers to participate in the artifact evaluation process. As a result, 25 of the 26 accepted papers were submitted for artifact evaluation, with the remaining paper being an SoK. Of these, 16 papers obtained all three artifact badges: Available, Functional, and Reproduced. We would like to express our gratitude to our AEC chair, Zion Leonahenahe Basque, and to the 27 members of the Artifact Evaluation Committee, who did a great job despite a tight deadline and a record number of submissions.

We would also like to thank everyone else who helped us make WOOT happen again this year, in particular the USENIX staff and the Steering Committee. Finally, we want to express our appreciation for the generous support of WOOT's sponsors, without whom WOOT would not be possible.

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WOOT '26 Program Chairs